

Final Fantasy IX FAQ/Walkthrough

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Updated to v1.4 on Jun 20, 2016



Version History

Version	Date	Notes
1.4	06/12/2016	<ul style="list-style-type: none">Added missing Phoenix Down to Crash Site walkthroughAdded note about leaving Lindblum on Disc 1 before the Festival of the HuntAdded Gizamaluke counterattack informationAdded note on removing Add-ons and shared equipment before leaving Treno on Disc 2Added note on removing Add-ons and shared equipment from Quina in CleyraAdded Type B to Alexandria Castle (Disc 2) enemy listCorrected Lani's Steal listAdded some additional strategies for LaniAdded Mythril Racket to Esto Gaza Shopping sectionAdded clarification to Moodon's location in Letter Deliveries sectionMinor clarifications to Chocograph Hunting #6Added strategy note to Oeilvert walkthroughAdded strategy information to Desert Palace walkthroughAdded missing link after Desert PalaceMoved Missable Item Alert #21Major corrections to Disc 4 "Eidolon Wall" sidequest informationAdded Kraken's counter informationAdded Deathguise's opening attack informationAdded clarification on location of Friendly GhostImproved formatting for Ragtime Mouse sectionUpdated mechanics for Frog CatchingFixed dig location for Chocograph #9: Abandoned LagoonCorrected Shopkeeper's card in DaguerreoOther minor corrections to Daguerreo sectionUpdated Ozma's AI informationMinor updates to Game MechanicsAdded initial Items to Item ListChanged Item List formatting to be more informativeVarious minor corrections
1.33	02/22/2016	<ul style="list-style-type: none">Improved Pinnacle Rocks table for better viewing on smaller screensMinor typo corrections
1.32	02/21/2016	<ul style="list-style-type: none">Fixed mislabeled gate in Lindblum on Disc 1Fixed typo in Desert Palace's directionsAdded note regarding the non-PSX versions

Table of Contents

- Version History
- Legal Stuff
- Introduction
 - World/Field Map Controls
 - In-Battle Controls
 - General Strategy
- Walkthrough - Disc 1
 - Kidnap Mission
 - Escaping the Mist
 - The Village of Dali
 - Journey to Lindblum
 - Lindblum
 - Exploring Lindblum Kingdom
 - Journey to Burmecia
 - Burmecia
- Walkthrough - Disc 2
 - Journey to Treno
 - Treno
 - Journey to Cleyra
 - Cleyra
 - Escape from Alexandria
 - Pinnacle Rocks
 - Return to Lindblum
 - Journey to the Outer Continent
 - Outer Continent
 - Into the Forest
 - Into the Mountains
 - Madain Sari
 - Journey to the Iifa Tree
 - The Iifa Tree
 - Cornering the Thief
 - Battle of the Iifa Tree
- Walkthrough - Disc 3
 - Returning Home
 - The Card Tournament
 - Trouble on the Home Front
 - The Aftermath
 - On the High Seas
 - Picking Up the Trail
 - Forgotten Continent
 - Lost Continent
 - Lindblum Stop-Over
 - Aerial Exploration
 - Ipsen's Castle
 - Breaking the Seal
 - Preparing to Leave
 - Portal to Another World
- Walkthrough - Disc 4
 - Return to Gaia
 - Second Battle of the Iifa Tree
 - Memoria
 - Final Preparations
 - The Final Battle
- Missable Item Walkthrough
- Sidequests/Mini-Games
 - Tetra Master
 - Jump Rope Mini-Game
 - Mognet
 - Friendly Creatures
 - Ragtime Mouse
 - Frog Catching
 - Chocobo Hot & Cold
 - Morrid's Coffees

Version	Date	Notes
1.31	01/15/2016	<ul style="list-style-type: none"> Fixed a mistake in Lindblum's directions Occasional minor corrections and additions
1.3	09/29/2015	<ul style="list-style-type: none"> Added missing Phoenix Down in Alexandria Castle on Disc 1 Added missing Gil to Treno header table Added small note about Treno Thug upgrading his card deck Correction regarding Ragtimer on Disc 2 Minor changes to some boss data tables
1.2	09/13/2015	<ul style="list-style-type: none"> Improved table header formatting Fixed error in Chocograph #18: Ocean Added missing Potion in Alexandria (Disc 1) Added missing Soft chest in Burmecia
1.1	07/19/2015	<ul style="list-style-type: none"> Corrected a mix-up with two jewel types/locations in Disc 3 Alexandria Added information about using Night to Earth Guardian strategy Occasional minor corrections and clarifications
1.01	06/24/2015	<ul style="list-style-type: none"> Added missing link to the "finding the Knights of Pluto" mini-game Added small strategy tidbit for Disc 1 Zaghnol Occasional minor corrections and clarifications
1.0	06/14/2015	Initial Release

9. Kupo Nuts
 10. Stiltzkin Shopping
 11. Treno Auction House
 12. Stellazio
 13. Weapon Shop Monsters
 14. Conde Petie Colored Stones
 15. Oglop Trading
 16. Hippaul Racing
 17. Double or Nothing
 18. Daguerreo
 19. Magical Fingertip
 20. Nero Brothers
 21. The Master Synthesist
 22. The Ultimate Monster
 23. Storyline Mini-Games
10. Lists/Reference
 1. Game Mechanics
 2. Characters
 3. Abilities
 4. Status Effects
 5. Items
 6. Shops
 7. Enemy List
 11. FAQ
 12. Contact
 13. Credits
 14. Copyright Notice

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Introduction

Final Fantasy IX is, as the name would have you believe, Square's ninth installment in the famous Final Fantasy series. Unlike the other PSX Final Fantasy titles, IX uses a number of throwbacks to the NES and SNES games (for instance, the battle system is heavily based on FFV's, while the character "job" system resembles FFIV), as well as a more traditional medieval setting rather than a modern or post-modern one, and various references to all the Final Fantasy games made up until then.

On the other hand, FFIIX brings plenty new to the table. The story and playable characters are all completely new, as is the setting. The game's excellent story, character development, and gameplay make it a contender for one of the best games in a series that already contains a number of classics.

Note that this guide is written with the original NTSC PSX version in mind. If you're playing a different version (that is, the iOS or PC versions), you may see some minor differences.

World/Field Map Controls

Button	What it Does
Circle	Cancel button; hold with D-Pad to run
X	OK button, talk, examine, interact, open chests
Square	Challenge NPC in Tetra Master ; on World Map, summon Moguo to Save and/or Tent
Triangle	Open menu
D-Pad	Move around; if a choice is offered, use to select an option
Select	Displays your location
Start	Pauses the game, stopping all timers
L1/R1	On World Map, changes camera angle

Button	What it Does
L2/R2	On World Map, changes camera angle

In-Battle Controls

Button	What it Does
Circle	Cancel button
X	OK button
Square	Hold down to hide menu and HP/MP display
Triangle	Switch to another character with full ATB gauge
D-Pad	Select option in menu
Select	Toggle description of menu item
Start	Pauses the game, stopping all timers and ATB gauges
L1/R1	Switch between single-target (ST) and multi-target (MT) (<i>does not work with all skills</i>)
L2+R2	Hold down both to flee battle

General Strategy

- Early- to mid-game, your focus should be on getting good equipment and teaching your characters their **Abilities**. Leveling is not particularly helpful until very late, when you'll have the ideal equipment for raising stats. If you master an ability, change out that piece of equipment for something better, preferably one that teaches another ability.
- Watch out for missable items! FFX has a lot of them, very often because of changing shop inventories. The walkthrough will tell you what needs to be picked up when.
- Early on, watch your MP. In some cases, it may be better to have your mage characters attack physically instead of casting spells.
- Remember that your mages need good spells to be effective, so teaching **Action Abilities** is especially important to them. For your fighter-type characters, **Support Abilities** tend to take precedence over their skillsets.
- Quina learns **skills from enemies**, so be sure to keep up with skills. None are missable, but some will become unavailable for long periods if you miss them.
- Once you're able to select your party, in most cases you'll want a reasonably balanced party, both in terms of physical/magical prowess and offense/defense. There are exceptions, which are covered in the walkthrough.
- In most parts of the game, you won't need to worry too much about status defense against random encounters. Early on, status attacks are very rare, while in most later areas only one or two defensible statuses are used.
- Later on, you'll often find that there are no more abilities available in a given equipment slot for a given character. In these cases, either equip to boost stats (recommended), or just equip the strongest available piece.
- Generally, the least important pieces of equipment on a character in terms of equipment strength are the arm slot and weapons for mages, so feel free to make sacrifices here (to defend elements, learn abilities, etc.) to improve your setup elsewhere.
- Bosses in Final Fantasy IX tend to be rather strong, but they frequently have crippling status weaknesses. Be sure to take advantage of them (the walkthrough will list status vulnerabilities for bosses).
- In most cases, **Trances** in FFX aren't all that useful strategically (contrast to their equivalents in games like VII, VIII, and X). It tends to take a long time to build up your meter, especially early in the game. That being said, a Trance can greatly augment your power, so use it wisely once you get it. If you fill your Trance gauge and the battle ends before finishing the Trance, remember it resets to zero.
- Most normal encounters have very few status protections, so feel free to throw around status attacks if you're having problems.
- On that note, using Zidane's **Sargatanas** weapon with **Soul Blade** late-game is horribly broken. It inflicts **Petrify** with 100% accuracy (never fails barring immunity), instantly defeating nearly every normal enemy in the game. Note that you don't receive Exp, Gil, or Drops this way though (AP will still be awarded).

Walkthrough - Disc 1



This section will contain some spoilers. Many spoilers are covered in spoiler tags (like here--select the text to reveal it), however, due to the nature of the guide it's impossible to completely avoid spoilers, especially well after they happen, so read ahead of where you are in the game at your own risk.

For an abbreviated version of the walkthrough that only details things you can miss permanently, click [here](#).

If you encounter any broken links/images/etc., please contact me as described [here](#).

Note that tips for defeating normal enemies will be contained in the **Enemy List**, while bosses and special fixed encounters will be listed as they are encountered in the walkthrough.

Kidnap Mission

Planning the Heist

Items	47 Gil, Potion
Enemies	Masked Man (boss)

When you start the game, enjoy the opening FMV.

Missable Item Alert #1

These alerts will appear throughout the guide, to inform you of missable items, skills, Key Items, etc. Pay careful attention to these when you see them. FFX has a huge number of missables, including many that are not obvious until much later in the game.

What? We haven't even started playing yet and there are missable items already? Not quite, but there are a few related topics we need to cover right off the bat, so bear with me a minute.

First, you need to decide whether you're going for the game's ultimate Knight Sword, **Excalibur II**. If this is your first time playing, I advise ignoring it; it's very difficult to acquire, as you must get to almost the end of the final dungeon in less than 12 hours' game time. If you do want to get it, remember to try to shave off time whenever you can. Atomos199's [Excalibur II Perfect Game Guide on GameFAQs](#) gives detailed instructions on how to get the sword and still preserve a perfect game. If you're not going for a perfect game but just want the sword, you can use this walkthrough pretty well, just remember to try to shave time off wherever you can (skipping FMVs and **sidequests**, fast-scrolling through dialog, ignoring non-missable treasures that you don't need, etc.) Again, if this is your first time playing FFX, don't try for the Sword; it takes a great deal of background knowledge, and you'll be able to enjoy the game's excellent story, sidequests, and gameplay by not chasing the highest fruit on the tree.

Second, on a similar note, if you intend to max stats, you'll need to play a very specific way from the get-go. Once again, if it's your first time don't bother trying for perfect stats; otherwise, if you're very patient and want to try, the PG Guide will allow you to do it all (except follow the story, heh) in one file. You can also find an overview of the topic of stat boosting [here](#).

Finally, there's the question of treasure collection, and this starts from the second you gain control of your character. I'm not referring to rarities per se, but rather to regular treasures in areas that cannot be acquired past a certain point. FFX tracks treasure collection, and missing too many items will cause you to miss out on a Key Item (the Rank S Medal) later in the game. If you're just doing a normal playthrough, this is fairly easy: just pick up items as they're indicated in the walkthrough. If you're going for the ultimate Knight Sword, the PG Guide will tell you what needs to be collected on arrival and what can wait for the endgame; for space and clarity reasons, I'm not going to go into detail about that in this guide.

After the scene, you'll be in control of a humanoid with a tail. Don't light the candle right away; we have some items to collect first. Go into the closet in the back of the room, and examine the left wall (where you see a field icon) for 47 Gil, and the right wall for a **Potion**. Once you have both, examine the table in the middle of the room for a scene. You'll be asked to name your character (Default: **Zidane**). This guide assumes you used the default names for each character, like most FFX guides. The scene continues, after which there'll be a battle!

Boss: Masked Man



HP	188	MP	223	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Wrist		Common	Nothing
	Semi-Rare	Mage Masher		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				

Your first battle came awfully fast! Fortunately, Masked Man is a pushover, so let's get down to business. Masked Man has three different moves: "Gwahaha" and "Get some!" for crap damage, and "Ow," causing him to fall over and miss his turn.

You'll notice every one of your four characters has the **Steal** command. The game is quietly nudging you to Steal, if you didn't notice. **Mage Masher** is especially nice (an improvement over Zidane's current weapon in every way), and **Potion** and **Wrist** are decent to get as well. So Steal all the items (keep in mind that FFIIX does not prevent Steals after the first Item is stolen; it merely removes the stolen item from the list of available items) and then knock the stuffing out of Masked Man. If Cinna dies, don't bother reviving him; he's clearly the zero of the bunch (his damage is nothing short of pathetic) and not worth a **Phoenix Down** in any event.

Upon falling, the Masked Man drops...absolutely nothing. Bleh.

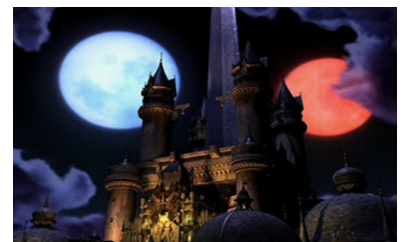
After battle, there'll be more scenes. When asked, if you feel bored you can tell them you're kidnapping Queen Brahne 50 times for a minor line of dialog, or just tell them you're kidnapping Garnet to continue. Watch the scenes.

Alexandria

Items	Zombie [Card], Potion , Potion , Lizard Man [Card], Sahagin [Card], Potion , Fang [Card], 9 Gil, Potion , 33 Gil, Goblin [Card], Potion , Flan [Card], 27 Gil, 38 Gil, Ether , Remedy , Phoenix Pinion , Eye Drops , 3 Gil, Potion , Tent , Ironite [Card], Goblin [Card], Fang [Card], Bomb [Card], Skeleton [Card], Goblin [Card], Fang [Card], 29 Gil, 92 Gil, 63 Gil
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After the spectacles, you'll be in control of a child-like character. If you stole a **Wrist** from **Masked Man**, feel free to equip him with it. Your current destination is the ticket booth in the screen to the north, but as you can see above we have treasure to collect, and while none of it is great, we need to pick up items to complete our file. You begin in "Alexandria/Main Street;" what follows is information on how to acquire all the goods.

First, run south to find yourself in a small entrance plaza. Examine the partially-offscreen object in the southwest corner of the area to find a **Zombie Card**. Cards are used for Tetra Master, a fun but mostly pointless card game; you can find more info about it **here**. Continuing on, behind the statue in the center of the plaza is a **Potion**. Run straight backward from the statue; obscured from view is a Lizard Man Card. Run west; enter the doorway just to the north of where you entered to find a Sahagin Card. Return to the previous screen the way you came.



(Note: You can't leave Alexandria right now, so don't bother trying.)

As you enter, you'll see a rooftop immediately to your left. Run under it and examine the field icon to receive a **Potion**. Enter the house across the street, and examine the bed for 9 Gil and the table for a **Potion**. Meanwhile, the dresser on the top floor conceals a Fang Card. When you have both treasures, go back outside. Run north for a short scene, after which you should look for a group of three barrels of fruit; the southern one hides another **Potion**. When you have everything, move on to the next area.

After the scene, run towards the camera. In the grass on the right side you'll find 33 Gil, and on the left side a Goblin Card. Enter the building here, which turns out to be a bar. Examine the lower-right corner for a **Potion**, the barrel on the left hand side nearest the camera for a Flan Card, and the archway on the left-hand wall for 27 Gil. Talk to the patrons if you want, then leave and run to the next screen to the left.

This screen has no items, but there is an **Item Shop** in the door to the right. I don't recommend spending your money at the moment, but feel free to check it out. Examine the junk on the table nearest the camera to find 38 Gil (funny how the shopkeeper does not care whatsoever that you're stealing his money). When done, exit north.

If you followed everything correctly, you're now in a screen called "Alexandria/Square." To the east of where you enter are a Synthesis Shop and Weapon Shop, but both are closed at the moment. Go inside the southern-most of the two doors anyway--examine the workbench in the lower-left corner to find an **Ether**. Run through the doorway to the north (not the exit) and examine near the counter (very close to where you came in here) to find a **Remedy**. Congratulations, you've found probably the only two worthwhile items here! Return to the square when you're finished. You'll see a path leading north, but you can't access it. Instead, look to the west of the path for a wagon--examine it for a **Phoenix Pinion**, which is nothing special now but will come in handy much later. Also talk to Hippaul here to learn he's hidden three cards somewhere in town. In addition, you can do the **Jump-Rope Mini-Game** here. Doing it now will result in a special letter coming available, but you can do it later with no real penalty. It also has the Genji and Alexandria Cards for rewards, which can help a lot if you intend to play a lot of cards. It's rather frustrating though, so I leave the choice up to you. Ignore the ticket booth for now; when you're done, exit to the southwest.



There's nothing in this screen, so just run to the next one. You'll find yourself on a street leading towards a church. Keep an eye on the door next to the church--when you see a little girl run out, run inside and grab the **Eye Drops** (in the corner near the table downstairs) and 3 Gil (by the bed upstairs), then return to the street. Ignore the church for the moment and run up the plank near the dock. Talk to the boy, and tell him you'll find Mittens (his kitten) for him. Enter the church, and examine the walls on either side to find a **Potion** and a **Tent**. Climb the ladder and pull the rope to receive an Ironite Card, Goblin Card, and Fang Card. When you're done, return to the entrance plaza (shown to the left) and "speak" to the kitten, then return to the area near the church and speak to Tom to receive a Bomb Card.

Now, go to the central plaza and speak to the ticket booth. Chew the fat if you want for some background information, then show your ticket for a scene. You'll receive a Goblin Card, Fang Card, and Skeleton Card. Head back towards the church, and on your way you'll see another scene. When you're sure you're ready to continue, tell the kid you'll be his slave. Say it's all clear, then quickly press X when you see a field icon pop up. He'll give you a **Tetra Master** tutorial, then you can play him if you want. Alleyway Jack doesn't have any real good cards, but he is a half-decent player, so try to practice a bit if you intend to play a lot. (If you weren't fast enough in the street, he'll just run away with some of your Gil.)

Return to the screen with the church. Follow Puck inside, then try to climb the ladder for a scene. The Moogle (named Kupo) will explain how Save Moogles work; they are your save points in this game. Ignore that rat-kid for a moment and speak to the Moogle after the scene. Select "Mognet" to learn about delivering letters, which is a useful sidequest throughout the game. Agree to do it and Kupo will give you a letter to deliver to Monty. Learn more [here](#).

Missable Item Alert #2

Anytime you run across a Moogle, be sure to check the Mognet option until the Moogle says nothing new (they'll either say "I want mail!" or something similar, or just list off previous letters they've received). This way, you can ensure you receive and deliver all letters. Many letters (and some Moogles) can only be found during a specific period of time.

Save your game (don't bother burning a **Tent** right now), then follow the kid upwards. On the rooftops, cross the first two planks, then head a bit south and examine the bird's nest for 29 Gil. As you approach the third plank you'll be prompted to name your character (Default: **Vivi**). Continue northward, and from the ruined house, run further north, then west. Look for another bird's nest with 92 Gil (don't spend it all in one place, now). Return to the ruin and go south this time. Follow the path to yet another bird's nest, this one with 63 Gil. Now, to continue, from the ruined house go to the northeast, then follow the path east and north. When you reach Puck, there'll be a scene.

During the Play

Items	Ether or Elixir or Silk Shirt or Moonstone* , Phoenix Down , Elixir* , Phoenix Down , Phoenix Pinion
Enemies	King Leo (boss), Benero (boss), Zenero (boss), Steiner (boss), Steiner (boss), Haagen (boss), Weimar (boss), Steiner (boss)

*Only if **associated mini-game** is completed with best result; otherwise, you'll receive a lesser item instead.

Watch the scenes.

Boss: King Leo, Benero, Zenero



King Leo's Data

HP	186	MP	373	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				

Benero's Data

HP	28	MP	149	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				

Zenero's Data

HP	32	MP	149	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				

Zenero's Data

Status	None
Vulnerabilities	

As you should be able to tell, this is a staged fight. The only wrinkle with this battle is that the thieves no longer have Steal, but instead have SFX. SFX is to amuse a crowd on-stage, meaning it does no damage. (Final Fantasy veterans might notice that the names and animations of the spells are based upon ultimate magic from previous games.) Otherwise, there's not much to say. No one has anything to Steal, and none of the opponents are all that strong. Use SFX moves if you want to see them, but otherwise don't bother reviving Cinna if he falls and just defeat all the enemies with physicals to end battle (once again, no drops).

After battle, a sword fighting mini-game will take place; your performance will affect your reward. For more information, click [here](#).

Missable Item Alert #3

Be sure to impress 100 nobles here. You'll win a **Moonstone** in addition to 10,000 Gil later. Moonstones are strictly limited in quantity, and the Gil never hurt anyone either. I'll let you know when it's time to collect your prize.

After the scene, you'll be in control of Zidane. Equip the **Mage Masher** if you stole it earlier, then run up the stairs for a bunch of scenes. You'll be prompted to name ol' Rusty as well (Default: **Steiner**).

After the scene, return to Queen Brahne and speak to her to receive your prize from the sword fight. If you impressed 100 nobles, you'll receive a **Moonstone**; otherwise, you'll get a lesser prize.

Missable Item Alert #4

Be sure to collect your reward (**Moonstone!**) from Queen Brahne. This is your only chance to do so, and especially if you impressed 100 nobles you don't want that to go to waste.

Return to the guardhouse (the one Zidane and Blank just came out of). Speak to the Moogles and pick Mogret to read a letter if you jump-roped, and be sure to save your game. Also search the guardhouse to locate a **Phoenix Down**. Now, it's time to look for the lost Knights of Pluto; for more information, click [here](#). When you're done, speak to Breireicht (one of the Knights you need to find) in the spiral staircase of the tower (if you found all the Knights, speak to him twice to receive an **Elixir**), then ascend the rest of the way to proceed with the game.

After the scene, you're back to Zidane. Equip the **Mage Masher** if you didn't already (and assuming you bothered to grab it), then follow Garnet. In the next room, talk to Ruby, then run down the stairs for yet another scene. Afterwards, examine the wheel on the engine; turn it left and right to make chests with **Phoenix Down** and **Phoenix Pinion**, respectively, appear. Once you have both, exit left for a scene, and the showdown everyone's been waiting for!

Boss: Steiner



HP	169	MP	523	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Leather Hat	Drop	Always	Nothing
	Uncommon	Silk Shirt		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing

Type	Human	Card Drop	None
Elemental Weaknesses	None		
Elemental Resistances	None		
Status Vulnerabilities	None		

Frankly, the most interesting part about this fight is that if you named Steiner something other than "Steiner," his name will be whatever you put. So, you could very well be fighting Assclown. Ahem...

Speaking of Assclown, that's exactly what Steiner is. He only has a basic physical attack that can only hit one at a time and is weaker than **Masked Man** and **King Leo** from before. As a matter of fact, he can't even OHKO Cinna, the ultimate fall guy. So go ahead and Steal that **Leather Hat** and **Silk Shirt**, then just whack Rusty a few times until the battle ends.

Watch the scenes.

Battle: Steiner, Haagen, Weimar



Steiner's Data					
HP	169	MP	523	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				

Haagen's Data					
HP	34	MP	673	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		

Haagen's Data	
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	None

Weimar's Data					
HP	39	MP	721	Level	1
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				

Sir Rustalot is back for more punishment, and this time he brought help. Unfortunately for him, he brought utterly incompetent help. Seeing as how you're on stage again, no Stealing for you, so just kick their asses and move on. (If you want some laughs, attack Haagen or Weimar with Garnet or Vivi's physical.) Note that Vivi's **Fire** and Garnet's **Cure** can both be MT'd by pressing L1 or R1 when it comes time to target the spell. Either way, just defeat them easily and move on with life.

Time for more scenes, then...

Boss: Steiner, Bomb



Not much to say, the Bomb is untargetable and never attacks, while attacking or not has absolutely no effect on this scripted battle. So do whatever and the battle will end after three turns.

Watch the ensuing scenes.

Escaping the Mist

Crash Site

Items	Phoenix Down, Eye Drops, Bronze Gloves, Wrist, Ether, 116 Gil, Ether, Rubber Helm, Leather Hat, Potion, Ether
Enemies	Prison Cage (boss), Prison Cage (boss), Fang, Goblin, Dendrobium, Baku (boss)

Upon landing, you'll see some scenes, followed by an introduction to the **Active Time Event** (ATE) system, used extensively in FFX to show scenes away from the player character. Watch the ATE, then talk to the Moogle Mosco (no letters). North of the boxes near Mosco is a **Phoenix Down** which you'll want to take. You can't enter the Prima Vista at the moment, so go south instead (if you get any random encounters, Zidane should be able to handle them with his dagger, just be sure to keep yourself healed). Equip Zidane with the **Moonstone** if you have it, it'll teach **Beast Killer**, a great ability early on. Follow the path for a scene and a battle!

Boss: Prison Cage



HP	513	MP	1,083	Level	2
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop	None		
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	None				

Prison Cage marks the introduction of **Trance**, FFX's version of a Limit Break. Prison Cage will often Absorb from Garnet during its turns, and remember that if she dies it's Game Over, so have Steiner use a **Potion** on Garnet if it Absorbs twice. It also has a weak physical against Zidane and Steiner, which you can more or less ignore. Don't bother Stealing, Prison Cage has absolutely nothing. Just use Free Energy on it until your Trance ends or until it dies. Tidal Flame will OHKO Garnet, so don't use it if you have it. Oh, and if you were thinking of saving the Trance for a later battle...you can't. Trance never carries to the next battle, so if you get a Trance just blast your opposition with it while you can.

After the battle, there'll be a scene, and time for some more fun!

Boss: Prison Cage (Second Battle)



HP	533	MP	1,186	Level	2
Exp	0	AP	3	Gil	436
Steal	Common	Broadsword	Drop	Always	Eye Drops
	Uncommon	Leather Wrist		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	None		Card Drop	Goblin	
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	None				

This battle proceeds similarly to the **previous battle**, with three major differences. First, unlike Garnet, Vivi will fight back, casting **Fire** on Prison Cage for around 80 damage every time he gets a turn. Second, Zidane no longer will have a Trance. Finally, the thing has some stuff to Steal. The **Leather Wrist** is especially useful, and the **Broadsword** isn't too bad either. So keep Vivi healed, **Steal** its goods, then finish this monstrosity with your physicals.

This is also your first experience with post-battle administravia (unless you got into random encounters before meeting the first Prison Cage). In this case, Prison Cage drops no Exp, 3 AP, and 436 Gil in addition to **Eye Drops** always and sometimes a **Phoenix Down** and/or Goblin Card. For more information about this, click [here](#).

After the battle, you'll see more scenes, then you'll be back inside the wrecked theatre ship. Open the chest near Baku for some **Bronze Gloves**, then take the stairs down. Watch the ATE's, then open the chest left of the stairs for a **Wrist**. Talk to Blank if you want, then go into Vivi's room. Get the **Ether** from the chest and 116 Gil from the bunk bed, then talk to Vivi. Leave the room, then after the scene run past Blank to the next room. Grab the **Ether** from the chest to the south, then go downstairs. Here, find a **Rubber Helm** in the back part of the closet (or rather, what once was the closet), then go to the room to the south and pick up a **Leather Hat** from the chest east of where you came in here. Now, go back to the previous room and go east this time to find Baku. Take the **Potion** from the chest when he finishes talking. Make sure you're properly equipped (**Mage Masher** is especially important here), then speak to Baku and agree to fight!

Boss: Baku



HP	202	MP	1,285	Level	2
Exp	0	AP	0	Gil	0
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Iron Sword		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Slow				

The furry giant sure does love to fight, doesn't he? It'll just be Zidane solo, but you shouldn't have too much trouble.

Baku's attacks average about 30 damage per hit, though he will sometimes trip and lose his turn. The battle strategy is once again extremely simple: Steal the **Iron Sword** (Steiner will really want it), then just attack physically until Baku's HP hits zero. If you get low on HP (under 60 or so), use a **Potion**. Try to avoid a Game Over, remember you last save was quite a few major battles ago.

After the battle, go talk to Steiner, then grab the **Ether** chest in Steiner's closet and speak to Vivi. There'll be a scene explaining **Swd Mag**, then it's time to head outside. Give Vivi the **Leather Wrist** and **Silk Shirt** if you have them, they will give him his basic-level spells in the three main elements. Giving Steiner the **Bronze Gloves** and equipping Zidane and Steiner with **Support Abilities** isn't a half-bad idea either (Vivi has none available at the moment).

Outside the ship, Cinna runs a basic **Item Shop**, so stock up if you're low on **Potions**. Check Mognet, then save your progress and exit to the south.

Evil Forest

Items	Phoenix Down , Continental Map [Key Item]
Enemies	Fang , Goblin , Dendrobium , Plant Brain (boss), Plant Spider

From the ship, simply follow the linear path through the forest until you reach the screen where you fought the Prison Cages. There'll be a prompt for an ATE; view it for some FF nostalgia. After that, continue on until you find a Moogle, Monty. There's a spring here; use it to refill HP/MP, then save. Deliver your **letter to Monty**, then check Mognet again to see another letter. You can grind on baddies here if you really feel like it (and try to Steal a **Tent** or two from **Dendrobium**), but once you're ready, equip as many **Silk Shirts** as you have and continue onward. Pass through the next screen, then it's boss time!

Boss: Plant Brain



HP	916	MP	1,431	Level	7
Exp	0	AP	5	Gil	468
Steal	Common	Eye Drops	Drop	Always	Phoenix Down
	Uncommon	Iron Helm		Common	Potion
	Semi-Rare	Nothing		Uncommon	Potion
	Rare	Nothing		Rare	Potion
Type	None		Card Drop	None	
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Darkness, Silence, Sleep, Slow				

The first legitimate boss of the game, this is one weird plant-thing. So what does Plant Brain do, exactly?

For the most part, it just spams you with **Thunder** spells, and these are the real threat here. Its ST physicals do moderate damage, and Pollen does damage with a chance of sticking your characters with **Darkness**.

The strategy depends on what you have available. If you have two **Silk Shirts** equipped (somewhat unlikely), Thunder will only hit for half damage, so defense will be much easier. If not, you can actually try throwing a **Tent** at it; Plant Brain will be fully healed, but there's a 50% chance of sticking it with **Darkness** and **Silence** (**Poison** will fail due to its immunity to the status), eliminating **Thunder** entirely and making its physicals miss quite often. Otherwise, you'll just have to heal if your HP gets low or you get hit with **Darkness**. Try to snag that **Iron Helm**, it's a nice defensive upgrade for Steiner at this point. Offensively, once you've picked its pockets, **Fire Sword** (deals around 450 damage) and **Fire** both do great damage. If someone is **KO'd**, Blank will show up, so you may actually want to attack until he shows up before trying to Steal, to give you two thieves. Later in the battle, have Zidane and Blank attack normally, Steiner with Fire Sword, and Vivi with Fire.

After the battle and scenes, there's nothing left but to run like hell. You may want to swap Blank's **Silk Shirt** for a **Leather Shirt**, to give you an extra Silk Shirt for your group. You'll encounter **Plant Spiders**, but they're not too tough. Once you reach the end of the road, there'll be more scenes, during which you'll receive the Continental Map Key Item.

Gunitas Basin

Items	Moogles Flute [Key Item], Eye Drops , Potion
Enemies	Goblin , Mu , Python

During the scenes, there will be a forced ATE with two Moogles in a swamp. You can use this to get information on basic game mechanics; when you're ready to continue the game, select "Nothing". You'll receive the Moogles Flute Key Item, which lets you call Mogoo to save/**Tent** on the World Map (press Square).

Speaking of the World Map, after all the scenes you'll find yourself there for the first time. The World Map does have random encounters, but you can also save/**Tent** anywhere you like. Be sure to fully equip Garnet before setting out (if you got a **Moongoose** earlier, equip it on Garnet once Zidane learns **Beast Killer**; it'll teach her **Shell**). Your final destination is a short ways to the south, but you can take a short detour for some items; to do so, just head west and look for an arch. Upon entering, you'll see a short scene, then you can raid the chests near the fence to the right side of the screen for **Eye Drops** and a **Potion**. You can also buy Potions here (examine the gate, listen closely, then call out). Once you're done, make your way to the Ice Cavern, which is marked on your map.

Ice Cavern

Items	Tent , Ether , Potion , Potion , Mag Masher , Elixir , Phoenix Down , Leather Wrist , Hi-Potion , Phoenix Down
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Enemies	Cave Imp, Flan, Wyerd, Black Waltz 1 (boss), Sealion (boss)
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Before getting started, it's worth pointing out that the Mist jets you'll see throughout the Cavern will thrust you into battle if you run into them. So wait for them to die down unless you're looking for fights (and nothing here is really worth grinding on). Against all the monsters here, Vivi's **Fire** spell MT'd works wonders, but watch his MP and don't waste it against lone **Cave Imps** or **Flans**.



In the first screen, look for a field icon to the left of where you entered. Press X, then open the chest for a **Tent** and continue on to the next screen.

Here, avoid the Mist jets as usual and make a beeline for the odd-looking ice wall. Vivi will melt it, opening passage to a chest with an **Ether**. Take it, then head for the center of the room. Ignore the stairs leading upward and run to the right of them instead. You'll pass behind the platform and reach a chest with a **Potion**. Exit to the north.

In this screen, avoid the jets and run to the right to find a chest with a **Potion**. Once you have it, run back down the pillar-thing and look for a field icon. Examine it to have Vivi work his magic, then use the new path to reach a chest with a **Mage Masher** (equip it on Zidane if you didn't get the one from **Masked Man** for whatever reason). Now follow one of the paths to the back-left of the chamber. Examine the wall here, and Vivi will open the way to an **Elixir**--not bad at all! Now move on to the next room.

Take the right fork to reach a **Phoenix Down** chest. Now, head to the upper-left corner and examine the wall to find yet another destructible wall. Run through the passage to reach a **Leather Wrist**; equip it on whoever needs it (if Vivi hasn't learned the abilities from it, he should get priority). Nothing left to do now except continue on, so do so.

Take the left fork, then examine the ice block on the pedestal. You'll get another "Teach Me Mogster" ATE, so use the time to learn about anything you don't understand. Once you're finished, select "Nothing" to be returned to the party in the Ice Cavern. Speak to the Moogle (Mois), and select Mognet to receive a **letter to Gumo**. Save your progress (don't use a **Tent** unless Zidane's MP is very low), then return to the previous room and take the right fork this time.

Watch the scene, then be sure Zidane is properly equipped. Head to the next screen and get ready to rumble!

Boss: Black Waltz 1, Sealion



Black Waltz 1's Data					
HP	229	MP	9,999	Level	2
Exp	0	AP	5	Gil	339
Steal	Common	Remedy	Drop	Always	Hi-Potion
	Uncommon	Silk Shirt		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	Skeleton	
Elemental Weaknesses	Fire, Ice				
Elemental Resistances	None				
Status Vulnerabilities	Freeze, Slow				

Sealion's Data					
HP	472	MP	9,999	Level	3
Exp	0	AP	0	Gil	0
Steal	Common	Ether	Drop	Always	Phoenix Down

	Sealion's Data			
	Uncommon	Mythril Dagger		Common Nothing
	Semi-Rare	Nothing		Uncommon Nothing
	Rare	Nothing		Rare Nothing
Type	Aerial		Card Drop	Fang
Elemental Weaknesses	Fire			
Elemental Resistances	Ice (Absorbs), Water (Nullifies), Earth (Nullifies)			
Status Vulnerabilities	Slow			

Hooo boy. These are two strong opponents, and to make matters worse you just have Zidane, who can basically either Steal, Attack, or use an item. Black Waltz isn't all that, despite its fancy name, but Sealion is a massive menace.

Black Waltz 1 is mostly a support character here, either hitting you for 20ish damage with a physical or spell, or healing Sealion using elemental effects if you attack Sealion while Waltz is still around. The real threat here is Sealion. At first, when its jewel is blue, it will just swat you with Wing for 25 damage or cast **Blizzard** for 35 or so damage every turn. Later, it can cast **Blizzara** for around 65 damage, when its jewel turns yellow. But the main danger is when its jewel is red. It will blast you with Tsunami in addition to the above attacks, hitting everyone on the field for around 80 Water-elemental damage (Sealion itself is immune to the element and will take no damage).

The battle strategy here is a bit more complicated than what you've seen to this point, due mostly to the fact that this is Zidane solo against some very powerful opposition. Your first priority needs to be staying healed; Sealion packs a punch, and especially later with a red jewel on Sealion you need to use a **Potion** if your HP drops below 120 or so (at the beginning, with both opponents alive and a blue-jeweled Sealion do so if your HP drops below 60). Secondly, both opponents have nice items to **Steal**. Your first Stealing target should be Sealion; try to lift its **Mythril Dagger**, then go for Black Waltz's **Silk Shirt**. The Mythril Dagger is particularly important; it's a very nice offensive upgrade for Zidane and teaches **Bandit** to boot (causes Steal to never miss), while an extra **Silk Shirt** never hurt anyone either. If you manage to get both items, just Steal the rest of their items (**Remedy** from Black Waltz and **Ether** from Sealion in order of priority) if you're not in Trance and didn't get them already, then attack physically starting with Black Waltz. (Don't go after Sealion until you kill Black Waltz, Black Waltz will keep healing it, and if you kill Sealion while Black Waltz is still standing it'll just summon another one.) Once you reach **Trance**, it's showtime. If you haven't stolen the Mythril Dagger, do so even if you're in Trance (though knocking off Waltz with a Free Energy cast is a good idea if you still need the Mythril Dagger). Otherwise, **Tidal Flame** will end the fight in two turns, and the first cast will OHKO Black Waltz to boot. If you lack either the skill or the MP to use it, **Free Energy** packs a punch too, but be sure to take out Black Waltz before attacking Sealion in this case. If your Trance runs out (which is very possible due to Stealing and healing considerations), just finish the opponents with your dagger, starting with Black Waltz and ending with Sealion.

After the battle, simply work your way up the waterfall area and exit at the top. As you exit, there'll be a scene, during which you're prompted to rename Garnet (Default: **Dagger**). After the scene, you'll find yourself back on the World Map.

Nolrich Heights

Items	None
Enemies	Mu, Python, Carve Spider

Your next destination (the village) is only a short distance away, but now is a good time to cover some optional odds and ends.

First, you can go to the nearby South Gate. You can't pass through due to not having a Gate Pass, but you can wait a while for someone to come to the gate, allowing you to use an **Item Shop** and sleep for 100 Gil. Not particularly useful unless you plan on grinding levels here.

Second, the **Ragtime Mouse sidequest** is now available. From now until the end of Disc 1 you can encounter him up to four times. He only appears in forests, though, so search there if you want to look for him. Try to avoid gaining too many levels doing this, you can always do it later when leveling is more useful.

Last, but not least...

Friendly Creatures #1: Mu

The first entry in the **Friendly Creatures quest**, yet another sidequest that spans the length of the game, Mu can be found up here on the plains. It wants an **Ore** and gives a **Potion** and 10 AP as a reward. Note that none of these creatures are missable, just don't attack them if you meet them.

When you've done everything you want to do, head northwest from the Ice Cavern exit to reach Dali, your next destination.

The Village of Dali

Items	Potion, Antidote , 120 Gil, Aries [Key Item]
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Immediately upon entering, you'll see a bunch of scenes. After they're all done, you'll just be Zidane, with the others doing things elsewhere. In the Inn, run to the lower-left corner of the bedroom for a **Potion** in a chest, and open the chest to the lower-right for an **Antidote**. There are also "color fortunes" on the table to the left, which cost 10 Gil and do nothing except serve as a somewhat subtle FFVII reference. Once you have both items, watch the "Dagger Tries" ATE, then go to the outer room and deliver **Mois' letter to Gumo** (you can also watch the "Vivi, Confused" ATE if you like). Save your progress, then head outside and watch the "Cat's Eye" ATE. Examine the wagon just north of the building across the street to find 120 Gil, then talk to Vivi near the windmill to the north (the **Item Shop** is in the pub nearby; buy whatever you need, but try not to spend too much). Finish up with "Dagger Tries Harder" and "Cat's Eye 2" ATEs (note that you typically must move to a new screen to open access to an ATE after viewing a previous one, and for Cat's Eye 2 you can't be in the Inn's reception area), then find Dagger in the building across from the Inn, which is the Weapon Shop. Don't bother shopping just yet, we'll get to that in a minute, so head back outside. You can peek inside the Inn's window for a scene if you like, then just head there directly and speak to Dagger to continue the game (you'll also see the "Queen Brahne's Steiner" ATE).

After the scene, head back outside and return to the **Weapon Shop**. If you've been following the walkthrough to the letter you should have most of their items already and in sufficient quantities, but **Feather Hat** will be new to you, and you won't have enough **Leather Wrist**s for everyone either (but keep in mind you'll be running across a Leather Wrist in a chest very soon). Once you have your party covered in both, buy as many **Wrist**s as you can once everyone has their Leather Wrist equipped (99 total Wrist, including those equipped on your party, is ideal). These aren't for equipping, but we'll be using them in a neat little money-making trick later. Once you're done shopping, head north towards the windmill for a scene, then enter the windmill. Look for a field icon behind the crankshaft in the middle that reveals the Aries **Stellazio** Key Item. Once you have it, check out the metal dome-thing for a scene (don't bother going upstairs, you can't access anything there at the moment), then climb down.

Dali Underground

Items	156 Gil, Potion, Ether, Potion, Iron Helm, Leather Wrist , 95 Gil, Phoenix Down, Potion
Enemies	Ghost, Vice

Climb down the ladder, then use the lever on the lift to descend further. Grab the 156 Gil prize from the nearby chest and go to the next screen. After the scene, go into the hut and take the **Potion** from the chest, then find the chest near the south fence for some **Eye Drops**. (You can examine the other field icons in this area, and most others in this game for that matter, to get more information about various aspects of the story and areas you encounter.) Exit to the east when you're finished.

Here, examine the barrel with the little red thing sticking out the top to find a Moogle (Kumop). Select Mognet to get Kumop's **letter to Mogki**, then Save your progress. Go near the crates and look for field icons to climb up; at the top is a chest with an **Ether**. Back on the ground level, examine the crank and kick it to receive another **Potion** chest, then continue onward.



In this new area, climb up the stack of crates near the entrance to pick up an **Iron Helm**. Get back on the ground, then open the chest for a **Leather Wrist**. There's nothing else to do here except proceed to the next section.

There'll be a scene when you enter, after which Vivi is back in your party. Equip him to your liking (**Feather Hat!**), then open the chest near the northern door for 95 Gil. Here, you have a decision to make. Opening the door will open access to two treasures and cause **Ghost** and **Vice** monsters to start appearing as random encounters. Neither enemy is particularly difficult (though Ghost can be annoying), but keeping the door closed will keep the area completely encounter-free. If you opened the door, go inside for a scene, then collect the **Phoenix Down, Potion**, and **Phoenix Pinion** items from the room beyond. Return to the previous room, then follow the linear path the rest of the way (there will be some scenes here also).

Observatory Mountain

Items	Hi-Potion , 135 Gil, Ether ,
Enemies	Black Waltz 2 (boss)

The scene will switch to Steiner. After the scene, go down the mountainside and examine the area at the bottom for a **Hi-Potion** (in a chest partially obscured by a barrel in the foreground) and 135 Gil (by the fence in the northeastern corner of the area). Make sure Steiner is equipped how you'd like him (**Bird Killer** is a great idea), then speak to Morrid once he enters his house. After the scenes, leave the mountain area, then poke or observe (doesn't matter which) the barrel, then a semi-familiar face will make an appearance to try to kill you.

Boss: Black Waltz 2



HP	1,030	MP	3,017	Level	6
Exp	0	AP	5	Gil	441
Steal	Common	Steepled Hat	Drop	Always	Ether
	Uncommon	Leather Plate		Common	Ether
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Nothing		Rare	Ether
Type	Human, Aerial		Card Drop	Zaghnol	
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness, Mini, Slow				

Black Waltz 2 is indeed much more powerful than #1, but you have a full four-headed party now and this Waltz can't summon a massive water-demon to do his bidding. Note that it will not attack Dagger, but if Dagger is the last one standing Waltz will just use Hypnotize on her, setting **Sleep** and ending the battle in a Game Over, so be sure to keep the others healed.

Waltz has a number of attacks to take note of. Teleport is just a basic physical against one of the males for around 80 damage. He also has access to all the basic magic Vivi should have at the moment, which will deal around 75-100 damage in their respective elements if ST'd. Much worse, though, is the **Fira** spell which you won't have seen yet; it's an upgraded version of the early-game **Fire** magic and can pack a punch, dealing around 130 to all the males when used (Waltz always MT's it). Finally, there's the aforementioned Hypnotize, which is only used if Dagger is alive and everyone else is dead, and as alluded to it's primarily a story-related thing (remember that Brahne wants Garnet alive).

Like most other bosses to this point, Waltz has nice stuff to **Steal**, but the difference here is that the item in the Common slot is worthwhile as well. So Steal both items (**Steepled Hat** and **Leather Plate**), then proceed to blast the thing with whatever you have. Steiner with **Bird Killer** really cleans house, while Zidane and Vivi can deal decent damage also. Don't bother wasting a **Tent** to try to set **Darkness**, Teleport isn't really all that dangerous and none of the other statuses a Tent can set will stick. Above all, be sure to keep healed (Dagger can throw around **Cure** spells and **Potions** on her turns) to avoid Dagger being captured. All in all, #2 is no pushover, but he's not a particularly strong opponent either.

After the battle, you'll be presented with the option to "Rest at the inn" or "Depart now." "Depart now" should have a pretty obvious effect (skip to the **next section** if you choose this); "Rest at the inn" just returns you to the village, where you can use the **shops** or the Inn (it's free, just enter the Inn for a scene). After you stay at the Inn, save your progress with Gumo, then, if you're done here (be sure to buy as many **Wrist** items as you can if you don't have 99 total already), head out to the field where the old woman is working. Go towards the opening in the fence, then choose "Board the airship" to continue the game.

Journey to Lindblum

Items	None
Enemies	Black Waltz 3 (boss)

After the scenes, you'll be on the Cargo Ship. Examine the engine and one of the windows to draw comments from Zidane, then climb above decks. There'll be a scene with Steiner, then head to the cockpit.

Once you're back in control, check your party's equipment. Equip Zidane with that **Leather Plate** if you got it, and Vivi with a **Silk Shirt**. Dagger won't participate in this battle, so be sure to equip accordingly. **Bird Killer** still rocks, by the way. When you're ready, run outside for a scene that's sure to electrify!

Boss: Black Waltz 3



HP	1,128	MP	2,080	Level	7
Exp	0	AP	0	Gil	0
Steal	Common	Steepled Hat	Drop	Always	Nothing
	Uncommon	Linen Cuirass		Common	Nothing
	Semi-Rare	Silver Gloves		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human, Aerial		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Mini, Slow				

The last of this trio is here, representing the Thunder element. You won't have Dagger unfortunately, but Vivi starts the battle in **Trance**, so take advantage of it.

Black Waltz 3 has fewer attacks than #2, but it tends to use the stronger moves more often. Hit is a physical attack dealing around 65 damage, while **Blizzard** you've seen before (90 damage in the attack's element). **Thundara** is its signature attack, and will be ST'd when Waltz is on the ground and MT'd if it's in the air. Thundara hits for around 150 Lightning-elemental damage if ST'd. It also has **Fira**, which is the same as Thundara except for the element.

This is the first boss to have a key Steal (the **Silver Gloves**) in the Semi-Rare slot, meaning it could take quite a while to get (you have odds of 6.25% or one in 16, every time you try to Steal). All three Steals are worth your while, so try for them all. At the beginning of battle, have Zidane **Steal** while Vivi blasts Waltz with his **Trance** (just make sure not to kill it off before you get all the Steals). Steiner should handle healing duty (use **Potions**) while Vivi's Trance is going; after it's worn off, Vivi will be the best character for this. Once the goods are yours, just have Zidane and Steiner attack physically while Vivi casts spells (element doesn't matter here). If Waltz rises up into the air, remember that **Thundara** will be MT'd, so be sure to keep your HP up. If Steiner happens to Trance (not overly unlikely if your luck is bad Stealing), try to save it until you've stolen everything, then beat the stuffing out of Waltz (combined with **Bird Killer** and an **Iron Sword**, you can deal close to 600 per attack this way).

After the battle, watch the scenes.

Lindblum

You've arrived at last!

Opening Formalities

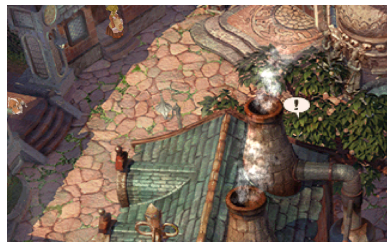
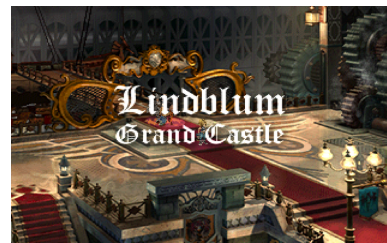
Items	Glass Armlet, Ether
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After some introductory bullshit is cleared up, you'll be back in control of your party in an area with a fountain. Don't follow Artania and Dagger just yet; instead, go up the staircase to the right (your right, that is). In this new room, go through the open doorway on the upper balcony to arrive in a guest bedroom. Open the chests for a **Glass Armlet** and an **Ether**. Speak to the Moogle (Mogki), give her **Gumo's letter to Mogki**, which you should be carrying. Then, check Mognet again to receive a **letter to Atla**. Save your progress (don't use a **Tent**, you've been fully healed anyway), then return to the fountain and follow Artania to the elevator for another series of scenes, during which you'll be prompted to name another character (Default: **Freya**).

Business District

Items	163 Gil, Hi-Potion , Echo Screen , Tent , Leather Plate , Silver Gloves , Kupo Nut [Key Item]
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After Zidane wakes up, you'll have another "Teach Me Mogster" ATE, this time covering **Synthesis Shops**. Synthesis is actually very simple: just bring the two items needed to construct the desired item along with the synthesis cost, and the Synth Shop makes it for you (essentially like shopping normally, except you must also give them items). He'll also give you the first hint of a Master Synthesist, but put it from your mind for now.



Back in control of Zidane, you'll find the rest of the party has left. Talk to the Moogon (Moodon) to save your progress (check Mognet as well to see a letter for Zidane), then head downstairs. In the left-hand corner, obscured by a pillar, is a 163 Gil cache. Grab it, then read the guestbook if you like and go outside.

For some laughs, view the "Small-Town Knight in a Big City" ATE, then head north up the street to the next screen. In this square, enter the house on the north edge of the square, and check the chests here for a **Hi-Potion** and **Echo Screen**. Go outside, then exit the square to the northwest.

Follow this street to near the church entrance. Check under the tree (shown to the left) for a **Tent**, then head inside. Climb up the balcony behind the organ, and check the far corner of the platform to find a **Leather Plate**. Return to the main square, and take the northeast path this time.

This square holds the city's shops. At this point, I recommend buying for Zidane only; there'll be a point later when it'll be more convenient to shop for the others in the party. The east-most shop is **Dragoo's Weapon Shop** (the only thing they have for you right now is **Headgear**); the middle one, **Alice's Item Shop**; and the western one, **Lindblum's Synthesis Shop**. The Synthesis Shop also has a pair of **Silver Gloves** lying on the back bench.

Note that you can leave Lindblum if you want (exit south of the Inn), but there's nothing to do out there, so don't bother.

Once you have everything you want, return to where the Inn was, and this time enter the door across the street to reach the station. On your way inside the station, the "Vivi's Shopping" ATE will play, during which you'll receive a Kupo Nut Key Item. Our next destination is the **Theater District**, but a smart player will do some item hunting, so take the aircab to the Industrial District.

Industrial District

Items	Leather Wrist , Bronze Vest , Mimic [Card], Steepled Hat
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As you leave the station, look in the corner of the screen near the stairway (look for a small area near the cat on the left-hand side of the screen) for a **Leather Wrist**. Head up the stairs to the east to come to the street with the pub. The pub itself has nothing of interest (although you can chat up the people there), but what you're really looking for here is in the northern corner of the exterior of the building; there's a **Bronze Vest** armor which Zidane should equip. Enter the house at the far end, raid the chests for a Mimic Card and **Steepled Hat**, then return to the station and go to the Theater District this time.

Theater District

Items	127 Gil, Ore , Autograph [Key Item], Moogle Suit [Key Item], 282 Gil, 68 Gil, 97 Gil, Mini-Burmecia [Key Item]
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As Zidane alluded to earlier, your goal is the Tantalus Hideout, but once again we have other things we need to (or rather, should) do first. Once you get outside the station, view the "Steam Engine" ATE if you want, then check the fence in the foreground for 127 Gil. Enter the nearby house, and raid the chest for an **Ore**. Return to the street and head to the next screen. The Tantalus hideout is here, but ignore it for now and continue on down the stairs. Talk to the Fan Club Chairman for a scene, then follow the Giant Moogle back to Michael's house near the station. Talk to Lowell here to receive the Autograph Key Item, then check the open drawer near Michael for a Moogle Suit Key Item. When you have both, leave.

Missable Item Alert #5

Be sure to grab the Autograph and Moogle Suit Key Items. Once you've gone to the Tantalus hideout both will become unavailable.

Go down the stairs, and in this screen enter the Tantalus Hideout. The "What can I do?" ATE will play. After it's done, raid the chests for 282 Gil, 68 Gil, and 97 Gil, and look near the bunk bed for a Mini-Burmecia Key Item. Leave the hideout and the "Baku and His Crew" ATE will be available. Watch it, then return to the station and make the trek to Lindblum Castle.

Lindblum Castle

Items	Master Hunter [Key Item], Theatre Ship [Card] or Coral Ring or 5,000 Gil
Enemies	Fang , Mu , Trick Sparrow , Zaghnol (boss)



Once you arrive, try to use the elevator. After the scene, head into the bedroom and save with Mogki. Return to the room with the fountain and try to board the elevator again, then go back to the room with the balconies and find the sleeping guard. Speak to him, then board the elevator.

When the lift reaches the top, don't continue through the main hallway. Instead, look for a staircase leading up to the left. Take it, and follow the linear path for a scene, after which you'll be looking through a telescope. Find the six named locations to put them on your map and start another sequence of scenes.

At this point the Festival of the Hunt will be explained. Vivi will receive a Theatre Ship Card if he wins; Freya, a **Coral Ring**; and Zidane, 5,000 Gil. Of these, the **Coral Ring** is the best easily in my opinion (absorbs Lightning-elemental damage and teaches **Lancer**), while Zidane winning has absolutely no effect on anything except that you'll receive the Gil. The Theater Ship Card is trash, so don't bother trying to get Vivi to win. You should try

to fight **Zaghnol** for its Steals, regardless of who you want to have win. You'll win the Master Hunter Key Item as well, so long as someone in your party wins. To start the Festival, you need to head to the Theater District, which happens automatically when you board the aircab near the Castle (you can still save before beginning if you need). For more detailed information about the Festival of the Hunt, click [here](#).

Missable Item Alert #6

Be sure that either Zidane, Freya, or Vivi wins the **Festival of the Hunt**, or you'll miss out on the Master Hunter Key Item, which cannot be acquired any other way. As far as missables are concerned it doesn't matter which of the three wins, since none of the prizes are missable at game's end.

After the Festival

Items	Wyerd [Card], Tent
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There'll be a scene in which you receive your prizes from the Festival, and your next destination is revealed. Dagger and Steiner will leave the party, replaced by Freya with the fourth slot empty.

Once you're back in control, save your progress (either in the guestroom or the Inn, doesn't matter which), then take advantage of the **Weapon Shop** and **Synthesis Shop** to equip your party. Remember all those **Wrists** we collected? Now's time for the payoff. Buy as many **Steepled Hats** as you can, but be sure to have at least 1,000 Gil left in your inventory. Go to the Synth Shop and make as many **Cotton Robes** as you can, then sell them. You'll make around 600 Gil profit per Robe you sell, so do just that. This is known as the Cotton Robe Trick, and is famous as a money-making method among FFX power gamers. Be sure to save a Cotton Robe or two though, for use by your party. Also buy one each of the other items in the Synth Shop if you can (and an extra **Glass Buckle**), and fill in the gaps with equipment from your inventory or the Weapon Shop. Oh, and be sure to have an extra **Glass Armlet** and **Steepled Hat** lying around (one of each will do) when you're ready to leave, as well as anything needed by Dagger or Steiner (you'll be playing with both groups for a while now).

Missable Item Alert #7

This is your last (and only, actually) chance to buy a **Javelin** weapon for Freya. She already comes equipped with one, and there's another one in a chest far later in the game, but you need to have at least three total due to Synthesis needs. So be sure to buy a Javelin from **Dragoos** before you leave. This actually remains available for some time yet, but I put this here because you're unlikely to remember to buy it later, so just do it now. It's not even particularly expensive.

As to equipping your party, try to have them learning as many abilities as possible (give Freya the **Coral Ring** and Zidane a **Yellow Scarf**), and equip for stats/power/defense after that if a slot has nothing available for teaching abilities. For Freya, leave her with **Bronze Gloves** and **Linen Cuirass**; **Antibody** won't be available otherwise for some time for her, and you'll be seeing an armor for her soon that teaches **Bird Killer**. Give her an **Iron Helm**, you'll learn **Bug Killer** soon from **Mythril Gloves**, which you should already have. Vivi and Zidane should be much more straightforward; there's a good chance only their latest goodies teach them new abilities anyway.

For now, status attacks aren't overly common, so set your **Support Abilities** for offense.

Once you're all set, go back to Lindblum Castle and ride the lift down to the bottom. Take the right train thing to the Serpent's Gate, where a Wyerd Card awaits on the platform at the north end. Next, ride to Dragon's Gate, where you'll find a Moogle (Moonte) with a letter from Stiltzkin. Save, grab the **Tent** from the hidden chest by the stairs to the platform, and check out the **merchant** down here if you like (he's got **Softs**). Once you're done, head outside to return to the World Map.

Exploring Lindblum Kingdom

Items	Ether, Elixir, Phoenix Down, Moccha Coffee [Key Item]
Enemies	Axe Beak, Axolotl, Bomb, Carve Spider, Clipper, Gigan Toad, Hedgehog Pie, Ironite, Ladybird, Mandragora, Serpion, Vice

You may be tempted to rush off to Burmecia, but there's a ton of neat stuff you can do here to buff yourself up. Everything in this section is optional, but strongly recommended; if you insist, you can skip everything here and click [here](#) to rejoin the walkthrough. Otherwise, keep reading.

Exploring Qu's Marsh

Your first order of business is probably the most important. You probably noticed you have your fourth character slot open. Why not find someone to fill it? (Even if you don't want to, the character you're about to recruit is optional now, but will be mandatory later, and not grabbing the character now will result in a lot of lost levels and ability time, so even if you're impatient it's best to do this. The next areas can be difficult even with four, and trying to do them with only three is strongly not recommended. In short, there's absolutely no reason not to do this.) Head to Qu's Marsh, which is more or less due north of the Dragon's Gate on your way towards Gizamluke's Grotto. Here, run up the wooden platforms to eventually reach Mogster and his Moogle student. Mogster offers the same classes he did before (you don't need them, you have this walkthrough), as well as directions (you don't need them, you have this walkthrough). Enter the thicket north of the Moogle, and continue following it north. Here, you'll find a strange creature near a frog pond. Catch a frog, then talk to it for a scene. You'll be prompted to name this odd Qu (Default: **Quina**), then you'll be asked if Quina can come with you. Answer "Why not" to accept him/her/it/whatever into your party.



After the scene, you'll be outside Quale's hut. Quina comes with nothing but a plain ol' **Fork** equipped; you'd better take care of that. You should have the **Needle Fork** from **Zaghnol** as well as some other equipment stockpiled from before, so go to town. The Needle Fork is superior to the regular Fork in every way (Added Status, power, ability, stats—all is the same or better), so just equip that if you have it. Furthermore, the Needle Fork takes Quina from being somewhat weak at this stage to massively overpowered, albeit very random.

On your way out, there are a few things worth doing.

Frog Catching Moment #1

As you pass the pond with the frogs you'll be prompted to allow Quina to catch them. I highly recommend doing it, because down the road there will be some very nice rewards, but don't clear out all the frogs from the pond at this point. More specifically, try to leave exactly one male and one female frog in the pond. If there's a Golden Frog, leave it alone as well--doing these things will greatly improve the respawn rate of the pond. For more information, click [here](#).

The other thing is getting some **Blue Magic** skills for Quina, which is covered next.

Teaching Quina's Magic

While Quina (especially if you grabbed that **Needle Fork**) is pretty strong physically at this stage, be aware that this isn't the case later in the game. What does it even matter now, though? Quina has some great abilities out there, and grabbing them will make your life much easier in any case.

First are the skills in Qu's Marsh itself. Try to learn both abilities (remember that the monster must have less than 25% of its max HP for **Eat** to be effective, or 50% for Cook; HP values are given here for the enemy in question):

- **Axolotl (211 HP): Aqua Breath**
- **Gigan Toad (~275 HP, depends on version): Frog Drop**

Next, return to Lindblum and exit out the Hunter's Gate (the one in the Business District) to reach Lindblum Plateau.

Eat the enemies listed here for more skills:

- **Bomb (526 HP/forests): Mustard Bomb**
- **Axe Beak (241 HP)/Mandragora (662 HP/lower area near Chocobo's Forest): Limit Glove**
- **Carve Spider (129 HP): LV3 Def-less**



While up here, look for a weird-looking forest area. Go there to enter Pinnacle Rocks, and follow the path to grab the **Elixir** and **Phoenix Down**. You can't ascend the cliff, so leave when you have both treasures.

Finally, return to the basin near Lindblum. The remaining enemies are there; I recommend doing this on your way to doing one (or more) of the other things in this section:

- **Serpion (397 HP): Mighty Guard**
- **Ironite (889 HP/near Chocobo's Forest): Angel's Snack**
- **Vice (129 HP): Vanish**
- **Hedgehog Pie (295 HP/forests near marsh)/Ladybird (244 HP): Pumpkin Head**



While on the topic of Quina's **Blu Mag** skills, you may be wondering which available skills at this point are the best ones. **Mustard Bomb** is incredibly effective aside from its crap hit rate (**Heat** status translates into more or less free kills against the AI, considering almost no regular enemies are immune and enemies don't check for the status before acting), while **Limit Glove** is a great boss-killer, considering it deals a guaranteed 9,999 damage to one anytime Quina's HP is 1, and these are probably the best available abilities right now. **Mighty Guard** is nothing short of awesome, but you likely don't have enough MP to cast it yet (definitely make a point to grab it though). **Vanish** is useful but very short-lived, **Angel's Snack** provides great status healing much later on (right now status attacks are too rare to worry about in most cases and **Remedy** items are scarce), and **Frog Drop** can be made very powerful over time (but at this point you almost certainly lack both the levels and the caught frogs to make good use of it). Everything else is mostly garbage, but

you may as well learn them for completion purposes.

Chocobo's Forest

Now it's time to check out the forest Zidane pointed out earlier (it's just across the river cutting Lindblum Basin more or less in half). Upon entering, there'll be a scene, during which Mene (he's a Moogles, but you can't save your game with him, and he doesn't participate in Mogret either) will prompt you to **catch a Chocobo**. Doing so is actually very easy; just use the **Gysahl Greens** item you receive from Mene on the nearby Chocobo tracks, then mount Choco and return to the forest.

Chocograph Hunting #1

Your next task is to play the Chocobo Hot & Cold digging game to collect **Chocographs**. For more details about the game, click [here](#).

The first Chocograph you dig up ("Stone With Patterns") will always be **Chocograph #1: Streamside**. When you find it, there'll be a scene, after which Mene will tell you to go dig up the treasure. Do so to receive 2 **Elixir**, 3 **Hi-Potion**, 4 **Ether**, and 2 **Germinas Boots**. The Germinas Boots are nice, though not overly spectacular, but the real rewards are yet to come.

Once you've dug it up, return to Chocobo's Forest and dig up more Chocographs. The rest of this section is divided into two parts: Chocographs you can complete now, and Chocographs you can dig up, but can't actually find the treasure for (either because of where you are on the map or lacking an ability needed to dig it up). Click on a Chocograph for more detailed information, including (most important of all) where to find the treasure.

Available Chocographs to Complete

- **Chocograph #1: Streamside** - 2 **Elixir**, 3 **Hi-Potion**, 4 **Ether**, 2 **Germinas Boots**
- **Chocograph #2: Between Mountains** - 5 **Potion**, 5 **Hi-Potion**, 2 **Tent**, 2 **Cotton Robe**

Available Chocographs to Dig Up but not Complete

- **Chocograph #3: Uncultivated Land**
- **Chocograph #4: Healing Shore**
- **Chocograph #5: Abandoned Beach**
- **Chocograph #6: Cold Field**
- **Chocograph #8: Faraway Lagoon**
- **Chocograph #10: Bird's-Eye Lagoon**
- **Chocograph #11: Small Beach**

Of this last group, do your best to at least get **Healing Shore**; it will come available very soon, and it upgrades Choco's abilities.

Bohden Arch

This is located north of Chocobo's Forest. In this area, there are only a few things to do (but you'll recognize the area if you've been following your ATEs). Grab the **Ether** from the field icon on the far end of the bridge (it's near a pole on the right), and grab the Moccha Coffee Key Item from the base of the large tree on the far right, which is part of the **Morrid's Coffees** sidequest (you won't be able to finish it until Disc 3 however). There's also a spring here, which fully heals HP and MP--make use of it! You can grind levels here if you like, but as noted previously there are more efficient times much later to grind if you're into that sort of thing.

Incidentally, Bohden Arch is the entrance to the main mountain path to Alexandria. More on that in a while...

Journey to Burmecia

Your goal now is Gizamaluke's Grotto, which is almost due north of Lindblum's Dragon's Gate and Qu's Marsh. If you did the **sidequests listed earlier**, you'll find a Chocobo to be extremely convenient for getting there.

Gizamaluke's Grotto

Items	Gizamaluke Bell [Key Item], Gizamaluke Bell [Key Item], Bronze Vest , Gizamaluke Bell [Key Item], Mythril Gloves , Magus Hat , Gizamaluke Bell [Key Item], Gizamaluke Bell [Key Item], Holy Bell [Key Item], Tent
Enemies	Hornet , Lamia , Skeleton , Type A , Gizamaluke (boss)

Upon entering, there'll be a scene, after which you'll be inside the area proper. Take the right fork and speak to the soldier to receive a Gizamaluke Bell Key Item, then use it on the door near where you entered to open it.

Upon entering, there'll be a scene, and you'll be thrust into battle with two **Type A** enemies. Defeat them, then take on the remaining black mage wandering around here (**Type A** x2) for a second Gizamaluke Bell. This part is important, so pay attention (doing this wrong will rob you of treasures). Ascend the central stairs, and use your Bell on the small door to the left (not the big door right in front of you). Follow the path to the lower right corner (where the path makes a corner), and search in the corner of the corner in the corner (see what I did there?) for a **Bronze Vest** (equip it on Zidane if you didn't get the one in Lindblum earlier). Follow the path to the end and speak to the soldier for your third Gizamaluke Bell, then return to the lower section and use your new Bell on the small door to the far right of the area. Go in.



Follow the circular staircase--thing about a third of the way around and look for a field icon--examine it to receive a pair of **Mythril Gloves**, which Freya will certainly like. Continue following the path, and under the bridge you may notice a field icon--examine it for a **Magus Hat**, which you should give to Vivi (**Slow** is a very nice spell throughout the game). Return the way you came, and check the soldier's body in the first room you entered for the yet another Gizamaluke Bell. Return to the bell room (use the large door we've been ignoring to this point; your Gizamaluke Bell will open it).

During the scene, give Mogmi the Kupo Nut Vivi's carrying, then raid the chest for the final Gizamaluke Bell. Use it on the door to the right (the left one won't open at the moment) to reach the Moogles' home. Speak to Mogmi to **Tent** and Save, which you should definitely do. Check Mognet to see a letter regarding the Festival of the Hunt, then try to leave to receive a description of the **Kupo Nut** sidequest ("I'm kupo for Kupo Nuts," heh) and receive a Holy Bell Key Item. You can ascend the vine at the back of the room if you like, but the enemies there will almost certainly annihilate your party, so I don't recommend it. Instead, exit the room the way you came in, and use your Holy Bell on the door to the left of the bell. Outfit as many characters as you can with **Glass Armlets**, then go inside, and see the horrors that await you...

Boss: Gizamaluke



HP	3,175	MP	502	Level	16
Exp	0	AP	5	Gil	800
Steal	Common	Elixir	Drop	Always	Tent
	Uncommon	Magus Hat		Common	Nothing
	Semi-Rare	Ice Staff		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Aerial		Card Drop	Mythril Sword	
Elemental Weaknesses	Lightning, Wind				
Elemental Resistances	Water (Half), Earth (Nullifies)				
Status Vulnerabilities	Darkness, Mini, Silence, Sleep, Slow				

Been a while since your last boss, hasn't it? The designers apparently thought so, and they decided to throw one nasty snake your party's direction. This thing is no joke, as you may have guessed by its stats above. He'll wipe you out if you're not careful, so what to do?

Crash is a physical attack for heavy (around 150) damage to one (it's used both normally and as a counter to physical attacks), while the feared **Water** spell likewise hits hard and can be MT'd against your whole party. Finally, there's Silent Voice, which is used as a counter to magic and sets **Silence**. That's it, Gizamaluke does nothing else. This is unfortunate for you, because every attack he has hits with power, and **Silence** is indefensible at this stage for both Vivi and Quina.

Speaking of Quina, I **really** hope you grabbed the weirdo before coming here, because if not, you're in for one horrible fight. If you didn't and you lose, just go **pick him/her up**, you'll lose less time that way as opposed to trying to do this short-handed.

I hope you understand by this point that Gizamaluke's attack pattern is simple and very destructive to you. His main weakness is status attacks; he has numerous key weaknesses, of which **Darkness, Silence, and Slow** are the only ones available to you at the moment. Kick the battle off by dropping **Tents** on Gizamaluke until one sticks it with Darkness and Silence; now it can't cast **Water** and Crash will miss more often. **Slow** also helps (you equipped Vivi with that **Magus Hat**, right?) to keep him off your backs. Once he's been debilitated, have Zidane Steal while the rest of your party Defends at all times except to heal (you can also have Vivi **Focus** here if you prefer). You really want that **Ice Staff**, and the **Elixir** and **Magus Hat** aren't half-bad either. So get the Items before you start taking it down. As to attacking, Vivi will do well with **Thunder** (but he'll probably be Silenced after the first use), while Freya **Jumps** and Zidane and Quina attack physically. If Quina's HP happens to be exactly 1, you can cast **Limit Glove** to win instantly (one of the few somewhat consistent ways of winning without using status attacks). Keep your party healed; unlike most other opponents, the statuses just make Gizamaluke manageable as opposed to crippling him.

After the battle, the scene shifts...

Bohden Gate

Items	Gate Pass [Key Item], Multina Racket , Potion
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After the scene, Steiner will remark that he needs some people moved out of the way. You can chat up the area if you like, but to proceed, you'll need to chat with the long-snouted, furry guy cleaning what looks like a window. Next, speak to the Chief Engineer on the east side of the screen, then speak to Jobless Jeff. Finally, console Part-Time Worker Mary and she'll happily move out of the way for you. Ignore the treasure on the wagon, you can't reach it just yet. Instead, just head to the now-unseen alleyway for a scene (walk towards the soldier), after which you'll be given a Gate Pass Key Item. Don't head into the alleyway just yet; instead, in the southwestern portion of the area, not too far from where the guy is "fixing" the gate, is a chest with a **Multina Racket**. Finally, head into the alley for the long-awaited scene.

Now is a good time to check Steiner's and Dagger's equipment, but remember that everything is shared, so anything you equip here won't be available to the other party. Equip them with a preference to learning abilities (that **Multina Racket** is great!), but be sure leave the best stuff for your other party.

You may be tempted to rush onto the cable car, but there are a few things we need to do first. In the south-western portion of the area is a chest with a **Potion**. Nearby is a Moogle (Grimo); talk to him and choose Mognet to get a **letter to Nazna**, then save your progress. There's also an **Item Shop** here; use it if you need, because once you leave the only way to shop for some time will be to trek all the way back to Lindblum with the other party. One you're sure you're ready, board the car and you'll be taken back to...

Burmechia Kingdom

Items	Hi-Potion, Tent
Enemies	Lizard Man, Nymph, Sand Scorpion, Skeleton, Yeti

...Zidane's group. You might be tempted to rush headlong into Burmechia proper (click **here** if you want to skip the optional stuff), but there are a few things you can do first.

First, you can pay a visit to the "other" Burmecian Arch (it's on the eastern edge of the area) for a scene. There's also a **Hi-Potion** and **Tent** there for the pilfering.

Chocograph Hunting #2

There's only one new one available to dig up right now; everything else is the same as before. You can find Chocobo tracks on the beach to the west of the nearby desert.

Available Chocographs to Complete

- **Chocograph #4: Healing Shore** - Reef Ability

Available Chocographs to Dig Up but not Complete

- **Chocograph #3: Uncultivated Land**
- **Chocograph #5: Abandoned Beach**
- **Chocograph #6: Cold Field**
- **Chocograph #8: Faraway Lagoon**
- **Chocograph #10: Bird's-Eye Lagoon**
- **Chocograph #11: Small Beach**

Note that **Bird's-Eye Lagoon** and **Small Beach** are possible to complete once you have completed Healing Shore, but their treasures are located in Lindblum territory and there will be a more convenient time to get them soon if you plan on doing the **Kupo Nut** quest. If you don't care about the Nuts (or just want to do the **Chocographs** now), click [here](#).

Finally, you can **Eat** a **Nymph** (458 HP) for **Night**, which sets **Sleep** on all targets (friends and foes). Not overly useful unless you have **Insomniac** on your whole party, but it's there. Once you've done everything you want, head to Burmecia, which is roughly north of the Gizamaluke's Grotto exit.

Burmecia

Items	Cancer [Key Item], Soft , Germinas Boots , Protection Bell [Key Item], Potion , Soft , Tent , Phoenix Down , Mythril Spear , Lightning Staff , Soft , Hi-Potion , Ether , Kupo Nut [Key Item]
Enemies	Basilisk , Ironite , Magic Vice , Mimic , Type A , Beatrix (boss)

Before going into details about navigating Burmecia, note that if you eat a **Magic Vice** enemy (297 HP), Quina'll learn **Magic Hammer**, a highly recommended skill that's useful in several boss fights down the road. They're a bit hard to **Eat** though, due to their really low HP total and tendency to flee battle.



In the first street, look for an overturned cart about halfway down the street; behind it is the Cancer **Stellazzio**. Now continue onward to the next screen. You'll fight two **Type A** enemies, after which you should ascend the stairs on the right-hand side of the screen and enter the door.



Here, grab the **Soft** chest near the stairbottom, then run up the stairs and into the next room (the chest on the balcony is just a **Mimic**, so ignore it unless you really want to fight). Cross the balcony (you can't enter the door right now) and into the next room. You'll see a chest on the other side, but don't run to it or the floor will give out, making the chest inaccessible. Instead, **walk** across the balcony and to the chest, and open the chest for a **Germinas Boots** Add-On (if you've been doing **Chocographs** you'll already have two, but an extra never hurt anyone). Now, be a naughty boy and run across the balcony towards the door to drop the floor to the lower level. Now run all the way back to the ground-level plaza and enter the lower-left door.

Raid the **Potion** and **Soft** chests on the ground level, then head up to the second-floor balcony and through the door here (ignore the chest, it's another **Mimic**). Pass through this room (nothing here) and jump across the balcony and enter the room there. Speak to the soldier, then check under the bed (go around to the back) for a Protection Bell Key Item. Look in the corner behind the shelf for an **Ether**, then go back to ground level the way you came and out into the plaza.

Go through the door on the right-hand side again, and this time examine the door on the balcony and ring your bell to open it. Go inside, then watch the scene. Afterwards, go up the steps, then through the door at ground level. Watch the scene, then, back outside, run up the stairs to the right. Ignore the door here and use the statue to cross to the other side, where another door awaits you (use it). Grab the **Tent** and **Phoenix Down** from the chests, then exit through the door on the other side (the chest on the far end of the balcony is, once again, a **Mimic**).

At the fountain, go inside the door on the left for a scene, during which Freya will claim a **Mythril Spear**. Go back outside and into the right-hand door this time and, ignoring the Moogle for a moment, open the chest-thing held by the statue in back for a **Lightning Staff**, after which there'll be (you guessed it) another scene.

Missable Item Alert #8/Stiltzkin's Shop #1

For the rest of the game, Stiltzkin will offer a number of shopping opportunities. Not only are they great deals, but he often sells items that are strictly limited in quantity, so be sure to do them. In addition, much later on you'll receive a strictly limited-quantity item for buying everything. He often shows up only for a very brief time (like here), so be sure to find him when he appears. You can find more information [here](#).

Stiltzkin has a **Soft**, **Hi-Potion**, and **Ether** for 333 Gil. Not bad at all!

Speak to the Moogles (Atla) and deliver **Mogki's letter to Atla** that you should be carrying for a Kupo Nut, after which you'll immediately be asked to deliver a **letter to Monev**. He also has a Mogshop you should check out; specifically, the **Barbut** will be new to you, but buy anything else you don't already have and equip your party to satisfaction. Load up on **Steepled Hats** (you want 99 total including those currently equipped) as well. Save your game, then decide if you want to do the optional stuff below (unless you're in a hurry, you probably do, and if you are in a hurry you're probably playing the wrong game).

Kupo Nut Delivery #1

Head on back to **Moguta** and hand over your fresh Kupo Nut for a random reward. The next Kupo Nut is coming up very soon, so do this while you can.

Don't be so quick on heading back to Burmecia, because...

Frog Catching Moment #2

The pond should have (mostly) refilled by now if you did as advised earlier, so **happy hunting!** Depending on how well things respawned, you could even pick up a **Silk Robe**, which your mage characters will definitely enjoy. Like last time, leave one male and female each, and the Golden Frog if it's there.

And let's not forget...

Chocograph Hunting #3

Yup, we're going to get those Chocographs we set aside earlier (conveniently it's right on the way to all the other fun). Assuming you got the Reef ability (if you didn't, click **here**), the available goodies stand thus (**previously available Chocographs** are still available as well if you didn't dig them up, just FYI):

Available Chocographs to Complete

- **Chocograph #10: Bird's-Eye Lagoon** - 8 **Potion**, 4 **Phoenix Down**, 3 **Ether**, **Magician Robe**
- **Chocograph #11: Small Beach** - **Remedy**, 2 **Elixir**, 8 **Rising Sun**, **Oak Staff**

Available Chocographs to Dig Up but not Complete

- **Chocograph #3: Uncultivated Land**
- **Chocograph #5: Abandoned Beach**
- **Chocograph #6: Cold Field**
- **Chocograph #8: Faraway Lagoon**

The **Magician Robe** (**Auto-Potion** and **MP+10%** along with much higher defense than your current armor options) is a great upgrade, but especially that **Oak Staff** (**Stop**, **Bio**, and **Drain**) is eye-watering. (I did tell you that would be great rewards, and these are just the beginning.) Try not to return to Burmecia without both items.

Feel free to use the spring at Bohden's Arch to restore HP and MP if you need to.

If you're wondering, at this point you have everything in this quest available for a while. If you did this before visiting Burmecia, click **here**, otherwise return to Atla in Burmecia and keep reading.

Back at Atla, save (if you did the optional stuff; if not, you don't need to save twice in a row :p) and **Tent**, then make sure **Bandit's** equipped on Zidane along with as much Lightning-protecting equipment as you can manage, leave, and run up the steps to reach the palace and...oh dear...

Boss: Beatrix



HP	3,360	MP	3,367	Level	16
Exp	0	AP	0	Gil	0
Steal	Common	Phoenix Down	Drop	Always	Nothing
	Uncommon	Chain Plate		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Mythril Sword		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Slow				

She's not kidding...she's more than capable of serving your party's asses on a rainy platter. Think of Beatrix as **Gizamaluke** but without the elemental and status weaknesses--she's just really freaking strong. There's a secret to winning, but I'll get to that in a minute.

First, a rundown on Beatrix's attacks. Her basic physical hits for decent damage, but **Thunder Slash** is really strong and hits one (thankfully it's Lightning-elemental, so the **Coral Ring** absorbs it for crazy healing while **Silk Shirt** will cut damage in half). Worse still is **Shock**, which will probably OHKO whomever it hits (around 600 damage).

How do I deal with this mayhem, you ask? Simple, actually. First, have Vivi cast **Slow** until it sticks while Quina moves to the back row to improve defense (Freya and Vivi should already be there) while Zidane **Steals**, while on subsequent rounds you should have everyone who isn't using a **Potion/Hi-Potion/Phoenix Down** Defend (yes, you heard me) while Zidane keeps trying to Steal. Regarding her Steals, **Phoenix Down** is somewhat meh, but her other stuff rocks. There are two catches here, however. First, the **Mythril Sword** is in the Rare slot, meaning it has a 1/256 chance of being Stolen (and you could literally go hours Stealing continuously without getting it if your luck is even remotely bad). Second, the battle ends after a fixed period of time. This last point is most important; it means you don't need to (and shouldn't) attack Beatrix at all. Just play defensively while you try to snag her stuff. Don't end battle without getting at least the **Chain Plate** (if you somehow get the **Mythril Sword** first, just take it and hope you can take the Chain Plate too, don't reset in this case if you fail with the Chain Plate). As to the Mythril Sword, it's a great weapon for this stage, but it'll be available soon and usually takes an extreme time investment to Steal, so I leave that up to you. If you do get all three Steals, just have Zidane Defend. Above all, keep your party, and especially Zidane, healed--this battle isn't the hardest battle you've done, but it's almost certainly the most dangerous one.

As noted previously, the battle ends when Beatrix gets her tenth turn. It also ends if you end Beatrix's HP to 0, but doing this seriously hurts your defense and impedes Stealing, so don't bother attacking unless you already got all three Steals. However battle ends, Beatrix will use Stock Break, reducing everyone's HP to one.

After the fight, watch the scenes. Save your progress.

Walkthrough - Disc 2



Journey to Treno

Once you load up the new disc, you'll find yourself back with Dagger and Steiner.

Summit Station

Items	Phoenix Down, Kupo Nut [Key Item]
Enemies	Black Waltz 3 (boss)

After the scenes, you'll find yourself in Summit Station, at the summit of the Aerbs Mountains. Once there, go inside and open the chest in the southwestern corner of the rest area for a **Phoenix Down**, then speak to the Moogle (Nazna) and deliver **Grimo's letter to Nazna**. Check Mognet again to receive a **letter to Mochos**, then save your game. Your next order of business is to make use of the **Summit Station Shop** (located at the southern counter). They have a number of new wares, so stock up. Also try to get your inventory up to 98 (**not** 99) **Steepled Hats** (yes, the Cotton Robe Trick again).

Missable Item Alert #9

Be sure you have a total of at least 4 **Silver Gloves** and 3 **Iron Helms** in your inventory (including those equipped to a character). This is your last chance for both items; the former is needed for Synthesis later, while the latter is the only way for Steiner to learn **Bright Eyes**.

Once you're ready to move ahead, speak to the attendant behind the western counter, then run outside for a scene, then go back inside and speak to Steiner (how embarrassing). Go outside and board the car and then talk to Marcus when you regain control, only to find out that a familiar face wants to dance with you.

Boss: Black Waltz 3 (Second Battle)



HP	1,292	MP	344	Level	9
Exp	0	AP	5	Gil	864
Steal	Common	Steepled Hat	Drop	Always	Nothing
	Uncommon	Lightning Staff		Common	Nothing
	Semi-Rare	Flame Staff		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Mini, Sleep, Slow				

He's returned for more punishment. Thankfully, he hasn't upgraded much; he only has one new attack (which we'll get to in a moment) and otherwise is more or less the same as **last time**, which is a relief coming off the last two boss fights.

It's still got its basic Level 1 elementals and Hit, but it's added the Freeze spell, which sets **Freeze** status if it connects. (If a character is inflicted, they'll die if hit physically for the duration of the status.) It will still never target Dagger, despite malfunctioning.

As usual, Steal its goods (using Marcus). All three are worthwhile, but especially get that **Flame Staff**, Vivi will like it. You can also set Darkness, using the **Blind** spell or a **Tent**. Once you have everything, have Marcus and Steiner slice and dice. Dagger is your healer here; have her sling around healing magic. Ironically, if everyone but Dagger dies Waltz will attack itself every turn and do nothing to Dagger, making this battle rather difficult to lose.

After you're done, equip Marcus with whatever you have (you can equip good stuff, he won't leave for a while). Part-time Worker Mary also set up an **Item Shop** here, if you want something.

Visiting Dali (Optional)

Items	Elixir
Enemies	Mu, Python, Carve Spider

While Treno is your final destination, it's worthwhile to make a side-trip to Dali for some goodies (if you don't want to do this, click [here](#)). To get there, follow the path and turn left at the fork, and you'll soon emerge on Nolrich Heights, where Dali is. You can visit Observatory Mountain as well, but there's nothing to do here now except play cards with Morrid.

Note that no new Ragtimer encounters are available yet, though you could still meet him if you still have some Disc 1 encounters left.

Go into the town. The Inn is available for 100 Gil (speak to Snot-nosed Gudo in the bedroom), but our first major destination is the Weapon Shop. Buy 99 **Wrists** (you should have taken one off Marcus, leaving you with 98 to buy) for the Cotton Robe Trick, as well as anything else that draws your eye (it's the same inventory as before).

You still can't access anything in the windmill; instead, use the northwestern exit to go to the field. You'll find the woman who normally works it is taking a break; open the chest she was blocking before for an **Elixir** (which, by the way, can only be obtained now).

When you're done, return to South Gate.

South Gate

Items	1,610 Gil
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Here, pass through the gate, and at the fork go right this time. After crossing the bridge (use the field icon to jump the broken part), follow the path downward a bit to find a chest with 1,610 Gil--not bad! Go to the next screen, approach the gate and tell them you want to pass, then leave the area.

Bentini Heights

Items	Ether, Ether, Scorpio [Key Item], Ether
Enemies	Mu, Mandragora, Trick Sparrow

Treno is only a short distance away, but there are some things you may want to take care of first (again, I recommend all of them). If you're more interested in just plowing ahead with the game, go to Treno and click [here](#).

Friendly Creatures #2: Ghost

There's a **friendly Ghost** monster up here on the plains, but only where it's dark (not in the normal or twilight areas). Meet it and give it an **Ore** for 10 AP and a **Hi-Potion**.

On the far side of the plain from South Gate is a cave. Go inside, and open the chest for an **Ether**, then go down the rope for another **Ether**. In the bottom part, look around the rim for the Scorpio **Stellazzio** (you can also heal fully using the spring). Follow the path to the other side to enter a dwelling, where a third **Ether** awaits you at the top of the ladder. If you go out the other side, Dagger will make a comment; aside from that, there's not much to do here except examine objects around the room and balcony for scenes, so leave when you're done and head to Treno itself.

Treno

Items	Power Belt, Gemini [Key Item], 2,225 Gil, Yeti [Card], 1 Gil, Taurus [Key Item], Ether, Tonberry [Card] (<i>optional</i>), Mythril Dagger, Supersoft [Key Item]
Enemies	Griffin

After the opening scenes, you'll be in control of Steiner. Follow the instructions below to obtain an easy **Power Belt**:

1. In the first screen, watch the "Treno Tradition" ATE. Watch Dagger closely; when a field icon appears over her head, immediately press X to only lose 500 Gil (otherwise you'll lose 1,000 Gil).
2. Go west (the same way Dagger went) and watch the "Pursuit" ATE.
3. Enter the Synthesis Shop (down the stairs from the western screen, the big building here) and speak to the Four-Armed Man; he'll fork over your Power Belt. Don't bother shopping just yet, there'll be a more convenient time soon.



Back on the first screen, feel free to view the remaining ATEs, then throw Gil into the fountain 13 times for the Gemini **Stellazzio**. (You can keep throwing more money in if you like; eventually, the Thug will improve his card deck. As with most Tetra Master-related activities, there's little reward, but it's there if you're interested.) Go east to find yourself in a slum. There's an Inn here (100 Gil, you shouldn't need it if you went to Quan's Dwelling) as well as an **Item Shop** outside. Near the Item Shop, grab the Yeti Card and 1 Gil treasures (figures, we're in a slum) as well as the Taurus **Stellazzio** behind the Item Shop in a crate, then head to the next screen. Here, you'll find a Moogle (Mogrich) being chased by a dog; he has no letters except one sent by Stiltzkin, but feel free to Save here. The Weapon Shop is here in the building nearby, but ignore it and head further west to reach the **Auction House**. Check the building's exterior for 2,225 Gil (don't go inside just yet). When you're done, return to the previous screen and follow the path south.

This screen holds the Card Stadium. You can play if you like, or just ignore it and go to the next screen.



You'll now find yourself back outside the Synthesis Shop. Follow the path past it for now to a building on the riverbank. There's an **Ether** on the bank, so take it, then, assuming you've been collecting **Stellazio** Key Items, you can trade them in inside the building. More on that **here**.

To move on with the game, speak to Dagger in the Auction House, then to Marcus in the Inn. Ignore Steiner and head to the dock, then, after the scenes, you'll have your whole crew together again.

Now is prime time to shop. To review, the **Weapon Shop** is near Mogrigh and the **Auction House** (which is also now open for bidding) is next to the Weapon Shop, while the **Synthesis Shop** is between Stella's place (**Stellazio** lady) and the Card Stadium. Remember that you also have Zidane's party, so be sure to buy for them as well. If you got the **Steepled Hats** and **Wrists** as previously suggested, you're in prime position for another round of the Cotton Robe Trick.

Missable Item Alert #10

This is your last opportunity to buy an **Air Racket**. You need at least 6 total end-game for a perfect list (3 as well as 3 for Synthesizing), but there is one in a chest much later, so be sure you have at least 5 in your inventory before proceeding.

Before continuing onward with the story, there are a few other optional things you should consider doing. First, as alluded to earlier, you can turn in your **Stellazio** coins to Stella in the Queen's House for rewards. Second, the Weapon Shop has a **monster to fight**, currently a **Griffin**, for rewards. Finally, if you're interested in doing the Cotton Robe trick in a while (easy cash!), go back to Dali and fill your inventory to 99 **Wrists**. Wrists won't be available for some time after this, so stock up for the next opportunity!

To move on with the game, head to Doctor Tot's house on the far west end of town. Grab the **Mythril Dagger**, then ascend the tower. When you reach the top, there'll be a scene, during which you'll receive the Supersoft Key Item. Speak to Doctor Tot again, then climb down the hole he just opened.

Gargan Roo

Items	Chain Plate, Phoenix Down
Enemies	Crawler, Dragonfly, Ralvurahva (boss)

(Note: Before going on with a walkthrough of the area, note that this is one of the best grind spots in the game. While I don't normally recommend major grinding this early in this game, here, it has a key use: you can kill off Dagger and Steiner and focus on leveling up Marcus. Due a glitch, Marcus's stats will transfer to a character you have yet to meet, but his levels won't, so doing this essentially bumps up this new character's stats with no penalty other than time. Things here also drop a craption of Gil and AP for this stage. Furthermore, it's possible to leave the area to rest or sell off drops.)



The first thing you should do here is give the Moogle (Mochos) **Nazna's letter to Mochos**. Save your progress (don't waste a Tent, you can heal fully much cheaper in the Inn above), then exit to the southwest. Grab the **Chain Plate** from the southern chest and a **Phoenix Down** from the northern one here, then examine the switch and flip it on. Return to the circular entrance area and exit to the southeast this time.

Here, go north for a scene, after which you should pull on the lever. Save your progress and equip **Antibody** on anyone who has it. Remove all **Add-ons** and any other equipment (**Robes** especially) the other party might need, then pull the lever in the southeastern room for a scene. You'll board the Gargant, but something has other plans for you.

Boss: Ralvurahva



HP	2,296	MP	3,649	Level	13
Exp	0	AP	0	Gil	0
Steal	Common	Bone Wrist	Drop	Always	Nothing
	Uncommon	Mythril Fork		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing

Type	None	Card Drop	None
Elemental Weaknesses	Ice		
Elemental Resistances	None		
Status Vulnerabilities	Darkness, Slow		

Ralvurahva is a giant snake, but luckily it's not all that strong. You're only a three-headed party though, and one of the three has no abilities except Attack, Steal, and Item. So what to do?

This giant snake has three attacks: String, which deals around 170 damage but can set **Slow**, Devil's Kiss, which is a bit weaker (140 damage) and can inflict **Poison**, and **Blizzara** (125 damage). As you can see, there's not much to this monster.

Kick the battle off by inflicting **Darkness** on the snake (**Tent** trick and Dagger's **Blind** spell both work), while Marcus works on grabbing you that **Mythril Fork**. Once you have both completed, just attack Ralvurahva and heal as needed.

Once you reduce its HP to zero, it will use Escape to (surprise!) escape battle, meaning you receive no spoils.

After the battle, watch the scenes.

Journey to Cleyra

You'll now be back with Zidane's party. Be sure to update their equipment using any new stuff you got in Treno.

By the way, the **Ragtime Mouse** can now be encountered an additional six times (for a total of ten encounters including those that were available on Disc 1) now that you're on Disc 2. He's still in the forests.

Cleyra is, as Freya mentioned, a short distance away from Burmecia, but as usual there are a few optional things you may want to do first.

<p>Kupo Nut Delivery #2</p> <p>You can go back to Gizamaluke's Grotto and deliver the Kupo Nut you got from Nazna. You'll receive a random item for the delivery.</p>

You can then head for Lindblum Plateau for something likely much more rewarding.

<p>Frog Catching Moment #3</p> <p>Yup, time for more frogs for Quina. Like all the other times up until now, don't completely clear out the pond; leave one male and one female in addition to the Golden Frog if it's there.</p>

Once you're back in Burmecian territory, head west to Cleyra (which is the whirlwind), save your game, and go inside.

Cleyra

Watch the scene.

Cleyra Trunk

Items	Phoenix Down, Magician Shoes, Ice Staff, Ether, Needle Fork, Tent, Kupo Nut [Key Item], Flame Staff, Remedy, Desert Boots, Mythril Vest, Mythril Gloves, Potion, Elixir, 900 Gil, Hi-Potion, 900 Gil, Gysahl Greens
Enemies	Carrion Worm, Dragonfly, Sand Golem, Sand Scorpion, Zuu

Before getting started on the area itself, be aware that Quina has some new **Blue Magic** skills available here, so try to **Eat** the enemies below if you meet them:

- **Carrion Worm (259 HP): Auto-Life**
- **Dragonfly (348 HP): Matra Magic**
- **Zuu (1,149 HP): White Wind**

All three are useful skills. **Auto-Life** casts the **Auto-Life** status, something that won't otherwise be available for quite some time. Furthermore, you can exploit the game mechanics with Quina: cast the spell on Quina, then inflict **KO**. Quina will be revived with exactly 1 HP, putting him/her in perfect position to spam **Limit Glove**. **Matra Magic** is very helpful for Eating, since it reduces the enemy's HP to 1 if it connects. Finally, **White Wind** is somewhat underwhelming (heals everyone by 1/3 Quina's maximum HP) but is very nice to have in areas where you lack a White Mage (like right now), since it's the only non-**White Magic** HP restoration skill that's MT.



In the first screen, just run up the stairs to the next screen.

Pass the door here (it's locked) and use the lever at the top of the stairs, then go through the now-open door. There's a **Phoenix Down** in a chest here, so take it and move on the next screen. Here, a partially-obscured chest near the bottom of the screen hides a **Magician Shoes** Add-On, and one further north (it's behind the tree branches and very difficult to see due to the camera angle) for an **Ice Staff**. Continue on when you're done.

Ignore the vines leading up and run up the slope to reach a new area. Open the chest for an **Ether**, the examine the hole and put your hand in it to open a sandfall. Return to the slope, and this time take the vines up. (Note that putting your hand in the hole also blocks the entrance, so you can't go back out the way you came at this point.)

Just run through this room to the hole on the other side (ignore the chest on the overhang, you can't get there at the moment). In this room, open the chest for a **Needle Fork**, then open the chest above for a **Tent** and speak to the Moogle (Monev) and deliver **Atla's letter to Monev** for a Kupo Nut (it can't be delivered yet, seeing as how you can't leave the area). Save your progress and Tent if you need to, then continue upwards.

Follow the path up. Ignore the sign pointing to Cleyra and grab the chest on the other path for a **Flame Staff**, then return to the junction and obey the sign this time, following the path to the next screen. Cross the big bridge to the next section.

In the eastern edge of this area is a chest with a **Remedy**. Find a **Desert Boots** Add-On behind a root in the center, and a **Mythril Vest** to the northwest (enter the tunnel near the Desert Boots, and wander around back there until you see a field icon). Equip it on someone (Zidane is probably your best bet due to his poor physical defense), then leave by running into the background.



You'll emerge by a **Mythril Gloves** chest. Loot it, then continue until you see a lever. Activate it, then return to the room with the enter-able background, and this time leave to the northwest. You'll find a **Potion** here, then run up the slope leading northeast, which leads to an **Elixir** chest. Back on the main path, continue onward.

This is a tricky spot. Your goal is to reach the other side, but there are sand pits in the way. If you fall it, mash X to jump back out, otherwise you'll be returned to a previous area. There's a chest with 900 Gil and another with a **Hi-Potion**, but they're rather difficult to reach, so if you're having troubles let it wait a bit. Exit on the west side when you're done.

Here, you can meet **Zuu** for **White Wind**. Follow the path until you reach a ladder. Behind it is a **Gysahl Greens** chest, then climb up and follow the stairs.

Cleyra Settlement

Items	Silk Robe, Magician Shoes, 970 Gil, Phoenix Pinion, Thunder Gloves, Ore, 1,250 Gil, Echo Screen, Ether, Remedy, Phoenix Pinion, Echo Screen, Gysahl Greens, Yellow Scarf, Annoyntment, Ether, Ore, Phoenix Pinion, Emerald, Hi-Potion, Ether, Phoenix Pinion, Phoenix Down, Remedy, Nymph [Card], Elixir, Zuu [Card], Ether, Phoenix Pinion
Enemies	Carrion Worm, Dragonfly, Sand Golem, Sand Scorpion, Soldier, Type B, Zuu, Antlion (boss), Beatrix (boss)



As you enter, you'll be asked if you want a tour. I advise skipping it, but there's nothing wrong with doing the tour, it just takes a stupidly long time.

The first big thing to remember is you can get some nice goodies using ATE's, though you may want to equip Zidane and Quina first using **Burmecian Soldier Dan's Weapon Shop** near the Inn. First, view the "No Yummy-Yummies!" ATE, then the "There's a Mushroom!" ATE. After the latter, Quina will be by the trash pit--go there to trigger a scene, after which Zidane and Quina will end up near two chests that were inaccessible before. Open them for a **Silk Robe** and **Magician Shoes**, then jump down and **work your way back up the trunk** (you should have most, if not all the treasures already, so just travel as directly as you can). Flee from any battles you're having issues with, especially

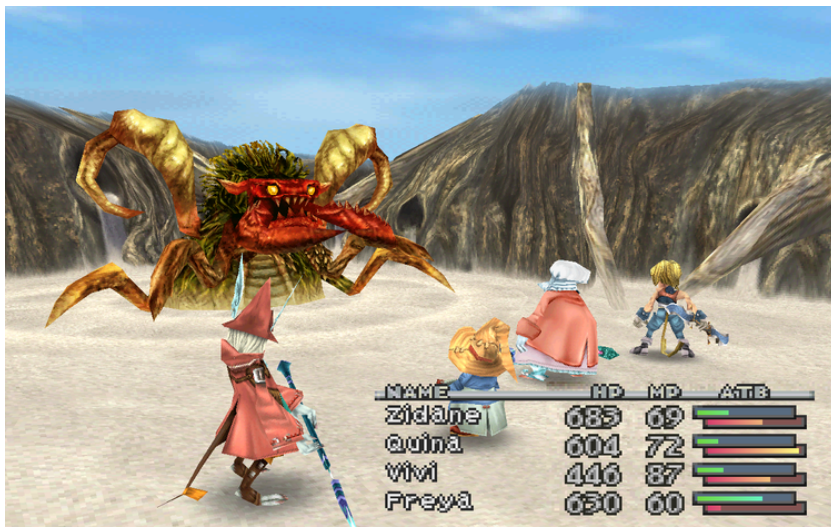
Sand Golems--remember the rest of your party is still up above.

Back in the settlement, feel free to view any ATE's you may have missed, then grab the 970 Gil chest from the garbage pit near the wood thing (don't jump in again), then return to the entrance. Run up the first staircase and find the **Phoenix Pinion** here, then take the left fork. Examine the structure opposite the pond for some shiny **Thunder Gloves**, then take the path right to find the Inn entrance (100 Gil to stay). Be sure to shop at **Burmecian Soldier Dan's Weapon Shop** while you're here, it has some nice stuff for you to take advantage of. There's some **Ore** near the building to the south, then go inside the Inn (even if Vivi's here, note that he won't join you just yet). There's an **Echo Screen** in the northwestern corner of the first floor near a bucket, 1,250 Gil in the southeast corner, and an **Ether** in the bedstand upstairs. Once you have everything, Save if you want (check Mognet for a letter to Zidane) and go back outside. Along the right edge of the stairway leading up is a **Remedy**. Leave this screen to the west.

On this screen, look around for a **Phoenix Pinion** roughly halfway between the eastern bridges (near some mushrooms); you can also find **Stair Maiden Nina's Item Shop** here (be sure to stock up on **Annoyntments**). There's nothing to the east, so head north instead to reach the cathedral. In the grass is an **Echo Screen** (near the building) and a **Gysahl Greens** (near the camera), then go inside and examine the western wall for a **Yellow Scarf**.

Once you're ready to continue, speak to the guards here, and they'll direct you to the Inn. Go there, and it'll be time for a sandpit brawl with a Final Fantasy classic...

Boss: Antlion



HP	3,938	MP	3,950	Level	16
Exp	0	AP	5	Gil	1616
Steal	Common	Annoyntment	Drop	Always	Annoyntment
	Uncommon	Mythril Vest		Common	Ether
	Semi-Rare	Gold Helm		Uncommon	Ether
	Rare	Nothing		Rare	Ether
Type	None		Card Drop	Sahagin	
Elemental Weaknesses	Ice				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, Silence, Sleep, Slow				

Antlion isn't all that strong; the real challenge is keeping him off your back long enough to **Steal** that **Gold Helm**. If you took the time to teach Vivi status spells and have a few **Annoyntments** lying around, this isn't an issue. On the flip side, there's no time to change equipment for anyone other than Zidane and Quina, so you'll have to make do with that.

Sandstorm is Antlion's signature move; it hits your whole party and reduces everyone's HP to between 1 and 10 and inflicts **Darkness** to boot. Trouble Mucous is a physical attack that inflicts **Trouble** on a character (this is why you need **Annoyntments**), while **Fira** does exactly what you'd expect. Finally, it can counter damage with Counter Horn. Be wary of its attacks; it can score a quick **KO** on your party if Sandstorm is used and someone is hit with Trouble; if they attack and Antlion's counter lands, you can say sayonara to your party.

Zidane should immediately get to work on trying to snatch that **Gold Helm** (where is it hiding it...surely Zidane doesn't go into its maw to try to retrieve it), while Vivi casts **Slow** and **Sleep** on it. The **Tent** trick is also great here; it will eliminate **Fira** from its arsenal and cause Trouble Mucous and Counter Horn to miss far more often (remove **Trouble** if it's inflicted). Once you've taken its goodies, it's time to shove its ass back into the sandpit. If it's still under Sleep, don't attack physically, just have Vivi use **Blizzara** while everyone else picks their noses and Defends. If it's awake, just have Vivi use his Ice magic while the others attack physically, and this overgrown insect will bite the sand soon enough.

After the battle, there's nothing to do but watch the scenes.

You'll find yourself in control of Freya, before which Zidane will tell you to meet by the town entrance. Equip her with any new items you've found/bought, then return to the cathedral. Go in the back room (the one with the harp), and find the **Ether** near a pillar left of the entrance, an **Ore** at the altar, and a **Phoenix Pinion** near the harp. Speak to the High Priest to receive an **Emerald**.

Missable Item Alert #11

Be sure to speak to the High Priest as Freya to obtain the **Emerald**. It's your only opportunity to do so; once you've gone to the entrance as Freya it's lost forever, and Emeralds are only available in very limited quantities.

Once you have everything from the Cathedral, head to the Inn.

Stiltzkin's Shop #2

Stiltzkin's here, but once again only briefly. He's selling a **Hi-Potion**, **Ether**, and **Phoenix Pinion** for 444 Gil. Be sure to grab this!

Speak to Mopli and choose Mognet to see a letter from Monev, then save your game (don't **Tent**, you can rest for free downstairs). Go to the town entrance to reunite with your party.

You'll find yourself on the settlement's doorstep. Equip your party (remember that you can still return to **Burmeccian Soldier Dan's Weapon Shop** if you're missing anything). Once you're all set, head down the trunk. In the screen with the sandpits, you'll be attacked by **Soldier** enemies. They're not very tough, so just do whatever so you can move on. After the battle, open the chests if you missed any earlier (the quicksand is no longer there), then continue on.



On the next screen, more **Soldier** enemies and more of your usual carnage. Continue to the next screen when you're done, only to encounter more of them. There'll be a scene on the next screen (the bridge), after which you'll automatically return to the settlement.

Back at the settlement, you'll immediately fight a **Type B** mage. They're not much stronger than the **Type A** crap you were mopping floors with on Disc 1, so do what you do best. Head right to reach the sandpit, and talk to Mopli and check Mognet for a **letter to Serino**. Save and **Tent** if needed, then return to the first screen and ascend the stairs to face three whimpy **Soldiers**, followed by two **Type B** posers. You'll go to the next screen automatically.

At the next screen, tell the priests to go right, and Zidane will follow. Equip/heal as needed, then head up towards the Inn. You'll be prompted with another choice; choose to go left here and you'll fight two **Soldiers** and one **Type B**. On the next screen, tell them to cross the bridge to the right; three **Soldiers** then happily sacrifice themselves to your party. Ain't life grand?

You'll all end up at the Cathedral lawn. There'll be a scene, then you'll be in the lobby. Talk to the people around the room to receive a **Phoenix Down**, **Remedy**, Nymph Card, **Elixir**, Zuu Card, **Ether**, and **Phoenix Pinion** if you directed everyone the right way. Before doing anything else, remove Quina's **Add-on**, as well as anything else s/he's using that others may want (weapon, obviously, can be left alone since no one else uses **Forks**). Removing the **Gold Helm** from Freya isn't a half-bad idea either, but nowhere near as important. Save with Mopli, grab his **letter** if you didn't already, then head outside to face the infamous death-dealer of Alexandria!

Boss: Beatrix (Second Battle)



HP	4,736	MP	3,964	Level	17
Exp	0	AP	0	Gil	0
Steal	Common	Phoenix Down	Drop	Always	Nothing
	Uncommon	Thunder Gloves		Common	Nothing
	Semi-Rare	Ice Brand		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Slow				

Not too much has changed since **last time**; you're the same party (albeit with higher levels and a few new abilities most likely), while Beatrix is still a killing machine. Because of this, I'm just going to go over differences over the last battle.

For Beatrix's attacks, she's as deadly as ever, but can also cast **Cure** on herself. Not that big a deal, since you probably shouldn't be trying to attack her, but eh.

Likewise, the strategy is the same as last time. The main difference is that her marquee Steal, here the **Ice Brand**, is in the Semi-Rare slot and not the Rare slot, meaning it's reasonably obtainable, although you may need to reset a few times depending on how lucky you are. So **Slow** Beatrix, get as many characters in the back row as you can, and get to work **Stealing**. The Ice Brand is worth resetting for, given that you have a reasonable amount of patience (you'll most likely get it within a few tries in the battle).

Just like before, the battle ends either if Beatrix's HP is reduced to 0 or if you last a certain amount of time in battle (ten turns for Beatrix, to be exact). In either case, she uses Stock Break to reduce your party's HP to 1 before calling it a day.

After the battle, there'll be a bunch of scenes for you to watch.

Escape from Alexandria

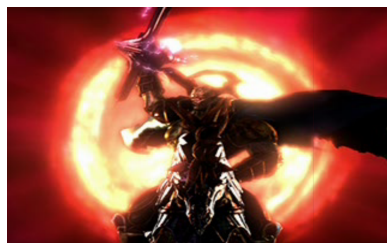
After narrowly escaping Cleyra, your party finds themselves in the clutches of Queen Brahne. So what now?

Red Rose

Zidane, Vivi, and Freya will wind up aboard the Red Rose (Quina is not in your party at this point). Watch the ensuing scenes, then run up the stairs and follow the balcony for more scenes. Follow Vivi, and as you run down the stairs a Moogle will appear. Return to the door you just left to find Serino; deliver **Mopli's letter to Serino** and agree to deliver her **letter to Mooden**, then save your game. Run towards Vivi and Freya and watch what unfolds.

Escape from Alexandria Castle

Items	Tent, Ice Brand, Ether
Enemies	Bandersnatch, Soldier, Type B, Type C, Zorn (boss), Thorn (boss), Beatrix (boss), Ralvuimago (boss)



You're back with Marcus and Steiner. You now need to escape captivity by rocking your prison cage (no, not Prison Cage). Simply press the arrow in whichever direction you're currently moving (Marcus will also tell you if you're doing it wrong). Eventually, you'll crash into the ledge around the edge of the room. Equip Steiner as needed, then work your way around to the ladder on the other side. Once you reach it, don't climb up right away; instead, remove everything you can from Marcus (for weapon, give him a **Broadsword** or **Iron Sword** since you can't actually strip the weapon). Climb up the ladder once you've stripped him and run to the obvious exit.

At the top of the stairs, Marcus splits, but Steiner is joined by Zidane, Vivi, and Freya. Be sure everyone's equipped, then move out quickly. There are no treasures in side areas (you can fight a monster called **Tantarian** in the library, but there will be a much better time to do so later). With that in mind, leave the tower. Follow the path around and go up the front steps to the main part of the castle (ignore the other tower, there's nothing to do there). Remember that any female Alexandrian soldiers will chase you (but not Knights of Pluto), and touching one gets you into a battle. So plan accordingly (fight or not depending on your AP needs).

Inside the castle, go up on the balcony, and follow it around (past the kitchens) and enter the doorway opposite the grand staircase. You can't save in the guardhouse (although one of the Pluto Knights lost his clothes again), so ascend the stairs and go through the door to the north on the balcony (not the southern one, that leads to the throne area). The queen's bedroom is the middle door (the other two rooms are locked), so go in.

Welcome to the queen's suite! Unfortunately, there's no time to rest or order room service. To proceed, you'll need to find a secret passage, which is opened by examining the purple candelabra. Go through the entrance that was formed.

Here, use the moving platform to reach the other side, then jump off and use the other side to reach a **Tent** and **Ice Brand**. Take both, then follow the linear path downward. Enter the northern door at the bottom to find your favorite clowns!

Boss, Zorn, Thorn



Zorn's Data

HP	4,897	MP	9,999	Level	16
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Zorn's Data					
Exp	0	AP	0	Gil	0
Steal	Common	Partisan	Drop	Always	Nothing
	Uncommon	Stardust Rod		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Mini, Slow				

Thorn's Data					
HP	2,985	MP	9,999	Level	16
Exp	0	AP	0	Gil	0
Steal	Common	Mythril Armor	Drop	Always	Nothing
	Uncommon	Mythril Armlet		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Mini, Slow				

These clowns finally fight you in person, but they're about as dumb as they look. It's not that their attacks are weak (they're not), it's that it's easy to prevent them acting at all. Keep an eye on the timer, however-it continues to run, and it's Game Over if it reaches zero.

Each clown has only one attack. Zorn has Meteorite, which deals fairly heavy damage to your whole party. Try to avoid taking too many of these, you have no healer and they hurt badly. Thorn has Light Flare, which is a bit stronger but only ST. Otherwise, they spend their time "giving each other power," meaning allowing the other clown to use his move.

Zidane should immediately try for that **Stardust Rod (Steal from Zorn)** while Vivi works on keeping the clowns from attacking. This is easily done; a physical attack to the clown who was just "given the power" prevents him from attacking, just make sure not to do too much damage until you're done Stealing. Thorn's **Mythril Armor** is nice (sell it for some cash or keep it to save money) too and in the Common slot, so try for that as well. The rest of their Steals are pretty crappy, so just beat the piss out of one of them when you're done (Thorn has much less HP). Have Vivi attack whoever receives the power to prevent having to eat their strong magic.

Damaging either clown to critical ends the battle.

Once the clowns leave, approach Dagger at the altar for a scene and a mandatory "Friendship" ATE. Once that's all over, talk to Mosh and select Mognet to see a letter, then save your game.

Follow the circular path back up, and you party will show its clear interest in suicide-by-knight.

Boss: Beatrix (Third Battle)



HP	3,352	MP	4,203	Level	19
Exp	0	AP	0	Gil	0
Steal	Common	Phoenix Down	Drop	Always	Nothing
	Uncommon	Ice Brand		Common	Nothing
	Semi-Rare	Survival Vest		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Slow				

It's like the Black Waltzes (you just keep fighting them), only Beatrix is more than a worthy opponent. Once again, things run like the **first** and **second battles** with her, so again I'll skip most of the typing/reading and focus on changes from before.

Her attacks are again identical for the most part, except **Cura** replaces **Cure**. The biggest difference is the Steal list--the **Ice Brand** is decent enough (not available in stores yet, but you might have the one from the last battle), and the **Survival Vest** flat out rocks. Once again, the stuff you want is in the Semi-Rare, and not the Rare, slot, so a little patience will really pay off in equipping your party. **Slow** her, then **Steal!**

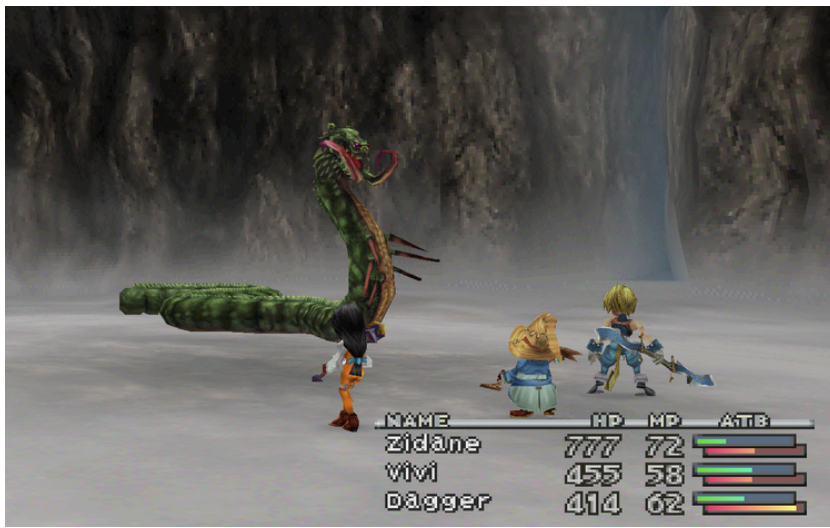
She uses Climhazzard to bring your party to its knees and end battle after her HP is reduced to zero or enough time has passed.

Watch the scenes, then it's time to split. Freya and your new companion will be thrust into battle with a **Bandersnatch**. Defeat it (stick with basic physicals and **Jump**, save your MP for healing), then you'll be back with Zidane's party. Be sure to equip Dagger, then make your way downwards. As you run down the steps toward the moving platform, a Bandersnatch will appear behind you. You can fight it if you want, or just jump onto the moving platform. Continue downward and, when you get to the next screen, you'll fight three **Type C** mages, which still fail to impress, even if they're stronger than their **Type B** counterparts. Take them out (an MT **Bio** spell spells mass-death for these failures), then continue onward. You'll have to fight another pair of Bandersnatches; use your normal goodies to win. Strip Steiner of his **Add-on** here (other equipment is fine), then continue on. Steiner will leave the party, and you'll fight a lone Bandersnatch.

The view then switches to Freya's group. Simply wallop the opponents you face with **Jump**/regular physicals and heal as needed, and you'll have no trouble at all. You start against two **Bandersnatch** monsters, after which Steiner will join you for two more.

The view then returns to Zidane's party. Go back to the chapel and get Mosh's **letter to Monty**, then save your progress. Leave using the exit to Gargan Roo to be run into a smattering of old friends, the last of which wants to eat you.

Boss: Ralvuimago



HP	5,709	MP	584	Level	18
Exp	0	AP	7	Gil	1404
Steal	Common	Phoenix Down	Drop	Always	Ether
	Uncommon	Adaman Vest		Common	Ether
	Semi-Rare	Oak Staff		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	None		Card Drop	Gargant	
Elemental Weaknesses	Ice				
Elemental Resistances	Earth (Absorbs)				
Status Vulnerabilities	Darkness, Mini, Slow				

Well, not technically an *old* friend, given its name is slightly different than **its predecessor** along with Dagger's comment and a slightly different appearance, but the previous Ralvu got away, and now there's one attacking you in the same place as last time...imagine that.

What is new is its attack set. Stab (physical damage) and **Thundara** are both more or less familiar to you and deal moderate damage, but everything else is as of yet unseen. Ultra Sound Wave sets **Mini**, a status which severely reduces physical attack and defense and is difficult to remove at this stage (you can do so with **Remedy** items). When damaged physically, it will "Become Compact," increasing defense to a massive number and basically nullifying damage while it's curled up. During this time it will not attack, but any damage you inflict (or, rather, fail to inflict) will result in an Earth Power counter, hurting your party while healing the snake. **Float** status nullifies this, but maintaining it is a pain and you can just not attack it while it's curled to avoid it.

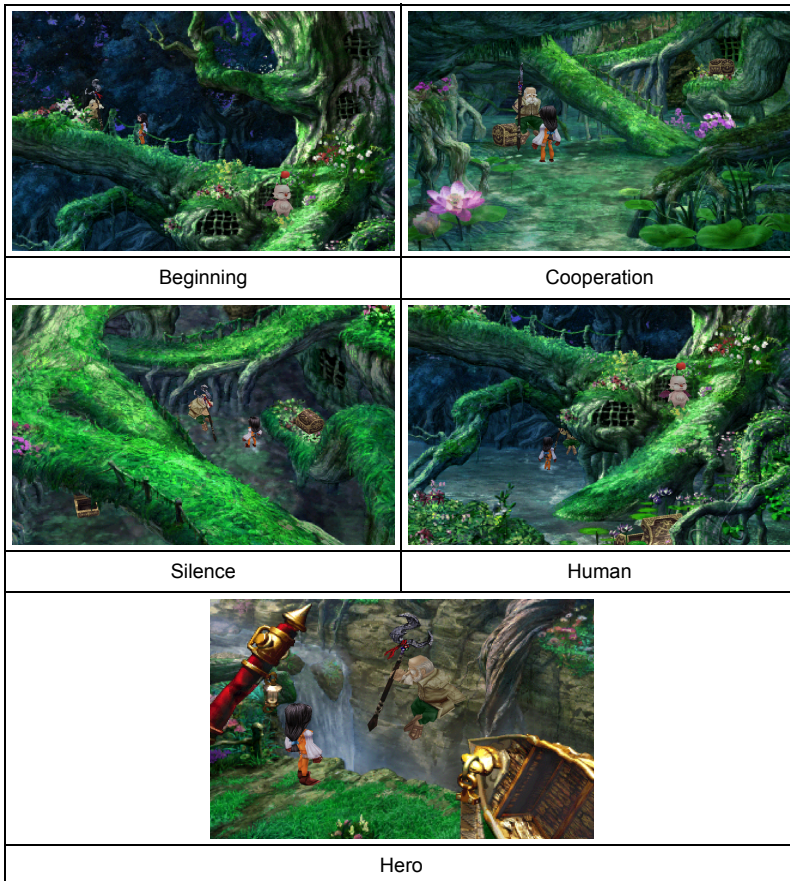
The strategy is simple. Try to inflict **Darkness** and **Slow** on the piece of crap while Zidane **Steals**. You may have an **Oak Staff** already by doing **Chocograph #11: Small Beach**, but if not it should be your first priority, Vivi *really* needs it in the near future. You'll also want that **Adaman Vest**, which won't be available otherwise for quite a while. Once the statuses are set, have Vivi or Dagger strike it physically anytime it's uncoiled; this will keep it from attacking, and allow you some nice, quiet Stealing time. After getting both items, wipe it out with **Blizzara**. If it coils, just wait for it to uncoil before striking again.

After the battle, watch the scenes.

Pinnacle Rocks

Items	Mythril Vest, The Ogre, Mythril Armlet, Peridot
Enemies	Sand Scorpion, Seeker Bat, Zagnol

You'll be given a quest by Ramuh, the Thunder God: find the five fragments of the "Hero's Story" and return them to Ramuh. You must collect all five to move ahead (you can get them in any order). Their locations are pictured in the table below (note that Ramuh will not actually appear until you're near the spot).



The remainder of the section is mostly about getting the treasures (use the images above to find the story fragments). On the screen you regained control on, speak to Monty and choose Mogret to deliver **Mosh's letter to Monty**, then save your game. Open the chest at the bottom of the area for a **Mythril Vest**. Go to the next screen on the ground level. You'll see a chest on the ground; approach it and talk to Ramuh if you haven't already, then open it for **The Ogre**, a weapon for Zidane and his best currently available. Follow the path towards the exit (it's on the screen with a path looping around to what looks like a cave entrance), and as you get very near you'll see a field icon. Use it to jump to a chest with a **Mythril Armlet**, then you'll be back at ground level.

Once you have all the pieces and treasures, head to the exit (as noted above, it's on the screen with a path looping around to what looks like a cave entrance, with the "cave" itself as the exit). Speak to Ramuh, and give him the pieces in this order (spoilers in case you wish to figure it out on your own): "Beginning," "Cooperation," "Silence," and then either "Human" or "Hero" (it doesn't matter which, it just affects the progression of the scene) . Once that's all done, he'll give you a **Peridot**, which will teach Dagger her **Ramuh** Summon. Once you have it, you're free to go.

If you want to do anything else here (for example, you missed a treasure available in the first section of the forest), don't jump just yet, otherwise have at it. A series of scenes takes you to Lindblum from here (note that you can return later for the **Elixir** and **Phoenix Down**).

Return to Lindblum

Items	3,000 Gil, Phoenix Pinion , Ether , Lindblum [Card], Ore, 340 Gil, 993 Gil, 262 Gil, Elixir* , Phoenix Down* , World Map [Key Item], Bandanna
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**If not obtained earlier*

For now, just make your way north to the plaza with a the shops. There'll be a scene, during which you'll receive 3,000 Gil.

Once you're back in the Business District your goal is to prepare your party for departure (you can also watch the ATE's for some more story development). Go to the inn and deliver **Serino's letter to Mooden**, then pick up Mooden's **letter to Moonte** (be sure to read Ruby's letter to Zidane as well). In Card Freak Gon's house, you can grab a **Phoenix Pinion** and **Ether**. There's a Lindblum Card as well, near the alley (now blocked) leading to the church. Head to the Theater District once you have these goodies.



In the Theater District, go inside Michael's house (the one across the street from the air cab station) and grab the Ore chest, then go down the stairs outside and speak to Lowell. Tell him to work in Ruby's theater, then go inside the Tantalus hideout. Open the chests for 340 Gil, 993, and 262 Gil, then leave and return to the Business District (your destination is the plaza with the shops).

In the plaza, now is the time to upgrade your party. **Dragoo's Weapon Shop**, **Alice's Item Shop**, and the **Synthesis Shop** all have great new wares for you, so have at it. Be sure to buy for Vivi as well; a spare set of mage equips or two won't hurt either. Try to Synthesize an **Exploda** for Zidane and a **Barette** (teaches **Cura**) for Dagger, and equip them accordingly.

Missable Item Alert #12

You need to buy a whopping 15 **Chain Mail** armors here. Most of them are for Synthesis later, if you're wondering why so many, because they form part of a recipe for a great Add-On. If you find yourself short on funds, you can sell off **Ethers** or go fight outside the Hunter's Gate.

If you didn't do so earlier, you can return to Pinnacle Rocks (use the Hunter's Gate here) to grab the **Elixir** and **Phoenix Down** (you may have obtained them on Disc 1, and they're also available on Disc 3, but now is as good a time as any to pick them up if you don't have them).

Once you're ready to continue, speak to the man near the fountain in the shop plaza. Remember that you can't come back here again for a very long time once you set out for Dragon's Gate, so be sure you're ready before agreeing. Once you do, the "Brahne's Fleet Arrives" ATE will start, after which your party will receive the World Map Key Item, you'll see the "<Gwok-gwok!> How Infuriating!" ATE, and the crew find themselves in the Dragon's Gate.

You'll find Moonte here, but do not deliver your letter to him just yet if you're doing **Kupo Nuts** (Saving is fine). There's also the **Dragon's Gate Merchant** here; he doesn't have anything all that special, but if you forgot something topside, you can try to buy it from him. Take the hidden **Bandana** as well (behind the platform), outdated though it is. Leave once you're done.

Journey to the Outer Continent

Travel Preparations

Items	Elixir, Kupo Nut [Key Item]
Enemies	Axe Beak, Axolotl, Bomb, Carve Spider, Clipper, Gigan Toad, Hedgehog Pie, Ironite, Ladybird, Mandragora, Serpion, Vice

Your goal right now is the Qu's Marsh near the Dragon's Gate. There are some other sidequests you can indulge in, but hold off for a moment on them; you'll see why very soon.

When you reach Qu's Marsh, you'll find a potentially familiar creature near the frog pond. If you recruited Quina before, s/he's back in your party with little else said; otherwise, you may have to give a name (Default: **Quina**) and see the introductory scenes. (Note that Quina is no longer optional; s/he **must** be recruited here, or you can't continue with the game.) Now is the time to start sidequests, now that our party is full.

Frog Catching Moment #4

How convenient, it's not even out of your way! It's another chance (or your first, if you were persistent in not wanting a helpful party member on Disc 1) to partake in **Frog Catching**, Quina's favorite pastime. This time, however, is different than all the previous ones in one important regard. You won't be back here for a *long* time, so don't hold back, instead go ahead and clear out the entire pond (Golden Frog included, if there is one) to try to inflate your total a bit. Depending on how diligent you've been with the game, you may be close to (or even surpass) the 23 frogs needed for Quina's **Silver Fork**, far and away the best weapon available for any character at this point. If you don't quite make 23, that's OK--just being close is fine.

Equip Quina to your liking (if you recruited the thing earlier, Quina will have the same stuff s/he left with), then leave the marsh for now.

Kupo Nut Delivery #3

You can deliver yet another **Kupo Nut** to Moguta in Gizamluke's Grotto. Your reward is an **Elixir**--nice!

Return to the Dragon's Gate (it's still open). Deliver **Moodon's letter to Moonte** to receive another Kupo Nut (you can also use the **merchant** if you need to, but you won't be able to return to Lindblum proper). Now it's time to head back out.

Kupo Nut Delivery #4

Yup, another **Kupo Nut** for Moguta and another random prize for you (unless you failed to deliver the last one, in which case you just get an **Elixir**).

Last, but not least...

Chocograph Hunting #4

There aren't any new Chocographs available to complete just yet, but make sure you've dug up **Chocograph #5: Abandoned Beach** before venturing forth, you'll be able to complete it very soon.

Qu's Marsh

Items	None
Enemies	Axolotl, Gigan Toad

You can speak to Quale if you want further information, but it doesn't affect your progress. From Quale's house, exit to the east and watch the scene. Afterwards, head down the steps and follow the linear path.


Fossil Roo

Items	Elixir, Ether, Remedy, Phoenix Pinion, Fairy Earrings, Ether, Lamia's Tiara, Survival Vest
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Enemies | Abomination, Armodullahan, Feather Circle, Griffin, Seeker Bat, Lani (boss)

As you enter the tunnel, you'll see a gate just off the path. Before continuing, give Zidane **Man Eater**. Zidane will comment that it's too dark to see anything, and there's nothing you can do with it, so press on. A short ways on, you'll find yourself chased by Armodullahan. Armodullahan drops nothing, can easily KO your characters, and can't be truly defeated, so try to stay ahead of it, there's absolutely no reason to fight it (if you do have to fight it, strong attacks from Vivi, Zidane, and/or Quina can take it down fairly quickly, just don't wait around for it to move). You'll pass a bunch of swinging axes; time your movements to dodge them, or you'll probably have to fight the mech. Once you make it far enough, it'll fall into a pit, ending that threat. Your party will head to the next screen, where it's time for an underground rumble with...

Boss: Lani



HP	5,709	MP	4,802	Level	19
Exp	0	AP	0	Gil	0
Steal	Common	Ether	Drop	Always	Nothing
	Uncommon	Gladius		Common	Nothing
	Semi-Rare	Coral Sword		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human	Card Drop	None		
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Slow				

Lani loathes Dagger, and her primary mission is to assassinate Dagger, so it stands to reason that Dagger will receive almost all of Lani's attention. If Dagger is **KO'd**, she'll switch to Vivi. She tends to more or less ignore Zidane and Quina unless both the others fall, though she will use an MT spell every once in a while.

Lani's physicals all hit pretty hard. Her spells also pack a decent punch; Vivi's -ra spells and Aera (Wind-elemental spell, like a level 2) will all make appearances, and she can MT **Water** as well, hurting everyone badly. Finally, there's **Scan**, which just lists a character's HP, MP, and elemental weaknesses, essentially wasting Lani's turn.

While most of Lani's arsenal (sans **Water**) is ST, she focuses on one character at a time for most of the battle (unless only Zidane and Quina remain), and moreover her Speed is 50, meaning she gets a massive number of turns. Putting all this together means Lani can rack up **KO's** if you're not careful. Inflicting **Darkness** will help with the physicals, while **Slow** reduces her Speed advantage somewhat. But what about the spells? Easy. If Quina has **Magic Hammer**, just use it every turn until she's out (or almost out) of MP. This will restrict her to only the now-low-accuracy physicals. An alternate method is to cast **Reflect** on Dagger, but this can cause issues with healing and, if you're Stealing, the Reflected spells could end up killing Lani before you're done if your luck is bad. During this time, Zidane should be trying for the **Coral Sword** and **Gladius** (both are great weapons at this point in the game). Vivi can play utility here once Lani is under Slow. Dagger should be Defending anytime she's not doing something else, to help reduce both the damage and accuracy of Lani's axe. **Vanish** status is also an option once Lani's MP is gone; she won't be able to hit Dagger at all until the status wears off. Even with statuses set and MP drained, be sure to keep healed; Lani will still manage to get hits in here and there.

At this point, it's worth pointing out Quina's new Blue Magic spell that is available here. You can learn **LV4 Holy** from **Feather Circle** (619 HP). LV4 Holy does moderate Holy damage to all enemies with levels that are a multiple of 4; sadly, unlike previous games, where the LV? spells did massive damage, this is a joke, so pick it up and move on with life. If you missed **White Wind** from **Zuu**, now is another shot at it, from **Griffin** (1,470 HP).

Now, run all the way back (ignore the axes, they won't have any effect on you now that Armodullahan is gone). Return to where the gate was and search there for an **Elixir**. Return to the screen where you fought **Lani**, and continue through the passage.

Here, grab the flower, then stand near where the gargant passed over and press X to be transported to a new area. Once you land, head north towards the exit.

Speak to the miner, who will explain how to get around here. Essentially, gargants won't go where the water is spraying, so by redirecting the water, you can make them go somewhere else. In-game, the pump controls and gargant paths are numbered, to help you keep track of which is which. Once you're done listening, head south a bit.

Stiltzkin's Shop #3

He's back with more goodies, this time a **Ether**, **Remedy**, and **Phoenix Pinion** combo for 555 Gil. Well worth your money, and remember you want to get all of them anyway.

Speak to the Moogles (Mogki). Speak to her and choose Mognet to see a letter from Kuppo, as well as her **Mogshop** (just basic items). Save and **Tent**, then get ready to move onward.

At this point, things get a lot more complicated, so pay attention. It's very easy to get lost here, especially going for the treasures. To start with, take the path near the Moogles and ride the gargant here to a pair of **Fairy Earrings**, then return. Run up the northern path (from the Moogles) and ride the gargant here. Flip the No. 1 switch and ride it back to reach a new section.

Run up the stairs and follow the upper path to reach an **Ether** chest, then follow the lower path. Flip Switch No. 2, then ride the gargant back. Flip No. 1 again, and ride the gargant, this time back to the first area.

Save at the Moogles, then ride the southern (No. 2) gargant to reach, again, a new section. A Miner has set up a **shop** right near where you land, but it's got nothing new. Follow the stairs up to the next screen, and hit the No. 4 switch. Ride the gargant, and you'll reach a **Lamia's Tiara** chest. Equip it on Dagger or Quina, and return using the gargant. Flip the No. 4 switch again, and take the gargant.

Follow the path south and around to an underground lake. Make your way across (don't worry if you fall in the water), and exit on the other side. You'll find a miner; give him a **Potion** and he'll let you dig. On the upper level, you'll notice a strange looking wall to the east. Hammer on it to reveal a Moogles, Kuppo. His **Mogshop** is the same as Mogki's, but selecting Mognet will cause him to ask you to deliver a **letter to Kupo**. Save and **Tent** if needed. At this point, you can also dig in the center column (either level); most of the time, you'll receive a **Potion**, **Ore**, or nothing, but there's an extremely small chance of uncovering a **Madain's Ring**. You can try for it if you like, but it'll probably take you a long time, so I suggest just digging a bit and moving on if you don't get it. When you're ready, exit the area to the southeast, and examine the wood pile for a **Survival Vest**. Go back to the room with the ivy, and make your way to the upper-west corner. Flip the No. 3 switch, then exit to the southeast. Ride the gargant (note that the game says you won't be able to return once you've done this), and you'll see sunlight at last! Step into the light...



Outer Continent

Items	None
Enemies	Cactuar, Goblin Mage, Griffin, Zaghnoi

As you follow the path around, you'll notice a weird bridge-like structure above. That's our next destination, but there are a few things to do first.

Frog Catching Moment #5

Venture over to the Qu's Marsh in the northeastern part of the area. You can (and should) catch more frogs here. The frogs are much more difficult to catch here, due to all the small peninsulas and inlets. Be sure to maintain at least one male and at least one female, in addition to the Golden Frog if it's here. If you can get the **Silver Fork**, it will help you immensely; you're at a moment when your party's offense is probably lagging somewhat compared to the HP of the enemies you're meeting, so any boosts in power are more than welcome.

There are also two new **Blu Mag** skills for Quina to learn here. **Goblin Mage** (983 HP) has **Goblin Punch**, which is crappy but could be useful theoretically if the enemy's level is the same as yours, and **Cactuar** (1,939 HP) has **1,000 Needles**, which deals a quick and easy 1,000 damage and is great for under-raised Quinas.

Chocograph Hunting #5

As alluded to in the previous edition, there's a new Chocograph you can complete here, assuming you dug it up in the Forest (if you didn't, you have have no choice but to wait, since digging up new **Chocographs** is unavailable for now). The Chocobo tracks are north of Qu's Marsh.

Available Chocographs to Complete

- **Chocograph #5: Abandoned Beach** - 9 **Phoenix Pinion**, 5 **Phoenix Down**, 12 **Peridot**, **Diamond Gloves**

When you're ready to continue, head to the aforementioned bridge thing. If you're coming from Fossil Roo, you'll need to do almost a full circle around the plateau, and then climb up to the city from the east. You can also try for the **friendly Ladybird** up here, but there'll be an easier time to do that soon.

Conde Petie

Items	2,700 Gil, 1,800 Gil, Phoenix Pinion
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After the scene, feel free to view the ATEs and explore the village. There's a 2,700 Gil cache in the dark corner right by the entrance, and 1,800 Gil in the Inn (examine the lower-left bed). Finally, by the Item Shop there's a **Phoenix Pinion** hidden in the corner of the staircase, along with the Moogle (Mogmatt), who will ask you to deliver a **letter to Suzuna**.

Speaking of shops, **Wendy Grocer's Item Shop** has a pretty standard inventory, but go check out **Thomas Goldpiler's Weapon Shop**, and buy anything you don't already have other than the **Poison Knuckles**, which no one can use (**Magic Armlet**, **Ritual Hat**, and **Magician Cloak** will all be new to you). The exit is in the same screen as the Weapon Shop, but the dwarfs won't let you pass.

To move on, speak to Vivi (he's up the stairs from the Item Shop), then view the "Hungry Bryan" ATE. You'll reunite with the rest of your party, and the dwarves will tell you to look in the forest to the southeast "where even the owls don't live." We have no further leads on Kuja at the moment, and there's nothing else to do in Conde Petie, so we may as well go and check it out.

Into the Forest

Items	None
Enemies	Cactuar, Goblin Mage , Griffin , Myconid , Zagnol , Zemzelett

Your target is the hump-like thing in the forest to the southwest. Don't go in just yet if you're even remotely interested in continuing a sidequest (which you should be).

Friendly Creatures #3: Ladybird

While the **friendly Ladybird** can also be found sometimes on the plains on the plateau above, the forest is the best place to look (you also have a small chance at meeting **Ragtimer** and the forest has the best encounter rate for the Ladybird, in my experience). Give it two **Ore** to receive 20 AP and an **Ether**.

Once you've encountered it (or you just don't care), head into the hump. Here, you simply need to progress further into the forest (it doesn't have any treasure) by reading the signposts and picking the path with fewer owls (if you just want plain directions, go right, right, left, and finally right).

You'll see a scene, then you'll arrive in...

Black Mage Village

Items	Gysahl Greens , Elixir , 2,000 Gil, 843 Gil, Black Belt , Virgo [Key Item]
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(Note: Throughout the guide, you'll often see BMV used as an abbreviation for Black Mage Village. This is primarily to avoid spoilers (especially in the Sidequest and Reference sections) while still being useful to someone who's advanced sufficiently in the game.)

While you may be interested in exploring, hold off on running around. There's something you need to do immediately on arrival:

Missable Item Alert #13

Head to the Moogle Mogryō (he's located near the stables to the northeast) and collect his **letter to Mocchi** as soon as you get to the village. Don't talk to anyone else, watch ATE's, or visit other screens until you have it, because it won't be available once the story progresses.



Got the letter? Great, now we can go around collecting goodies (also feel free to talk to people around town and see the ATE's; watch "Everyday Life" first thing, while "Different Languages" will advance the plot). In the Chocobo stable, search the wall for a **Gysahl Greens**. Return to the entrance area. Near the building on the left (the Weapon Shop) is an **Elixir** in the barrel by the door outside. Go to the Synthesis Shop and open the hidden 2,000 Gil chest. Climb to the roof to find a chest with 843 Gil, then go back to ground level and leave the shop. Go to the Item Shop (next door) and tell the shopkeeper you want "the usual" (only available if you watched "Everyday Life" or eavesdropped from the Synth Shop roof). Climb up to the upper level and examine the bed to receive a **Black Belt Add-On**.

Once you're ready to proceed, watch the "Different Languages" ATE (it will happen automatically if you try to head west from the Synth Shop entrance), then talk to Dagger inside the Synth Shop if you didn't do so already. Head towards the cemetery for yet another scene (again, you may have already triggered this, in which case you can skip it). Next, go to the Inn and approach Vivi for a scene, and tell them you want to rest. After more scenes, you'll receive your next hint: you need to return to Conde Petie and pass through to the mountains beyond. Before moving on, go back to the Inn and examine the box-thing near the bunk bed for a Virgo Stellazio.

Now that everyone's back in your party, now's a great time to shop, and Black Mage Village has the stuff to appease even the most addictive shoppers. The first thing you should do is raise more money using the Cotton Robe Trick, if you bought those **Wrists** in **Dali** back near the beginning of the disc (you have **Steepled Hats** in the Weapon Shop and a Synth Shop here; don't forget to top off your Steeped Hat collection once you're done with the trick). Once you're ready to actually buy things and not just exploit the Synth system for cash, the **Item Shop** has **Hi-Potions** and **Remedies** in addition to everything else you've seen before, while the **Weapon Shop** and **Black Cat Synthesis Shop** both carry the latest and greatest. The Synth Shop is especially useful; you probably don't have a **Madain's Ring** or **Rune Tooth** yet, and the **Extension** is a nice Add-On too.

Once you have everything, exit the village to return to the World Map.

Into the Mountains

Your goal is Conde Petie, but make a small detour first.

Frog Catching Moment #6

While the pond probably hasn't respawned much compared to last time, now is a great time to **catch frogs**. Clear out the pond; you'll see why very soon.

Once that's taken care of, head to Conde Petie.

Conde Petie Revisited

Items | **Diamond**

Speak to the dwarves blocking the path near the Weapon Shop, or to the guy blocking the exit on the upper level near the ceremony area to once again be told you can't pass. You're told to find His Holiness, who is David Heavenguard wandering around near the Inn. There'll be some humorous scenes, after which you can tell Vivi to go through the ceremony for the "Nuptial Joy" ATE and even more laughs (though it's completely optional). Once all is said and done, you'll find yourselves at the exit into the mountains. Return to Conde Petie so you can grab the **Diamond** (only thing missing now is the ring) from the dais-thing where Zidane and Dagger were during the ceremony.

Missable Item Alert #14

Be sure to pick up the **Diamond**. They're very limited in quantity, and while this one is available through the end of Disc 3, it's unlikely you'll remember it later, so just do it while you're here.

Once you have the **Diamond**, return to the exit area, strip Quina of anything anyone else may want (**Add-On, Magician's Robe**, etc.) and move out.

Conde Petie Mountain Path

Items	Remedy , Blue Stone [Key Item], Tent , Red Stone [Key Item], Magic Tag , Tent , Ether , Kupo Nut [Key Item], Tent , Yellow Stone [Key Item], Green Stone [Key Item], Ether
Enemies	Gnoll , Ochu , Troll , Hilgigars (boss)

Immediately upon entering, there'll be a scene. Quina will leave your party, and you'll be prompted to name a little girl (Default: **Eiko**) who joins your party immediately. Check her equipment before setting out; it's generally very weak, and you need to get started on teaching her abilities. Immediately giving her something that teaches **Ability Up** (and equipping Ability Up, obviously) is highly recommended—this will make the catch-up process much less painful.

If at any point on the Mountain Path Eiko Summons an Eidolan, there'll be a scene. It's entirely optional, but does fill in a bit of story.

Head back to the cliff where Eiko was hanging and climb the vine nearby to reach a **Remedy** chest. Follow the root the other way to find a weird dispenser machine; examine it and take the Blue Stone Key Item, which is used in a **sidequest** (completing it earns you a **Moonstone**). Once you have it, return to the first screen and go to the next screen using the lower level.

Climb up the root and follow the platform for a **Tent**, and the dispenser for a Red Stone Key Item, then return and climb back down the vine. On the next screen are some Oglops; you can catch one for use in the **Oglop Trading** quest, but the reward is nothing short of shabby (Oglop Card) so I leave that up to you. Either way, head on to the next screen.

Stiltzkin's Shop #4

Yup, more goodies! He's got a **Magic Tag**, **Tent**, and **Ether** package for 666 Gil. Buy it!

Once you have **Stiltzkin's goods**, speak to the Moogle (Suzuna) and deliver Mogmatt's letter to Suzuna to receive a Kupo Nut. Save and **Tent**, then climb the ladder nearby to the west and go to the next screen, at which point you should move everyone to the back row. Continue along the root, and you'll find something is trying to stomp you!

Boss: Hilgigars



HP	8,106	MP	908	Level	28
Exp	0	AP	9	Gil	2136
Steal	Common	Phoenix Down	Drop	Always	Tent
	Uncommon	Mythril Fork		Common	Elixir
	Semi-Rare	Nothing		Uncommon	Elixir
	Rare	Fairy Flute		Rare	Elixir
Type	Human		Card Drop	Antlion	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Mini, Silence, Slow				

Hilgigars is most famous for its Rare **Fairy Flute** Steal. More on that in a moment...

Like you'd expect from a Gigas-style enemy, Hilgigars can pack a punch. Hiphop and Knockdown are very strong, but the real threat here is Earthquake, an Earth-elemental spell that'll leave a scar if it connects. Finally, it can use **Curaga** to heal a massive amount of HP.

This battle requires a good strategy, especially if you plan on **Stealing**. Your first order of business should be to inflict **Silence** and **Slow** on the giant. The former will eliminate **Curaga** from its arsenal, while the latter keeps it from taking as many turns. (Sadly you don't have **Mini** yet and **Darkness** doesn't work.) Once that's done, have Zidane Steal, Vivi maintain Slow on Hilgigars, Dagger cast **Float** on the party (evades Earthquake, which isn't affected by Silence), and Eiko should be running healing duty. Sadly, the **Fairy Flute** is ridiculously difficult to Steal (same odds as the **Mythril Sword** in your first battle against **Beatrix**, meaning you can easily spend hours trying to snatch it). It's still worth trying for (teaches **Esuna**, **Haste**, and **Regen** spells), but if you have everything else and don't get it after trying for a while just call it a day, move Zidane to the front row, and blast Hilgigars with your best stuff (Zidane can attack, Vivi can use **Bio**, and Dagger and Eiko can **Summon**).

After the battle, put Zidane back in the front row and grab the Yellow Stone Key Item, then follow the path east. At the fork, take the southern path to reach the Green Stone Key Item and an **Ether**. (If you're following the walkthrough, you now have all four stones, so I recommend going back to the big dispenser-thing near Suzuna and **collecting your prize**, then returning.) Return to the fork, and follow the main path all the way to the World Map.

Lucid Plains

Items	None
Enemies	Blazer Beetle, Troll

Before continuing...

Friendly Creatures #4: Yeti

Find the **friendly Yeti** here in the forest and give it two **Ores** to receive 20 AP and an **Elixir**.

Once you're done, just cross the plain from the Mountain Path exit to reach Eiko's home.

Madain Sari

Items	Libra [Key Item], Tent , Ore , Phoenix Pinion , Kirman Coffee [Key Item]
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After the scenes, run to the fountain plaza and find the Libra Stellazio near the fountain's broken piece. Once you see the "Dagger's Feelings" ATE and return to the fountain plaza, the "Eiko's Feelings" ATE will begin, also beginning the cooking mini-game. For more information about getting the best result, click [here](#). The main walkthrough will focus on the items, letting you figure out for yourself how to proceed. Back with Zidane, open the chest near where Dagger was sitting (the bench south of the fountain) for a **Tent**. Head west and speak to Vivi, then try to enter the Eidolon Wall north of the fountain for a scene. Try to enter the kitchen near Vivi and return to the fountain plaza to be able to see the "Eiko's Kitchen" ATE.



Back at the fountain plaza, veer south and speak to Dagger. Go with her to the Eidolon Wall for a scene, then leave and watch the "Eiko's Kitcehn 2" ATE. Talk to Mog in the doorway of the kitchen to begin eating.

Those of you who were using the detailed dinner instructions will rejoin the walkthrough here. Open the chest near Zidane for an **Ore** and the one near Dagger for a **Phoenix Pinion**, then grab the pot and take it to the kitchen. Go in front of the table facing the waterfall and look for a field icon, which conceals the Kirman Coffee Key Item, the second of the **three rare coffees**. Try to leave the dining room and you'll be prompted to rest--do so with good grace.

In the morning, Eiko will still hold the fourth slot. After the scene you'll be back on the World Map, but don't set out just yet. Return to Madain Sari and speak to Morrison--he has a nice **Shop** you can use. **Magic Tag** will be new to you and you'll be seeing **Zombie** status a lot in the next area, and **Softs** will make defeating an annoying enemy a piece of cake, so be sure to stock up. Leave once you're ready.

Journey to the Iifa Tree

Items	None
Enemies	Blazer Beetle , Gnoll , Ochu , Troll

Getting to the Iifa Tree from Madain Sari is mostly straightforward. Return to the Conde Petie Mountain Path and make your way west to the main fork (the one where you fought Hilgigars). Head north this time and follow the path to the World Map.

Pualei Plains

The Iifa Tree is withing shouting distance, but first...

Friendly Creatures #5: Nymph

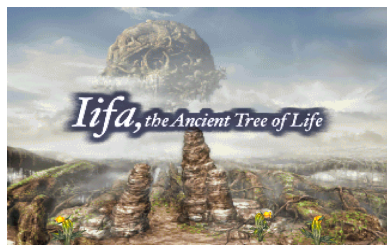
A **friendly Nymph** appears in the forests here (don't bother on the plains, she will never show up) and requests three **Ore**. Give them to her to receive 30 AP and an **Emerald**. Sweet!

Once that's out of the way, there's nothing else to do but travel to the Iifa Tree.

The Iifa Tree

Items	Ruby , Phoenix Down , Hi-Potion , Healing Rod , Ether , Lamia's Flute , Remedy , Elixir , Brigandine , Phoenix Pinion
Enemies	Dracozombie , Stroper , Zombie , Soulcage (boss)

While the monsters here do do decent damage, note that **Stroper** can be killed instantly with a **Soft**, while **Dracozombie** and **Zombie** are **Undead**, meaning curative magic and **Items** will damage them, **Phoenix Down** will reduce their HP to single digits, and **Life** spells and **Elixirs** kill them outright.



After the scene, you'll receive a **Ruby**. Continuing on, the path is linear and completely boring, so just follow it until you reach a Moogle (Mocchi). Deliver **Mogry's letter to Mocchi**, then save your game. Continue past Mocchi to find a weird circular thing; approach it for a scene, and descend when you're ready.

Follow the roots to the next screen. Here, take the second offshoot and examine the field icon. Push the button to drop a chest with a **Phoenix Down**. Further down is a **Hi-Potion**. Continue onward to the next section once you have both. Look for a small offshoot to the west, near the edge of the screen; use the switch here to drop another chest. The chest is on the previous screen and holds a **Healing Rod** for Dagger. Return to the screen, looking for the hidden **Ether** (in an alcove on the right side just past the switch you just flipped), easily-seen **Lamia's Flute**, and partially-concealed **Remedy** (both of the latter two are off a long offshoot leading left near the bottom of the root structure). Exit at the bottom when you have all the goodies.

There'll be a scene here, then fixed battles with 3x **Zombie** followed by a **Dracozombie**. After the battles, you'll reach the bottom. Be sure to find the partially-hidden **Elixir** chest at the bottom of the lower stairs, and a hidden **Brigandine** on the lower level behind the central divider-thing. Equip Zidane with your new Brigandine, and everyone with **Body Temp**, and check your party's level; if more than one character has a level that is a multiple of 5, go back up and fight some battles until you level up. Speak to your party if you like; to continue, use the field icon on the lower level on the far left side, then to Dagger. After the creature is done talking smack, it'll be time to fight!

Boss: Soulcage



HP	9,765	MP	862	Level	26
Exp	0	AP	9	Gil	3800
Steal	Common	Oak Staff	Drop	Always	Phoenix Pinion
	Uncommon	Magician Cloak		Common	Elixir
	Semi-Rare	Brigandine		Uncommon	Elixir
	Rare	Nothing		Rare	Elixir
Type	Undead		Card Drop	Antlion	
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Darkness, Sleep, Slow				

This battle is highly dependent on your strategy; its difficulty ranges from very easy to insanely difficult depending on how you approach it. With the right strategy, Soulclage is a complete joke.

Normally, Soulclage will just use **LV5 Death (KO)** to all characters whose levels are a multiple of 5), **Mustard Bomb (Heat)** status to one), Shockwave (light damage to all), Leaf Swirl (150 damage to all), and **Fira** (500 damage to one). If you hit it with a Fire-elemental attack, Soulclage will gain a great deal of Speed and use Fire Blades every turn, hitting you entire party for around 600 damage each. Hitting it with an Ice-elemental spell will cause it to return to normal.

If you took the time to read the above paragraph, one thing should be clear to you, but if not, let me reiterate: do **NOT** use Fire against Soulclage! Yes, it's weak to Fire, but this just causes it to blast the crap out of you with the massive Fire Blades attack. Instead, take advantage of its status weaknesses (Dagger can set **Blind** and Vivi can use **Sleep** and **Slow**) while Zidane tries to lift that **Brigandine**. Soulclage's other items aren't important; **Magician Cloak** is garbage, and you may well be swimming in **Oak Staff** weapons by now. Keep in mind also that if someone has **Heat** status, any move they make will **KO** them while the status is active, and you can cast **Blizzard** on them to remove it. Once you have the Brigandine, take advantage of Soulclage's **Undead** nature and use a **Life** spell (or a **Phoenix Down** followed by a physical attack from anyone) to kill it with no fuss. If you want a "challenge," just use **Bio/Cura** magic and physical attacks to knock off its HP while keeping healed.

After the battle, watch the scenes, then return to Madain Sari.

Cornering the Thief

Items	Survival Vest, Phoenix Down, Exploda, Elixir, Tent, Memory Earring [Key Item]
Enemies	Scarlet Hair (boss)

Back in Madain Sari, enter the room by the fishing area once the scene's over. Pick up the **Survival Vest** and **Phoenix Down** items here, then travel to the Eidolon Wall. Speak to Moco and peek inside; he'll give you an **Exploda** and an **Elixir**. He'll give you the option to heal; do so, be sure you have **Man Eater** and **Counter** equipped, then rush inside.

Boss: Scarlet Hair



HP	8,986	MP	5,865	Level	22
Exp	0	AP	9	Gil	4790
Steal	Common	Ether	Drop	Always	Tent
	Uncommon	Poison Knuckles		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Silence, Sleep, Slow				

The main wrinkle here is that it's Zidane solo versus the mysterious scarlet-haired man. Scarlet only has two attacks: a basic physical attack and Counter, both of which deal around 180 damage with current equipment.

As Zidane, you have two main choices: just whack him until he falls, or kill time Stealing until you Trance. Neither Steal is particularly useful (the **Poison Knuckle** is available in shops), but a few extra goods never hurt. Remember that when Scarlet is jumping around, his evasion is higher, but you still should have no issues.

After the battle, you'll just be Zidane and Dagger. Return to the room under the kitchen to receive a Memory Earring Key Item, then go outside the dining room and use the field icon for more scenes. You'll be prompted to name a character (Default: **Amarant**), then to select a party. Quina will still be unavailable, as will Steiner and Freya, leaving you with 5 characters for 4 slots. I recommend swapping Dagger out and putting in Amarant; he needs to the AP and levels, and you need the extra offense.

At this point, equipping Amarant to learn abilities is tricky, because of how far behind he is. If you equip garbage on him, he's going to be destroyed in battle (remember that he needs to be in the front row to be effective and his Spirit stat is among the lowest of all characters), so do your best to equip decent stuff that will still teach him what he needs. Stuff like **Wrist**, **Headgear**, **Bronze Vest**, etc. all have abilities that Amarant can learn from better equipment later, so don't bother equipping them (or anything worse than them, for that matter). I recommend starting out with **Cat's Claws**, **Bandana**, **Glass Armlet**, **Brigandine**, and **Germinas Boots**, equipping **Ability Up** and working up from there in terms of the weapon and armors (typically, you should start from the weaker equips and work up when learning abilities in my experience, but don't equip something if you have something better that does the same thing). Alternately, you can swap a **Chain Plate** for the Brigandine, which maintains a nice equipment order but seriously reduces your long-term gain. Of course, you can just equip his best stuff now, but this can stunt him later if you end up having to equip something weak to teach an ability. As a final note, don't bother worrying about teaching Amarant **Counter**; all of his weapons for quite some time have the ability, so you'll learn it in due time.

Once everything's ready, you'll be back on the World Map. Morrison still has his **Shop**, and will also let you change your party if you need to (for example, if you need something equipped on someone not in the party). Be sure you have a **Poison Knuckles** weapon for Amarant before leaving. Your destination is the Iifa Tree.

Battle of the Iifa Tree

Items	Aquamarine
Enemies	Dracozombie, Mistodon, Stroper, Zombie

When you enter, you'll be given the option to change your party again. I recommend continuing with Zidane/Vivi/Eiko/Amarant, but if you really want Dagger for whatever reason, feel free.

As you run along the outer roots, you'll automatically climb up the trunk on the fourth screen in. You'll be entered into a battle with two **Mistodon** slugs. They're **Undead** like most everything else here, so you know what to do. Watch the scenes after the battle, during which Dagger will leave the party if she was in it (with the remaining member filling her space), giving you a party of Zidane/Vivi/Eiko/Amarant. Save and **Tent** if needed at Mocchi (he also has a letter from Stiltzkin for your viewing pleasure), then run downhill as you fight the Mistodons (if you feel like grinding, you can exit at the top of the root, allowing you to save, and the Mistodons will keep coming when you return). At the bottom, you'll receive an **Aquamarine**, and there'll be more scenes.

Save your progress when prompted.

Walkthrough - Disc 3



Returning Home

Items	Potion, Phoenix Pinion , 3,927 Gil, Shiva [Card], Ramuh [Card], Phoenix Pinion, Hi-Potion, Elixir, Opal, Topaz, Amethyst, Ether, Phoenix Pinion, Lapis Lazuli, Phoenix Pinion , Leo [Key Item]
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Nostalgic, eh? You're back in Alexandria as Vivi after the opening scenes. You're outside the bar; exit to the right. (Feel free to watch ATEs as you run around town.) On this street, here and now, is your one and only chance to do the **Hippaul Racing** mini-game.

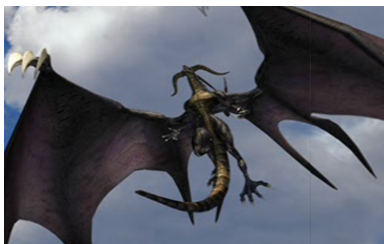
Missable Item Alert #15

This is your only chance to do the **Hippaul Racing** mini-game; as soon as you advance the plot it will become unavailable. Thankfully, you only need to race to Level 80 to get the (missable) Athlete Queen Key Item, but it's still enough of a pain as is.

Like before, you can't leave town, but there are some things you can do once you're done racing (or if you're tired of it and need a break). Inside Iliia's grandmother's house is a **Potion** by the table, while the dock has a **Phoenix Pinion** and 3,297 Gil on either side in the stairwells near the water. While you're running around, make sure to view the "Artemicion" ATE as well. Now head to the steeple.

Stiltzkin's Shop #5

This time, Stiltzkin's offer is a **Phoenix Pinion, Hi-Potion, Elixir** pack for 777 Gil. This can only be done as Vivi; once you're in control of Zidane Stiltzkin will be gone.



You may be tempted to deliver Kuppo's letter to Kupo, but hold off if you're doing the Kupo Nut quest, because we can get an extra Nut by waiting a bit, and Kupo has nothing new to deliver. Feel free to save with him though. You can also climb the steeple and ring the bell for a Shiva Card and Ramuh Card. Once you have everything, head to the mini-theater (it's near where Blank and Marcus are) for a scene, during which you'll receive an **Opal, Topaz, and Amethyst**. These teach Dagger the **Shiva, Ifrit, and Atomos Summons** respectively.

As Eiko, simply run into the castle entrance hall to continue the scene.

You're Zidane now. Go to the mini-theater, where 2,680 Gil awaits you, then go to the dock for a scene. Freya and Amarant will join your party, and a gondola will be waiting, but now's a great time to spend your Gil (you can leave the screen if you're not ready to continue on with the game). The **Item Shop** is still around, and the **Weapon Shop** and **Synthesis Shop** are both open for business, so give them a look. The **Ice Lance, Twist Headband, and Plate Mail** are all things you haven't seen, so grab a few of each in addition to anything else you may need. As to Synthing, don't Synth a **Pearl Rouge**--you have to burn a rare **Moonstone** to do it, and you can buy them at the **Treno Auction House**. Many of the other items will be new to you (especially the **Anklet**, which in turn gives you easy **Reflect Rings**), so have a blast. The Weapon Shop also has a **Double or Nothing** mini-game you can play if you feel lucky (or are good at those sorts of games). There aren't any prizes but Gil for playing, but it's there if you want. Finally, now that Zidane is leader it's possible to leave Alexandria, but there's no reason to do so unless you need to fight on the plains for whatever reason.

Take the boat to the castle once you're ready, and examine the bells on either side of the castle-side dock for an **Ether** and **Phoenix Pinion**, and behind the fountain for a **Lapis Lazuli**. Head for the west tower; you can't climb up, but you can grab a **Phoenix Pinion** in the corner by the portcullis. Next, go to the harbor (it's the door to your left), and find the Leo **Stellazio** in the corner north of the door. At this point, there's nothing left to collect, so just head into the castle proper for some scenes.

The Card Tournament

Items	Chimera Armlet
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After all the scenes, you'll find yourself back in Tot's house. View the "Eiko Talks Life" ATE, followed by the "How He Ended Up Here" ATE. You have two options: have Vivi stay in Treno, or send him to Quan's Dwelling. The former triggers the "Hippo's Prize" ATE, which in turn allows you to play for a missable Namingway Card (there is one other opportunity to acquire the card later however), while the latter allows you to view a scene in Quan's Dwelling if you go there as Zidane.

When you're done with all this, view the "Memories by the Water" ATE, then go to the card stadium and pick the "City People" ATE. This will cause Eiko to take a **Chimera Armlet**, which is better than anything else available to you at this stage. The Moogle (Mogrich) has nothing to deliver, but if you got the Athlete Queen he'll have a letter for you to read.

Now is a good time to shop. The **Item Shop** has all the latest, and do visit the **Weapon Shop** and **Synthesis Shop**. Once you're ready to go, leave Treno for a bit, because it's time for a...

Dali Detour

Items	Mini-Brahne [Key Item], Mayor's Key [Key Item], Cachusa , Elixir , 30,000 Gil, Burman Coffee [Key Item]
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Your next destination is Dali. Travel there the same way as last time (use South Gate to cross the mountains).

Once there, visit the Weapon Shop and buy 99 **Wrists**, as well as anything else you need for Synthing. Then, go into the windmill and take the southern exit to the Mayor's House. Check the room, then the Desk to receive a Mini-Brahne Key Item. Keep checking the Desk until the kid falls asleep, then do the Heater for the Mayor's Key Key Item. The Ladder and Shelf have nothing, so Quit once you have both.



Missable Item Alert #16

Be sure to get the Mini-Brahne and Mayor's Key from the Mayor's House, both are missable. Missing the Mayor's Key also makes the Burman's Coffee impossible to get, in turn making the **Morrid's Coffees** quest impossible to complete. Both items are only available during the card tournament, and cannot be gotten again once it's completed.

Climb up the ladder in the windmill for a **Cachusa** and an **Elixir**, then climb back down and open the locked door with "your" shiny new key. Open the chest for 30,000 Gil, and examine it again for the Burman Coffee Key Item. Leave when you're done, and leave Dali.

If you've followed the walkthrough, you should have all three Rare Coffees, and can turn them into Morrid to complete the **Morrid's Coffees** quest. Morrid is located on Observatory Mountain right near Dali. Once you've taken care of everything, feel free to return to Treno.

Return to Treno

Items	Rebirth Ring
Enemies	Catoblepas

Just like last time, Treno is full of optional stuff, so you should take advantage of it all before pressing on with the game. First, you can turn in your **Stellazzio** for prizes. Second, a **new monster is available** in the Weapon Shop; your reward for winning is 15,000 Gil. Third, if you have done the necessary preparations, you have another round to take advantage of the Cotton Robe Trick for fast and ridiculous Gil earning. Finally, the **Auction House** has a Rat's Tail (sell it) and **Dark Matter** (teaches Dagger **Odin**) available. Try to get the Dark Matter especially.

Once you're ready to proceed, go to the Card Stadium. To face the champion, you must register with the card vendor, then win two **Tetra Master** games. There's no penalty for losing against either of the first two opponents (other than the obvious loss in your Tetra Master stats), and you can save between games, so don't sweat it too much. After the first game, you can also view the "Good Old Days" ATE, which unlocks an ATE that gives more details about Amaran's past and is highly recommended to watch (choose "Of course I'm interested" when asked). To actually hear the story, select the "Lessons of Life" ATE. If you had Vivi stay in Treno and watched the "Hippo's Prize" ATE, the second opponent will have a Namingway Card in his deck, so try to win it. While this may seem difficult, you should have plenty of cards stockpiled over the course of the first two discs, and it's not difficult to just try to take cards unopposed.

The final game is the one that counts; be absolutely sure to save before playing it, because you only get one shot at it! The player is a great **Tetra Master** player, but you can just keep reloading your save until you eke out a win (and with decent cards it shouldn't be terribly difficult--you'll have some nice ones if you **jump-roped** and/or **raced Hippaul**). Winning gets you a **Rebirth Ring**, one of the best Add-Ons in the game.

Missable Item Alert #17

Do not leave Treno without the **Rebirth Ring**; it's very limited in quantity and teaches awesome abilities. Also, do not challenge the last opponent unless you grabbed the Mini-Brahne and Mayor's Key from Dali (if you followed the walkthrough you **already did this**).

Watch the scenes after the tournament.

Trouble on the Home Front

Items	Angel Earrings*, Running Shoes
Enemies	Mistodon, Tantarion (boss)

* Only if all Knights of Pluto are assigned to their proper tasks

After the scenes, Dagger will need to assign the Knights of Pluto to various tasks; for more information about how to do this, click [here](#). If you assign all of them correctly, Beatrix will give you an **Angel Earrings** Add-On.

The view will shift to Steiner in the town. Remove Beatrix's **Cross Helm** and replace it with a **Mythril Helm** or **Barbut**, then give Steiner **Insomniac** and **Undead Killer**. Now, it's time to kick ass. There are seven waves of **Mistodon** monsters, with the last four coming in succession, with no time in between (remove Beatrix's **Add-on** and anything else she's using that's limited in quantity; her weapon, by the way, cannot be changed). Steiner should attack (make sure he's not using a **Blood Sword** or you'll heal them), while Beatrix can use normal attacks or **Life** spells on loners and normal attacks, **Life** spells, or **Stock Break/Climhazzard** on the groups (note that the Seiken skills may lag in damage depending on your levels due to the mechanics of **Save the Queen**; normal attacks are often more powerful than Seiken skills not named **Shock**). Be sure to keep healed also; Mistodons aren't that powerful, but there are only two in the party. Steiner will Trance in the last battle, helping his damage quite a bit.

You'll then be back with Dagger in the castle. Simply head upstairs to the hallway with the bedrooms, take the west door, and follow the path. At the end, more scenes.

Back in the castle once again, you're with Zidane's group. Make sure everyone's equipped and save in the guardhouse, then go back to the entrance and enter to the library on the left. The monster below is optional, but it has a great drop, so be sure to fight it if you haven't already.

Missable Item Alert #18

Do not skip the next boss. This your last chance to fight it, and the item it drops is available in strictly-limited quantities.

Equip **Devil Killer**, **Antibody**, and **Counter**, then examine the lower-left shelf twice to reveal the monster.

Boss: Tantarian



HP	21,997	MP	1,456	Level	41
Exp	12585	AP	30	Gil	4472
Steal	Common	Ether	Drop	Always	Running Shoes
	Uncommon	Elixir		Common	Nothing
	Semi-Rare	Silver Fork		Uncommon	Nothing
	Rare	Demon's Mail		Rare	Nothing
Type	Demon		Card Drop	Ramuh	
Elemental Weaknesses	Fire (<i>only if open</i>), Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Darkness, Mini, Slow				

Tantarian is the first **Demon**-type enemy in the game, and can hit you pretty hard. What with you lacking a dedicated healer, this can get tough.

Tantarian's biggest attack is Paper Storm, which hits your whole party for around 270 damage. It also has Edge, which is a basic physical for around 500 in the back row, and **Doom**, which sets **Doom** and is annoying, naturally. Each point of damage you do to Tantarian causes it to turn one page while it's closed (it's Defense and Magic Defense are both sky-high in this state). Once it reaches page 150-200, the true demon is revealed. Its Defense and especially Magic Defense will be extremely low in this state in addition to gaining a Fire weakness, and it just uses a crap **Poison** spell to try to **Poison** you. It closes if hit by a physical attack, or after a period of time. When it closes, the "page count" reverts to zero.

Your first order of business should be to inflict statuses on the thing while Zidane Steals. **Darkness** can be inflicted via the Tent trick, while Vivi can use his **Slow** spell for **Slow**. Any other characters should be trying to open the book. Once it's open, stop attacking and just let Zidane Steal; it will be basically docile. As to what to grab, try to get at least the Common, Uncommon, and Semi-Rare Steals, all three are helpful. The **Demon's Mail** in the Rare slot is new to you, but as usual with Rare steals it takes a great deal of effort to obtain. Having Vivi **Focus** isn't a bad idea; once the book opens, **Fira** will destroy it quickly after a few rounds of Focus. Don't waste MP on attack spells while it's closed. Note that **Lucky Seven** and **Thievery** ignore defense, so once you're done Stealing that can be used to deal some extra damage even with the book closed. Unfortunately, there isn't much you can do about **Doom** status except revive the character when the timer runs out. For HP healing, **Chakra** and **Hi-Potions** will be your main methods.

Tantarian Drops a **Running Shoes** upon defeat, which is the only way to teach **Auto-Haste** in addition to providing a large (though still mostly useless) Speed boost.

Once you're done, check all the rooms on the lower levels and talk to everyone to get them to evacuate, then save with Mosh, then follow the same path Dagger did for still more scenes.

The Aftermath

Items	Egoist's Armlet, Elixir, Remedy, Chimera Armlet, Sagittarius [Key Item], Elixir, Remedy, Beautiful Potion [Key Item], Lapis Lazuli, Strange Potion [Key Item], Ore, Unusual Potion [Key Item], 1,273 Gil, 970 Gil, 4,826 Gil
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You'll find yourself in Lindblum Castle. Talk to Mogki to receive her **letter to Moodoo** and save your progress. The chests hold an **Egoist's Armlet** and an **Elixir**. Go to the elevator, but don't ride it up just yet; instead, go down to Base Level Station. The Dragon's Gate has a **Remedy** in a blind spot you've looted several times before, while the Serpent's Gate has a **Chimera Armlet** near the low wall at the back of the screen. Once you have them, go to the Regent's Chamber for a crapload of scenes. Find Dagger in the Guest Room when prompted.

Once given the task of finding the potions, make your way to the Business District. In the large plaza, examine the western constructions for the Sagittarius Stellazio. Card Freak Gon has an **Elixir** and **Remedy** in his chests, while Alice has the Beautiful Potion. Go to the Theater District after this.

In the Theater District, if you saved the couple on Disc 1 there'll be a scene. Go inside Michael's house and loot the **Lapis Lazuli** chest in plain sight. If you ask about the potion, he'll say he's never heard of it, but check near the bottom of the stairs for the Strange Potion, and grab the **Ore** if you didn't before. Now go to the Tantalus Hideout, where you'll receive the Unusual Potion automatically. Inside, raid the chests for 1,273 Gil, 970 Gil, and 4,826 Gil.

Once you have all the potions, return to the regent's chamber for a scene. After it's over, you should head down to Serpent's Gate and board your new ship, the *Blue Narciss*. Form a party and you'll set out automatically.

On the High Seas



Your next destination is Black Mage Village, but there's a ton of stuff to do now that you can cross oceans.

If you need to change your party, speak to Cid aboard the *Blue Narciss*. Quina is needed for the first two parts (but can be swapped out after that if you like), and Steiner and Amarant will probably be in need of AP time at this point, so that's what I'd recommend for the moment. If you want to swap out Quina or Steiner, Freya is probably a bit behind also. Dagger, meanwhile, will get "can't concentrate" messages randomly in battle, wasting her turns, and can't Trance, so don't use her anywhere with difficult battles. In spite of this, equip her with a view to learn **Summons** (even if you don't want her in your party right now, which you almost certainly don't); she needs them now that Eiko is around.

Everything else in this section is optional; if you just want to press on, click [here](#).

On the *Blue Narciss*, you can speak to the members of your active party to learn their insights into your current situation. There are no items for doing so, but it does provide some background and character development.

Once you form your party, note that Lindblum's **Weapon Shop** and **Synthesis Shop** carry the latest goodies, so check them out and equip accordingly. You can also travel to Esto Gaza and shop, but that'll be covered below.

Frog Catching Moment #7

There are now three different marshes you can tap for frogs: the two you've already seen (on Mist Continent and Outer Continent), as well as a third on Lanar Island, the island just south of the long island west of the southwestern continent (the Forgotten Continent). Don't clear out all the frogs from any of the ponds; leave one male and one female in each, as well as the Golden Frog. If you've been keeping up with **frog catching**, you may be close to winning a **Bistro Fork**, which sports a whopping 68 attack power.

Additionally, you can complete **Ragtime Mouse's** quiz game now that you're on Disc 3.

Acquiring New Blue Magic

Now that you have Quina back and access to most of the World Map, there's a bunch of Blue Magic for you to pick up. Check out the list below:

Enemy	HP	Skill	Location
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Enemy	HP	Skill	Location
Adamantoise	3,587	Earth Shake	Lanar Island marshlands (not in the Qu's Marsh proper)
Anemone	3,586	Bad Breath	Lanar Island Qu's Marsh
Zombie	973	Roulette	lifa Tree
Whale Zombie	3,730	LV5 Death	Eastern Lost Continent beaches, Outer Continent beaches, Salvage Archipelago beaches

Earth Shake and **Bad Breath** are simply awesome, while **LV5 Death** has its uses. **Roulette** is garbage, but grab it if you want a complete list. **Zombie** and **Whale Zombie** can be eaten easily by using a **Phoenix Down** on them first (the Phoenix Down may rarely kill them outright, but you can always just fight another one if this happens). In addition, **Feather Circle** (619 HP) appears on the Lost Continent snowfields and has **LV4 Holy**, and **Gimme Cat** (4,683 HP) in the Salvage Archipelago has **Auto-Life**, should you have missed either of those skills.

Kupo Nut Delivery #5

Deliver the Kupo Nut that's been sitting in your inventory forever to Moguta (he's still in Gizamaluke's Grotto) to receive an **Extension**.

Esto Gaza Shopping

You'll notice a small-ish continent in the northwest of the map. Go there, disembark on the southern beach, and head for the structure here to reach Esto Gaza. The only thing you can do here is **Shop**, but they have every Mythril item in the game (including the **Mythril Racket** and **Mythril Claws**, which you haven't seen yet). Check it out!

Missable Item Alert #19

This is the final opportunity in the game to obtain a **Mythril Sword**; once you advance the plot, it will no longer be available. You need a total of 5 due to endgame Synthesis requirements.

Exploring Alexandria

Items	Opal , Peridot , Sapphire , 4,832 Gil, Topaz , 365 Gil, Remedy , Amethyst , Alexandria [Card], Ether , Sapphire , Kupo Nut [Key Item]
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To access Alexandria, sail to its harbor. At the castle-side gondola dock, grab the **Opal** from the left side of the dock and the **Peridot** from above the eastern stairs. There's also a **Sapphire** in the rubble leading to the castle. You won't be able to enter the castle, so just ride the gondola into town.

The guard platforms have 4,832 Gil and a **Topaz** on the stairs behind them; grab them and go into the main square. You'll find 365 Gil in what once was the Weapon Shop entrance, and a **Remedy** to the southeast near the wall. On the other side of the wall (the western section) is an **Amethyst**. Speak to a little girl running around in the square to receive an Alexandria Card, then head south and find the **Ether** in the small flowerbed to the southwest. In the main street, check the doorway opposite Ili'a's grandmother for a **Sapphire**.



The **Weapon Shop** and **Synth Shop** are still here, by the way; the Weapon Shop is now near the Inn, while the Synthesist is in the alley with the mini-theater. The Synthesist doesn't always appear, but you can keep leaving and re-entering the alley until he does.

Letter Deliveries

Now is the time to deliver a letter, assuming your inventory is free of Kupo Nuts. Go to the steeple and deliver **Kuppo's letter to Kupo** to receive a Kupo Nut.

Return to the *Blue Narciss* when you're finished.

Kupo Nut Delivery #6

Another **Kupo Nut** delivery, another random item.

Once this is done, return to Lindblum and deliver Mogki's letter to Moodon (he's in the Inn) and you'll receive yet another Kupo Nut.

Kupo Nut Delivery #7

Yet another **Kupo Nut** delivery, another random item. You'll also notice more little ones, if you've been doing the sidequest.

Chocobo Exploration

This section covers the currently-available fun you can have with Chocobos. Of everything in this section, this is the most time-consuming, but also the most rewarding—you can make some serious upgrades to your party by completing these activities.

A key consideration in this section is finding the second Chocograph dig spot, Chocobo's Lagoon. It's located on an island south of Forgotten Continent; you'll need to land on the island nearby, then use the Chocobo tracks here to call Choco and use the shallows to reach the Lagoon (head north first, then swing back southeast to the Lagoon). If you don't have the Reef ability yet, you'll have to get it before it can be reached.

Chocograph Hunting #6

This section is quite large, so I'll clear up a few organizational details first. This section lists ALL available Chocographs to this point (including those available on Discs 1 and 2) for clarity, organized by the needed abilities to dig/complete them as well as where they're located. As such, many Chocographs will appear on both the "Available to Dig Up" and "Available to Complete" lists, due to requiring a higher-level ability to complete than to dig up. Just like before, rewards are listed for complete-able Chocographs.

Let's get rolling.

Available Chocographs to Complete

For space reasons, Chocographs in this section will not be repeated. In other words, for any given ability level, you can also complete all other listed Chocographs that require lower ability levels.

Anytime (Forest)

- **Chocograph #1: Streamside** - 2 Elixir, 3 Hi-Potion, 4 Ether, 2 Germinas Boots
- **Chocograph #2: Between Mountains** - 5 Potion, 5 Hi-Potion, 2 Tent, 2 Cotton Robe
- **Chocograph #4: Healing Shore** - Reef Ability
- **Chocograph #5: Abandoned Beach** - 9 Phoenix Pinion, 5 Phoenix Down, 12 Peridot, Diamond Gloves
- **Chocograph #6: Cold Field** - 5 Echo Screen, 7 Hi-Potion, 3 Tent, Theater Ship Card

With Reef Ability (Forest)

- **Chocograph #8: Faraway Lagoon** - 37 Potion, 6 Magic Tag, Shield Armor, Gaia Gear
- **Chocograph #10: Bird's-Eye Lagoon** - 8 Potion, 4 Phoenix Down, 3 Ether, Magician Robe
- **Chocograph #11: Small Beach** - Remedy, 2 Elixir, 8 Rising Sun, Oak Staff

With Reef Ability (Lagoon)

- **Chocograph #7: Forgotten Lagoon** - 8 Gysahl Greens, 5 Ether, 7 Hi-Potion, Dragon's Claws
- **Chocograph #9: Abandoned Lagoon** - 6 Soft, 4 Ether, Feather Boots, N-Kai Armlet
- **Chocograph #12: Dawn Lagoon** - Mountain Ability

With Mountain Ability (Forest)

- **Chocograph #3: Uncultivated Land** - 10 Antidote, Jade Armlet, 3 Wing Edge, Cargo Ship Card
- **Chocograph #13: Forbidden Forest** - 7 Ether, 2 Elixir, 10 Wing Edge, High Mage Staff
- **Chocograph #14: Green Plains** - Ocean Ability

With Ocean Ability (Forest)

- **Chocograph #19: Cold Lagoon** - 11 Peridot, 9 Opal, 15 Sapphire, 19 Topaz

With Ocean Ability (Lagoon)

- **Chocograph #17: Sea at Dusk** - 15 Phoenix Pinion, White Robe, Diamond, Masamune Card
- **Chocograph #18: Ocean** - 27 Ore, Light Robe, Whale Whisker, Alexander Card

As you can see, there's a massive treasure trove here; this quest will give you many great equipment pieces and high-level cards this early on Disc 3.

Available Chocographs to Dig Up but not Complete

In this section, simply check the sections corresponding to Choco's current ability level to see the possibilities.

With No Upgrades (Forest)

- **Chocograph #3: Uncultivated Land**
- **Chocograph #8: Faraway Lagoon**
- **Chocograph #10: Bird's-Eye Lagoon**
- **Chocograph #11: Small Beach**

With Reef Ability (Forest)

- **Chocograph #3: Uncultivated Land**

With Reef Ability (Lagoon)

- **Chocograph #15: Dusk Plains**

With Mountain Ability (Forest)

- **Chocograph #16: Forgotten Plains**
- **Chocograph #19: Cold Lagoon**

With Ocean Ability (Forest)

- **Chocograph #16: Forgotten Plains**

With Ocean Ability (Lagoon)

- **Chocograph #15: Dusk Plains**
- **Chocograph #22: Outer Island 2**

In addition, a grand total of four Chocograph Pieces can currently be dug up (two short of completing a Chocograph). I strongly recommend digging up **Chocograph #15: Dusk Plains** and **Chocograph #16: Forgotten Plains**, you'll be able to complete both of them soon, as long as you bothered to grab a Mountain steed.

In addition, once you have a Mountain Chocobo or better, the activities in the remainder of this section will be available to you. If you didn't get a Mountain steed (or better), click [here](#) to continue the game.

Mountain Cracks #1

There's one Mountain Crack available currently. Remember you'll need a **Dead Pepper** to actually dig it up.

- **Mountain Crack #1** - 41 **Lapis Lazuli**, **Rosetta Ring**, **Protect Ring**, Airship Card

Visiting the Gates

You can pay a visit to the various South Gates that were previously inaccessible. At Bohden's Gate, the one on the mountain near Chocobo's Forest, you can grab the previously inaccessible chest on the wagon for an Elixir Card (the **Multina Racket** is still here if you missed it earlier). There's also the valley-level one by Evil Forest, which holds two **Elixirs** and 3,206 Gil.

Visiting the Auction House

Treno is mostly the same as before, but there are two new items available in the **Auction House**: a **Promist Ring**, and the **Thief Gloves**. Try to grab the Gloves especially, **Master Thief** really makes late-game thieving much easier.

Dive Spots #1

If you have an Ocean Chocobo, you can complete the following Dive Spots:

- **Dive Spot #1** - 10 **Remedy**, **Black Robe**, **Genji Gloves**, Blue Narciss Card
- **Dive Spot #2** - 9 **Ore**, 15 **Topaz**, **Tiger Racket**, Red Rose Card
- **Dive Spot #3** - 8 **Straw Hat**, 8 **Pearl Armet**, 7 **Aloha T-Shirt**, 8 **Sandals**
- **Dive Spot #4** - 50 **Potion**, 25 **Hi-Potion**, 9 **Ether**, 7 **Elixir**

Lastly...

Frog Catching Moment #8

If you caught frogs immediately upon leaving Lindblum and did most of the stuff available here, the ponds should be ready for another go. If not, don't bother, because there won't have been time for them to refill. As before, leave one male and one female in each.

Picking Up the Trail

Head to Black Mage Village.

Return to Black Mage Village

There's nothing new to do here except speak to No. 288 at the cemetery, then go to the Chocobo stable. He'll tell you to check out the sandpits on the far eastern side of the continent, so head over that way (there's a nice beach to land on to the south, or a Mountain Chocobo or better will also get the job done).

Finding the Desert Palace

Items	None
Enemies	Antlion , Land Worm , Ogre



Look around for a desert with four sinkholes; this is where you need to be. Before proceeding, remember to remove any equipment needed by others (unique **Add-Ons**, etc.) in the party from characters not named Zidane; you'll see why soon.

To continue, you need to select the correct sandpit; picking a wrong one will thrust you into battle with an **Antlion**. Simply choose the pit with no sand rising out of it, but be aware that once you do you won't be able to leave for quite some time. Once you do, watch the scenes.

You'll be prompted to select a party; this is very important, far more so than even normally, so read carefully, because there are a number of quirks that make choosing badly a major pain in the ass (or worse). First, and most importantly, you'll be playing with multiple parties, meaning that everyone will be in one of the parties. Second, Zidane's party will have all Magic commands (**Black**, **White**, **Blue**, and **Summon**) sealed while in the dungeon.

Third, the party Zidane's not in will have the tougher dungeon by far. Fourth, Quina's **LV5 Death** works on all monsters (except the boss) in the dungeon Zidane won't go to and is unblockable to boot. Fifth, Freya can obtain her ultimate weapon on the way to Zidane's dungeon if you have at least a Mountain Chocobo. Finally, Dagger still can't concentrate, so she will be missing turns and thus is a liability wherever she ends up.

From this information, we can draw a few conclusions. Generally, you want to try to have Zidane's party be physically-oriented, while your strongest characters (especially mages) are in the other party. However, this also depends on how well trained your characters are. If you have any characters who are poorly raised, they should probably go with Zidane, because you need a competent second party. Dagger should always go with Zidane regardless of how well raised she is, because you just can't afford to miss turns in the other party. On the flip side, Quina should go in the other party unless s/he is extremely poorly raised (just having the **Bistro Fork** is enough argument for putting Quina in the non-Zidane crew, as is even a mediocre **Blu Mag** menu). The others really depend on your specific circumstances; assuming all characters have decent levels and ability selections, I would form a party of Zidane/Dagger/Freya/Amarant, leaving Steiner/Vivi/Eiko/Quina as your other party. One could argue for swapping Amarant for Steiner, but pairing Steiner with Vivi allows use of Swd Mag and Amarant probably doesn't have most of his good stuff yet. The non-Zidane party will likely want a dedicated healer, and since magic is sealed for Zidane's group and Dagger is too unreliable to be in the other party, the choice is practically made for you, but if your Eiko severely lacks **Wht Mag**, you can put Amarant in there instead and rely on **Chakra** to heal.

Once you're party's selected, make your way to the *Hilda Garde*. There'll be more scenes, then you'll find yourself on the...

Forgotten Continent

Items	None
Enemies	Armstrong, Cactuar, Catoblepas, Jabberwock

When you land, if you find yourself in need of items, you can examine the *Hilda Garde* to access a basic **Item Shop**. It isn't much, but if you forgot to stock up, be my guest.

Oeilvert is to the south, but if you go on foot, you're going to fight a small army's worth of battles, so head north instead.



Frog Catching Moment #9

If you brought Quina for whatever reason, you'll find the fourth and final Qu's Marsh here and can **catch frogs**. Clear the pond if you have Quina.

North of Qu's Marsh are Chocobo tracks (they always seem to be north of a Qu's Marsh, don't they). Call Choco, then work your way south. If you have a Mountain bird (or better), there's a plethora of treasure around for you to indulge in; otherwise, just head south to Seaways Canyon and Oeilvert (you'll see the sky darken) and click [here](#) once you go inside.

Chocograph Hunting #7

While you can't dig anything new at the moment, the two **Chocographs** below are available to complete, as long as you already dug them out of the ground.

- **Chocograph #15: Dusk Plains** - 12 **Phoenix Down**, 14 **Ore**, **Kaiser Knuckles**, Iron Man Card
- **Chocograph #16: Forgotten Plains** - 17 **Ore**, 5 **Ether**, 14 **Opal**, **Demon's Mail**

At this point, you could have everything done through **Cold Lagoon** if you've been diligent with Chocographs.

That's not all though. If you have some Dead Peppers, you'll really in for some treats.

Mountain Cracks #2

Both of the cracks below are on this continent, and they alone are reason enough to want a Mountain Chocobo.

- **Mountain Crack #2** - **Maiden Prayer**, **Dragon's Hair**, **Gauntlets**, Odin Card
- **Mountain Crack #3** - 19 **Eye Drops**, **Madain's Ring**, **Genji Helm**, Hida Garde 1 Card

Last, but not least...

Friendly Creatures #6: Jabberwock

In Seaways Canyon (the dusk-like area) in the forests, look for a friendly Jabberwock. Give it an **Emerald** to receive 40 AP and **Moonstone**.

Make your way to Oeilvert.

Oeilvert

Items	Hi-Potion, Emerald, Elixir, Kupo Nut [Key Item], Gaia Gear, Remedy, Rising Sun, Elixir, Diamond Sword, Shield Armor, Power Vest, Feather Boots, Pumice Piece, Gulug Stone [Key Item]
Enemies	Epitaph, Garuda, Ogre, Ark (boss)



Give everyone **Jelly** and **Locomotion** (other status protections are unnecessary), as well as **Man Eater** and **Bird Killer**. Any other stones can be put into whatever abilities you like. **Stone Killer** isn't a bad idea either, but it's mostly unnecessary thanks to the **Soft** trick.

Outside, as soon as you reach Oeilvert you'll find a Moogle (Mimoza). She has a **Mogshop** for you to enjoy; there's a load of new goodies here, so stock up for both parties. While this shop will still be available for the entirety of Disc 3, I recommend buying two **Fairy Flutes**, two **Tridents**, and seven **Green Berets**, since they do not appear in shops that aren't far out of your way for much longer and they are missable. Just buy what you need of the other goods, you don't want to completely drain your Gil supply. Select Mognet and she will ask you to deliver a **letter to Mooel**. Once you have it and everything else you need here, use a Tent and save, then head towards the structure. There'll be a scene, then go inside.

Ignore the chests for now and head east. You'll find...

Stiltzkin's Shop #6

This time, our **favorite sales-Moogle** has a **Hi-Potion**, **Emerald**, and **Elixir** set that sells for 888 Gil. This only appears for a very brief time frame, which is right now. You know what to do by now, and you should also notice that both the last two items alone are worth far more than 888 Gil.

As another note, this is your final opportunity to get an **Emerald** that won't be burned for completing **another quest**. Especially if you missed the one in Cleyra, get this now or you'll never see one long-term in your inventory again.

Next to Stiltzkin is Mooel. Deliver **Mimoza's letter to Mooel** for a Kupo Nut, and save your game. Grab the **Gaia Gear** chest on the other side of the room, then return to the entrance hall when you're done with everything here.

Back in the entrance hall, open the chest under the staircase for a **Remedy**, then take the **Rising Sun** from the upper level. Go through the door here. Examine the lightbulb-thing, take the **Elixir** from the nearby chest, then return to the first room and exit west using the bottom level. Here, watch the scene (approach the circle in the floor from the south to trigger it), then grab the nearby **Diamond Sword**, as well as the **Shield Armor** chest to the north. Exit using the southern stairs.

Down here, take the **Power Vest** from below and **Feather Boots** from above, then activate the light-thing farthest from the the Feather Boots chest. Work your way down, hitting the lights as you pass, to solve the puzzle here. Exit through the upper door, then follow the path to a crystal ball and another scene. Continue along the path when it's done and leave the area, then go through the nearby blue door for another scene. After it's done, return to the entrance hall and go back to the eastern room. Stiltzkin will be gone, but you can still Save/Tent with Mooel. Once you're ready, equip **Clear Headed** and Wind-reducing equipment, then go to the next room and use the elevator. Try to take the Gulug Stone and...

Boss: Ark



HP	20,002	MP	1,374	Level	38
Exp	0	AP	11	Gil	5964
Steal	Common	Elixir	Drop	Always	Pumice Piece
	Uncommon	Power Vest		Common	Ether
	Semi-Rare	Holy Lance		Uncommon	Ether
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Atomos	
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness, Silence, Sleep, Slow				

Ark has a number of dangerous attacks, but if you prepared properly you shouldn't have much trouble.

Photon reduces a single character's HP to one, while all Ark's other moves are MT. Whirlwind hits for weak damage but sets **Float**, causing future Wind-elemental moves to hit much harder for the duration of the status. Boomerang is just a strong-ish physical to all, while Propeller Wind sets **Confuse** on everyone.

You'll notice a number of status weaknesses, but sadly you can't inflict them with magic. Instead, inflict whatever ones you can with the **Tent** trick and **Soul Blade/Add ST** effects while Zidane tries for Ark's items (get all three). Proton can be healed with a **Hi-Potion**, while Propeller Wind will fail (assuming you prepared properly) and Whirlwind just does weak damage. That leaves Boomerang, which can be defended using **Darkness** status or **Regen** healing. On offense, the usual moves work; only Earth-elemental attacks are defended, so **Attack/No Mercy/Jump** will be your main mode of damage here (assuming you listened and didn't try to bring in a bunch of mages, in which case you're going to have a lot of problems generating offense).

Ark drops a **Pumice Piece**, which teaches your Summoners **Boost**.

After the battle, remove any equipment you'll be needing for the other party, then take the Gulug Stone Key Item from the altar. The view will now change...

Desert Palace

Items	Promist Ring, Fairy Earrings, Anklet, N-Kai Armlet, Black Hood, Venetia Shield, Elixir, Namingway [Card], Kupo Nut [Key Item]
Enemies	Drakan, Grimlock, Ogre, Torama, Valia Pira (boss)

You'll start out as Cid. Head south and east to engage in a mini-game and continue the game; for details on how to complete it, click [here](#).

Once everyone escapes, equip your party to satisfaction before setting out. The monsters here are mostly magic-oriented, so equip accordingly; you should have a mostly mage party, which works nicely. You'll be seeing tons of status attacks, so any Magic Stones you can stuff into status protection (skip **Bright Eyes** and **Jelly** though) will be immensely helpful. **Clear Headed** and **Locomotion** are by far the most important (other statuses are possible but aren't used anywhere near as much as those two). On the offensive side, use **Devil Killer** exclusively on your physical characters, and whatever works best for your needs on your mages. Quina will absolutely love **Half MP** if you have it; as mentioned before, **LV5 Death** destroys everything but the kitchen sink in here, but it'll take a toll on your MP, and Quina's MP total isn't very good.



The Desert Palace is like a maze, so be sure to pay attention to the walkthrough to avoid missing things (you can check room names by going into the menu). In particular, you really want to take all the "bloodstones," which affect Kuja's security system and give you good items to boot. You can find a map at the link below, although it's a little hard to read:

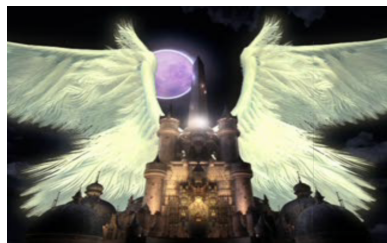
<http://www.gamefaqs.com/ps/197338-final-fantasy-ix/faqs/39847>

Head to the east to find Mojito. He has a **Mogshop**, and also needs you to deliver a **letter to Mogsam**. Leave when you're done.

Cross the room and leave to the west, then follow the path up the stairs. After the intro, you'll notice a candlestick to the left. Keep your eyes open for these; they're needed to take the bloodstones and complete the area. Examine it to cause a purple-ish glow to appear to the right. Examine it and take it to extract the Offering of Power ("nullify elements") and receive a **Promist Ring**. Head to the next room.

Here, in "Light Chamber," run to the right to create a staircase (man, if I could spawn a path like that whenever I needed one...) and ascend it to the next area. Light the candle, then go back down the stairs and open the newly-appeared chest on the right side of the room for a **Fairy Earrings**. Exit to the left.

In this room (called "Fire Chamber"), light all three candles near the entrance, then run through the newly-opened passage to the other side. Light the lower-left candle here to remove the statue wall on the other side. Go back there, and light the two central candles to remove the other statues, then the two currently unlit candles on the right-hand side. Finally, light the lower-middle candle to activate the bloodstone ("extract magic"). Take it to receive an **Anklet**, then exit through the newly-opened door to the right.

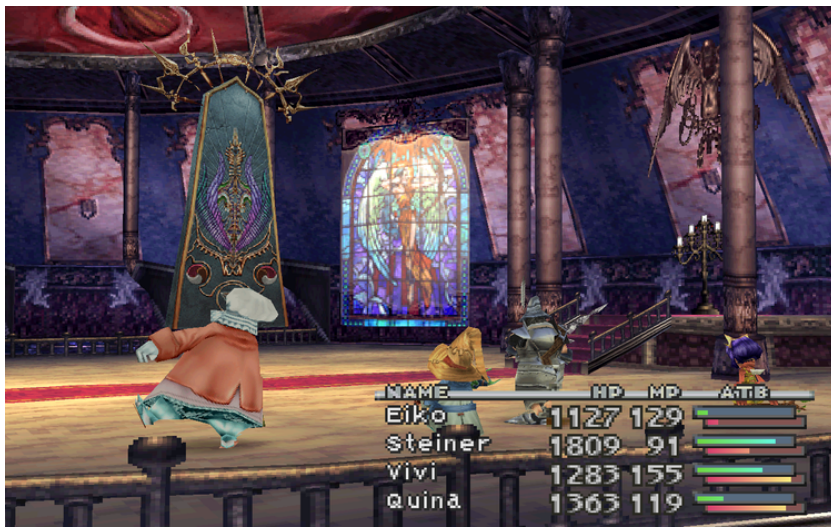


As you pass through this hallway, you'll notice an inactive bloodstone. Just past it, look very carefully (on the same screen) for a single candle. Light it to activate the bloodstone ("strength to resist") and examine it for a **Shield Armor**. Follow the path and go upstairs. Right by where the camera angle changes, light the candle (easy to miss!) and continue onward along the balcony to the next area.

You'll find yourself in a library. Light the western candle to reveal a staircase, then use that staircase to light the candle on top to raise the bookshelf. Inspect the bloodstone ("power to dodge") and take it for an **N-Kai Armlet**. If Vivi's with you, give it to him to teach him **Water**, your most powerful damage spell at the moment if you haven't been grinding **Chocographs** (Torama is weak to Water as well). Back in the library, light the candle on the middle level this time to reveal another passage. Follow it and light the candle, as well as the one beyond it. Return and light the lower candle to clear a new passage in the library; follow it through the stained glass to find a Moogle (Mogsam). Save and Tent, but don't deliver your letter yet if you have a Kupo Nut in inventory and are doing that quest. After you're finished, move on to a new screen.

This room ("Shadow Cham.") is another candle puzzle. To kick things off, light both candles here, then examine the bloodstone ("strength to resist magic") for a **Black Hood**, which Vivi should definitely equip, then extinguish the left candle. Use the passage here to access the other side, and light both candles (not the one by the wall) and take the bloodstone ("strength to dodge magic") for a **Venetia Shield**. Light the candle by the wall and put out the left one on this side to spawn a staircase. Return to Mogsam to save, then follow the staircase to eventually reach a lone candle. Equip **Bird Killer** and **Body Temp**, then examine it to find Kuja's security system waiting for you!

Boss: Valia Pira



HP	12,120	MP	9,999	Level	36
Exp	0	AP	11	Gil	4089
Steal	Common	Nothing	Drop	Always	Elixir
	Uncommon	Nothing		Common	Ether
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Nothing		Rare	Ether
Type	Aerial	Card Drop	Shiva		
Elemental Weaknesses	Wind, Water				
Elemental Resistances	All (Nullifies) (overrides weaknesses, only if "resist elements" bloodstone is active); Earth (Nullifies)				
Status Vulnerabilities	Darkness, Sleep, Slow				

This battle is heavily dependent on your party and the bloodstones you've claimed. If you have a weak party, or missed a lot of bloodstones, this battle will be extremely difficult, but if not, you should have no issues.

The level 3 -ga spells all make appearances, as do **Holy** and **Flare**, which do massive damage if the magic power bloodstone wasn't deactivated. There's also **Mustard Bomb (Heat)** and Freeze (**Freeze**) to contend with, and it also casts **Reflect** on itself.

While Valia doesn't have a massive arsenal, what it does have is quite strong and solid, even more so if you missed bloodstones. On the other hand, its HP isn't that high and there's nothing to **Steal**, so no needing to stall time here. There are two general strategies here, depending on how things stand. The battle ends if Valia's MP is reduced to zero, so you can use **Magic Hammer** and **Osmose** to shave it down while everyone else plays utility. This is rather slow, however, and I only recommend it if you have Quina but didn't collect many bloodstones. Otherwise, just whack it with your ouchies. Vivi should cast **Water**, Steiner should attack physically or use **Water Sword**, Dagger can heal or Summon **Leviathan** for great effect (if you can get her to take her turn that is), Freya should **Jump**, Quina can play utility, serving as healer or attacker as you need, Eiko can use **Carbuncle** to stymie Valia's offense or just heal, and Amarant should spam **No Mercy**. With all the bloodstones collected, Valia isn't that tough, so just blast the daylight out of it. It can also be put to **Sleep** if you feel like humiliating it.

After the battle, light the final candle, then remove any contested items (e.g. her **Add-on**) from Eiko and use the teleporter.

The view will return to Zidane. Simply run through the dock area to the teleporter, then up the stairs into the room for more scenes. You'll then be prompted to reform your party; it doesn't really matter too much who you put in it for now. After selecting your party, examine the table in the foreground to receive a Namingway Card.

Missable Item Alert #20

Unless you won it in the **Card Tournament**, this is the only chance in the game to get a Namingway Card. It's available all the way through the end of the disc, but there's no reason not to grab it now while you're here.

Return to the airship dock, and follow it around to the exit (use a lever near the ladder to drop it). Once you leave the area, you'll board the *Blue Narciss* automatically, and will find yourself near the Lost Continent. This is your next destination, but there are a few optional activities you may want to do first (click **here** to move ahead with the story).

Frog Catching Moment #10

Assuming you didn't clear out the ponds, they should have refilled with yummy-yummies for **Quina to catch**. The Forgotten Continent pond is inaccessible, but the others are all there for picking. As a reminder, be sure to save before catching 99 frogs if you're getting up in that range.

Also time to clear out your backlog of letters and Kupo Nuts, if you're doing the quest.

Kupo Nut Delivery #8

Deliver the Kupo Nut in your inventory for a random item.

If you didn't deliver **Mojito's letter to Mogsam**, do it now (you can reenter Desert Palace using a hole in the mountain near the sandpits) for another Kupo Nut.

Kupo Nut Delivery #9

Deliver the Kupo Nut in your inventory for another random item.

You can also do any **previously-available sidequests** you didn't do before Desert Palace (except the shop in Esto Gaza is no longer the same, but we'll be going there in a minute anyway).

Lost Continent

Items	None
Enemies	Blazer Beetle, Feather Circle, Gigan Octopus, Troll, Vepal, Whale Zombie

The first matter to consider here is selecting your party. Zidane is required as usual, as is Vivi as soon as you begin the next story segment, and Eiko is unavailable. Luckily, Vivi is really strong here; his elemental spells hit **hard**, and he gets the weapon that teaches his -ga skills, giving him a massive advantage (even more so if you have the **High Mage Staff** or **Gaia Gear**, which teach **Osmose**; there's also a Gaia Gear in the dungeon itself, should you lack both). You therefore have two open spaces to work with. Since Dagger still has her lack of concentration thing going, your only real choice for healing is Quina. S/He also gets two nice skills in the next area, so it's a no-brainer. This leaves the final slot, with Steiner, Freya, and Amarant as decent candidates to fill it. I find that Amarant benefits more from the time than the others and can serve as a backup healer, so he'd be my choice, but there's nothing wrong with either of the other two.



Before heading towards the structure to the west, there's something you can do on the snowfield near the Chocobo tracks (assuming you didn't do it already):

Friendly Creatures #7: Feather Circle

A **friendly Feather Circle** in Mitmakis Ice Field (just north of the beach you landed on) will ask for a **Moonstone**. Oblige to receive 30 AP and a **Lapis Lazuli**.

Head for the building when you're ready.

Esto Gaza

Items	Wing Edge
Enemies	Garuda

Go inside the building proper. After the scene, take the hallway leading right. (If Vivi is not in your party at this point, you'll be forced to reform, with him in the party.) The **Esto Gaza Shop** is here, and if you were here before it has a new inventory, so be sure to check it out. If you have the money, try to leave with a total of 2 each of **Flame Saber**, **Heavy Lance**, and **Scissor Fangs**, and 3 each of **Diamond Gloves** and **Gold Armor**. Also be sure to have a total of 2 **Silver Fork** weapons (only 1 if you haven't gotten the one from **frog-catching** yet). This is the last shop to carry any of them, but the shop will still be available through the end of the disc, so if you lack money just equip your active party. Buy **Vaccines** as well, you'll want them in the upcoming area. Grab the **Octagon Rod** for Vivi and equip him with it. There's also a **Wing Edge** behind the counter on the right side.

If you need to rest, speak to the Bishop (100 Gil).

Once you're done shopping, leave the shop area and follow the path back outside. Here, you'll find a Moogle (Mogrika). Choose Mognet to find a letter from Artemecion, then again to receive a **letter to Moolan**. Save your progress, then follow the path into the volcano.

Mount Gulug

Items	9,693 Gil, Ether , Golden Hairpin , Kupo Nut [Key Item], Wing Edge , Gaia Gear , Ether x2 , Demon's Mail , Kupo Nut [Key Item], Ether , Elixir , Ether x2 , Ribbon , Vaccine
Enemies	Grenade , Red Dragon , Vepal , Worm Hydra , Wraith (Blue) , Wraith (Red) , Melti gemini (boss)

Mount Gulug, as mentioned earlier, has two new Blue Magic spells. They are listed below:



Wraith (Blue) (4,686 HP): Frost
Red Dragon (8,000 HP): Twister

Of these, especially **Twister** is important; it's MT damage (albeit random) in an element that's otherwise very difficult to hit. FFXI has a ton of enemies weak to Wind as well, so it will serve you well the rest of the game. **Frost** sets a nice status, but its hit rate really hurts its use. **Bad Breath** is also available here (from **Worm Hydra**, 4,486 HP), should you have missed it earlier.

Equipping **Antibody** in here is a great idea; there are monsters here that like **Venom** status, which effectively KO's a character. **Body Temp** is also useful, since the **Heat** and **Freeze** statuses will make several appearances here. Other statuses aren't really seen here, so feel free to allocate the stones for these abilities to something else. On the offensive end, stick with **Bird Killer**.

Upon entering, you'll immediately run across a fork (no, not the kind Quina uses). Go left and into the building. In the bottom-right corner is 9,963 Gil, and in the rubble upstairs is an **Ether**. Go out the door up here, and climb down the ladder outside to reach a platform with a **Red Hat**. Return to the entrance, and head right this time. Pass through the building, and run past the well, using the field icon to continue right. Keep going until you reach a chest with a **Golden Hairpin** in it, then return to the chain and slide down it.

Head right to find a Moogles (Moolan). Deliver **Mogrika's letter to Moolan** to receive a Kupo Nut and check again to receive a **letter to Mogtaka**, and save your progress.

Kupo Nut Delivery #10
 Another **Kupo Nut** for another random item (yes, you can leave the volcano).

Back with Moolan, **Tent** if you need and grab the **Wing Edge** from the bottom-left corner, then leave through the right-hand doorway. Follow the path to a **Gaia Gear** at the end of the ledge, which you should equip on Vivi if he doesn't already have **Osmose**. Head back to Moolan to face the weird "shadow" from before...

Fixed Encounter: Red Dragon (x2)



HP	8,000	MP	1,242	Level	
Exp	23377	AP	3	Gil	
Steal	Common	Tent	Drop	Always	
	Uncommon	Ether		Common	
	Semi-Rare	Elixir		Uncommon	
	Rare	Elixir		Rare	
Type	Aerial, Dragon		Card Drop	Abomination	
Eat	Twister				
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Fire (Half), Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence				

Red Dragon is a very strong opponent, and you must fight two of them in this battle. They don't drop all that much AP, sadly, but they do give good Exp and Item Drops.

The beast has three attacks: Dive, which is heavy physical damage, Aerial Slash, which is decent Wind-elemental damage to all, and the feared **Twister**. Twister can wipe out your whole party if you're extremely unlucky (and not grossly overleveled); it ignores magical defense and hits for between 0 and 55 spell power randomly, so you may get lucky and barely be affected, or you might take massive damage. Quina can learn the Twister skill here, and it's recommended you do so.

Luckily, Red Dragon has a huge number of weaknesses to exploit. **Bad Breath** makes fighting them (even a pair like here) trivial; it will set **Confuse**, **Darkness**, **Mini**, **Poison**, and **Slow** if it connects. You'll notice each Red Dragon has two **Elixirs** each, so if you have **Master Thief** feel free to try to snag these rarities (if not, don't bother, it'll take far too much time to be worth it). **Berserk**, **Silence**, or **Sleep** will stop the magical barrage completely, while **Petrify** or **Stop** will flag them as "dead" for as long as the status lasts (you don't get Exp or Gil for enemies killed this way though). Even ignoring statuses, **Bird Killer** and **Dragon Killer** both multiply your damage by 1.5, as do Ice or Wind elements in an attack--your options are almost literally unlimited in beating the living crap out of these monstrosities. Just be sure to **Eat** one to learn **Twister**; Red Dragon is your only chance to learn the great ability for quite some time, and they're fixed encounters only. Ironically, Twister also deals very heavy damage to Red Dragon, thanks in large part to its Wind element, so feel free to Eat one, then laugh maniacally as you unleash its own trademark ability against the second one.

After the battle, go back past Moolan (save if you want) to the well, and this time head left and continue until you reach a building. Inside, grab the **Demon's Mail** chest, then leave and enter the nearby mine entrance. You'll find Mogtaka here--deliver **Moolan's letter to Mogtaka** for a Kupo Nut (assuming you delivered the previous one) and check out her **Mogshop** if you want (only items), then save and continue on to meet a lone **Red Dragon**. Defeat it, then take the **Elixir** and Save and **Tent** at Mogtaka.

Return to the central well, and examine the lever nearby. Pull it down three times, then slide down and kill the final (assuming you fought the other two formations) two **Red Dragon** monsters. Go back and heal if you want. Be sure everyone has **Antibody** equipped (as well as **Devil Killer** for your physical attackers), then continue along the linear path down here. Some scenes will commence, during which you'll receive a **Ribbon**. Vivi will be swapped out if he was in your party, while Eiko will be forced into it alongside Zidane (you may be asked to reform the party). It's showdown time!

Boss: Meltigemini



HP	24,348	MP	1,570	Level	42
Exp	0	AP	11	Gil	6428
Steal	Common	Vaccine	Drop	Always	Vaccine
	Uncommon	Golden Hairpin		Common	Vaccine
	Semi-Rare	Demon's Vest		Uncommon	Vaccine
	Rare	Nothing		Rare	Vaccine
Type	Demon		Card Drop	Tantarian	
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Darkness, Mini, Slow				

They may have a big, bad combined form, but the jokers are still as much jokers as they ever were. The only real challenge is ending the battle with the AP, since this thing loves to spam **Virus** status.

The only true danger this joke of an opponent has is Venom Breath, which, oddly enough, sets **Venom**. It uses Wings to hit for decent physical damage, but good armor or proper strategy (which we'll cover in a moment) will more or less eliminate the threat. There's also **Bio**, which is moderate damage and a

chance at **Poison**. The thing's real staple, though, is Viral Smoke, which does minor damage to the party and inflicts **Virus**.

Your first order of business should be inflicting **Mini** on this hack-job monster, which will weaken its magic and completely disable the damage of the physicals. Eiko/Dagger can cast the spell, or Quina can use **Bad Breath** to set **Darkness** and **Slow** in addition to Mini. Zidane should get to work **Stealing** its goodies (**Golden Hairpin** is especially great, while **Demon's Vest** isn't half-bad either). If you equipped **Antibody** as advised before the battle, Venom Breath will fail, as will the **Poison** part of **Bio**. Don't bother curing **Virus** until you're actually ready to kill Meltigemini; it will use Viral Smoke throughout the battle. As to actually damaging the clowns, Zidane and Steiner can attack, while Dagger Summons **Iffrit** or heals. Freya should **Jump**, and Quina can use **Forks** or **Frog Drop** for nice effect. Eiko should use **Madeen** or **Holy**, and Amarant can blast it with **No Mercy**.

After the battle, watch the scenes.

Lindblum Stop-Over

Items	Garnet
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Once you're back in control, talk to Mogki to receive her **letter to Kumool**, as well as save your game. Nothing left to do now except watch the long series of scenes (including the forced "Team" and "Recovery" ATEs), during which you'll receive a **Garnet** Jewel to teach Dagger her **Bahamut** Summon.

You'll be asked to form a party once the scenes are nearly finished; do so. This is a good time to put Dagger in your party, since she's probably behind on abilities and her concentration problem is now gone (she can take turns reliably and **Trance** again). Focus on her **Summons** above all; they are really the only reason to use her at all for the remainder of the game. If at any point you need to change your party, speak to the sailor-guy in the airship bridge. Erin the pilot will fly the airship for you.

Aerial Exploration

Now that the sky is your oyster, there's a great deal for you to do (all **previously available sidequests** are available as well, and, aside from the ones that are directly Chocobo-related, can now be done using the airship rather than a high-end steed). This section outlines the possibilities, just keep in mind that the *Hilda Garde 3* can only land on grass, not on bare ground or forests. Your entire party will be scattered throughout the ship, and can be spoken with to get some commentary as to what's going on. You'll need Quina in your party for the first one...

Frog Catching Moment #11

This time, all four marshes are finally available to **catch frogs** in. Be sure to leave one male and one female in each unless you're really close to 99, in which case make the final push. Just be sure to save before catching the 99th frog.

Next, time to feed Moguta (how is he not massively overweight by now).

Kupo Nut Delivery #11

Yet another **Kupo Nut** for another random item. Stick around this time though, there's something else we need to do here.

Don't leave just yet. Now is also a great time to continue with...

Friendly Creatures #8: Garuda

Climb up the vine near Moguta (ignore the Moogles' warnings) and venture out onto Popos Heights. You'll find a friendly Garuda here, who will request a **Lapis Lazuli**. Give it one to receive 40 AP along with a **Diamond**. There are **Grand Dragons** on the plains, so try to stick to the forest.

Let us not forget...

Chocograph Hunting #8

This section mostly builds off the **previous big round of hunting**, so if you don't at least have the Ocean ability, go get it, or you won't be able to do this section. In addition, the **Chocograph #3: Uncultivated Land**, **Chocograph #15: Dusk Plains** and **Chocograph #16: Forgotten Plains** Chocographs are now available so long as you have the ability listed in the menu, since you now have free access to all the continents. All Mountain Cracks and **Dive Spots** that were available before are still available as well, so feel free to check them out for even more treasure.

Your attention will now turn to the Chocograph Pieces. You've probably already dug some up, but now that we have the *Hilda Garde 3* it's possible to get all six. So dig in the Forest until Mene says nothing is left to dig up, then do the same in the Lagoon. Assuming you have the Ocean ability, there's only one

new one to complete, which you'll need to do before anything else (if you have **more left to complete**, do them now as well).

Available Chocographs to Complete

With Ocean Ability

- **Chocograph #20: Mist Ocean** - Sky Ability

Obtaining the Sky ability doesn't unlock any new Chocographs in the Forest or the Lagoon. **Chocograph #22: Outer Island 2** was available to dig up when you obtained the Ocean ability, and you probably already have it in your inventory, but you'll notice 3 missing Chocographs. Your job now is to look for the final **Chocobo Hot & Cold** location; you can either use the hints on the Chocograph Pieces (press X selecting a Piece on the Rare Items menu to read its hint) to figure out where it is, or just check each of the 5 locations listed below (spoilers in case you'd rather figure it out yourself):

- Mist Continent, on high plains northeast of Alexandria Plateau
- Outer Continent, on the tip of the peninsula south of Desert Palace
- Forgotten Continent, north-northeast of Oeilvert
- Salvage Archipelago (south of Forgotten Continent), on island just east of the largest island in the group
- Ocean, in the center-most point between all four continents

The area will have a black shadow on the ground for no apparent reason (which of the five is at random); fly over the spot with your Sky Chocobo (airships and Chocobos on the ground can't reach it) and use a **Dead Pepper** to access it. Once you access the Air Garden once, it will still move to other spots, but you can just check your big map (press Select until it appears) to find it.

Now it's just a simple matter of playing the same ol' **Chocobo Hot & Cold** you know and love. There are three Chocographs and no Chocograph Pieces here, so have at it (Mene will still tell you if you found everything here). Now, reap the final rewards by completing the last four Chocographs.

Available Chocographs to Complete

With Sky Ability (Lagoon)

- **Chocograph #22: Outer Island 2** - 11 **Sapphire**, **Circlet**, **Pumice Piece**, Hilda Garde 3 Card

With Sky Ability (Air Garden)

- **Chocograph #21: Outer Island** - 21 **Amethyst**, 16 **Garnet**, **Genji Armor**, **Ragnarok**
- **Chocograph #23: Fairy Island** - 33 **Potion**, 15 **Annoyntment**, **Holy Miter**, Dark Matter Card
- **Chocograph #24: Forgotten Island** - **Ribbon**, **Rebirth Ring**, 13 **Amethyst**, Ark Card

If you've done everything available in this quest to this point, you'll have every Chocograph in the game completed. Congratulations and enjoy the great equipment!

The below possibility is only available currently if you have a Sky Chocobo; otherwise, click **here** to skip ahead.

Friendly Creatures #9: Yan

What's a Yan, you say? You're about to find out. Head to Vile Island, which is the large-ish island southwest of the Outer Continent (**Chocograph #23: Fairy Island** is also here, if you're wondering). Land (use the forest if you're on a Sky Chocobo) and dismount, but SAVE with Moguo before you do anything else. Run around in the forest until you get into an encounter. If it's a normal enemy formation (not a friendly monster or the **Ragtime Mouse**), run like hell. Eventually, you'll met the **friendly Yan**. If you haven't met all the other friendly creatures, it'll just run away ("Have you found the others?"), otherwise it will ask you for a **Diamond**. Give it the jewel to receive 50 AP and a **Rosetta Ring**, concluding the sidequest.

Miscellaneous Odds and Ends

Items	Elixir, Running Shoes, Running Shoes
Enemies	Amdusias

With the "big" sidequests out of the way, there's still quite a bit for you to do, as listed below:

- Return to Lindblum (while on the *Hilda Garde 3*, land on Lindblum Castle). Use the dock to access the airship, and go to the bridge instead of taking off. On the outer deck (on the screen you first enter when you board) is a ladder to "nowhere" that actually holds an **Elixir**. Note that you must be docked in Lindblum; anywhere else, you won't be able to grab this.
- With Vivi and Quina in your party, return to Quan's Dwelling for a scene. After it's over, check the clock on the fishing spot for a **Running Shoes** Add-On.
- You can now visit **Chocobo's Paradise** if you have a Sky Chocobo (it's in a secret island near the northwest corner of the map). The quest proper can't be completed yet, since there's one Dive Spot that's not available until Disc 4, but one of the Chocobos near Fat Chocobo will still max out your **Dead Pepper** count. This can be done as often as you like, so take advantage of it.



- In Treno, the **Weapon Shop** has an **Amdusias** for battling. Winning nets you a **Running Shoes** Add-On. You can also deliver any **Stellazzio** that you've gathered up since your last visit to Queen Stella (there are 10 available at the moment).
- You can reach the hidden city, **Daguerreo**.
- The **Shops** in Black Mage Village are available again. Their wares are the same as they were when you first arrived on Disc 2, but there are missable items. These items will still be available for a while, so don't worry too much about it right now unless you need something for a Synth recipe.
- This is the best time in the game for the Cotton Robe Trick, which will be very handy if you're running short on funds (and you probably are if you were buying things in **Daguerreo**). Buy **Wrists** in **Dali**, and **Steepled Hats** in **Black Mage Village** (best option) or **Atla's Mogshop** in Burmecia, then go to a Synth Shop and make **Cotton Robes**. Sell them, and rinse and repeat if you need more money.
- If you have a Sky Chocobo, the game's **ultimate optional boss** can be fought. However, I don't recommend taking it on now; even if you've completed all **Chocographs** you will be badly underequipped, but if you insist, it is possible to fight it with a Sky Chocobo.

Ipsen's Castle

Items	Dagger , Aquarius [Key Item], Kupo Nut [Key Item], Cat's Claws , Javelin , Broadsword , Barette , Fire Mirror [Key Item], Wind Mirror [Key Item], Earth Mirror [Key Item], Water Mirror [Key Item], Maiden Prayer , Mage Staff , Fork , Air Racket , Golem's Flute , Ancient Aroma
Enemies	Agares , Cerberus , Gargoyle , Tonberry , Veteran , Taharka (boss)



Ipsen's Castle is located in the talon-shaped peninsula on the northwestern part of the Forgotten Continent. Note that it's a wise idea to have at least one of each character's weakest **weapon** who you plan to use; you'll see why when you arrive. Also be sure to have a stockpile of **Softs**. Note also that once you enter the castle proper, you won't be able to leave until you're done with the dungeon. Fly there (you can use the airship or a Sky Chocobo), then enter the area.

After a short scene, you'll be asked to form a party. Zidane is required as normal, while Amarant will have gone walkabout. Steiner is a great choice here; his **Broadsword** has low attack power, translating to strong attacks. Freya's **Jump** ignores the inverse power effect, so she works well too. Vivi is usable, but entirely MP-reliant in an area with few elemental weaknesses to exploit, so he's not all that great in the inverted castle. Quina is mediocre in Ipsen's Castle;

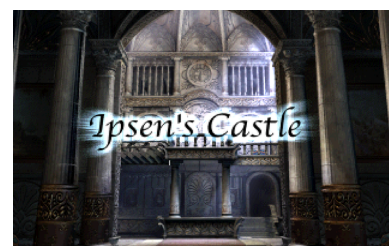
Frog Drop can deal good damage if you've been diligent about **Frog Catching**, but s/he tends not to have much MP, while even the basic **Fork** won't deal very good damage here (its attack power is too high). As for a healer, I advise Dagger over Eiko; dangerous status ailments are relatively rare, while Dagger is superior offensively. Eiko's **Madeen** can't hit any weaknesses, while **Bahamut** out-powers it with even a few **Garnet** items in stock. **Leviathan**, furthermore, hits **Veteran's** weaknesses much more effectively than a **Maiden Prayer**-modified **Fenrir**. As if that weren't enough, Dagger has better overall stats (and typically more MP to boot), and **Rod** will out-power **Golem's Flute** in physical damage here, so what's not to love? Of course, these recommendations assume reasonably well-raised characters; a well-raised Vivi, Quina, or Eiko will still be better than an untrained Dagger (Steiner is fine with his initial equip, while Freya just needs a decent **spear** to be effective).

As to **Support Abilities**, be aware that defendable status attacks are rare; only **Agares' Bio (Poison)** and Freeze (**Freeze**), **Gargoyle's Gradual Petrify**, and **Veteran's Blaster (Stop)** can inflict something you can defend against. Equipping **Body Temp** is smart, but don't bother with the others unless you have Magic Stones to spare. Gradual Petrify isn't worth worrying about, while all of the other moves do so at rather low success rates, so put these Stones into other areas. For mage characters, especially **Half MP** (and **Boost** for Summoners) are useful here; the former significantly cuts down on the constant MP drain, while the latter will cause your Eidolons to hit much harder. On your physical characters, **Bird Killer** and **Devil Killer** will hit the most weaknesses; if you still have Stones, put them into **Beast Killer**.

Finally, **Veteran** (6,972 HP) can teach **Doom** for Quina, which inflicts the **Doom** status with very poor accuracy on one enemy. It's not worth bringing Quina just for this skill (once you're done, you can return to learn it without being stuck with Quina for the entire area), but if the Qu is in your party feel free to try for it. If you've picked up every **Blue Magic** skill available to this point, this will be final spell for Quina to learn.

Run up the steps to enter the castle proper. On the left side near the entrance is a **Dagger**, while the right side hides the Aquarius **Stellazzio**. Continue the next area when you have both.

Here, you'll find a Moogle (Kumool). Deliver **Mogki's letter to Kumool** for a Kupo Nut, then save your game. You can also check out his **Mogshop**, which doesn't have anything spectacular or new, but can be used if you need Items or forgot to buy equipment (it carries each character's second-weakest weapon). Open the chest in the back corner for a **Cat's Claws**, then slide down the pole. Follow the path to the ladder in the background and climb up it, following the balcony to the door, and continuing through the next door as well.



Here, climb to the level just over the door, and jump off to the left. Follow the path to reach a **Javelin** chest, then return to the ladder. Jump off to the right this time to be led to a **Broadsword** chest, the return to the ladder and climb all the way down. Follow the path to a new ladder. Climb up and jump off when offered the option to gain access to a **Rod**. Continue upwards and disembark at the top.

In this new area, ignore the nearby elevator for the moment and examine the fresco. It forms a puzzle of sorts; to solve it, select **Examine**, **Push**, **Pound**, **Think**, **Push**, **Pound**, **Try something Drastic**, and finally **Rest** in that order. Go through the new open to obtain a **Barette**, then return and use the elevator to go up. Be sure everyone is set up how you want them, then examine the mural to obtain the Fire Mirror, Wind Mirror, Earth Mirror, and Water Mirror Key Items, after which something will get angry you removed the mirrors.

Boss: Taharka



HP	29,186	MP	1,776	Level	46
Exp	0	AP	11	Gil	8092
Steal	Common	Elixir	Drop	Always	Nothing
	Uncommon	Mythril Claws		Common	Nothing
	Semi-Rare	Orichalcon		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Aerial		Card Drop	Ramuh	
Elemental Weaknesses	Fire, Wind				
Elemental Resistances	Ice (Half), Earth (Nullifies)				
Status Vulnerabilities	Heat, Poison, Silence, Sleep, Slow				

At this stage of the game, you'd think a boss monster would realize that there are certain status weaknesses you just can't have if you want a good chance at victory. Taharka, apparently, wasn't paying attention to that part, because without that it would be a reasonably difficult fight.

Taharka has two different states. When it's open, it will spam **Blizzaga** like there's no tomorrow, as well as using Chop for some physical damage. When closed, defense will skyrocket, and it only uses Ram, which is slightly stronger than Chop.

As to strategy, it should be pretty clear if you checked the thing's stats or read the intro. Zidane will want that **Orichalcon**, so have him work on snagging it while the others status Taharka into oblivion. **Silence** will greatly limit its offense, and **Sleep** will turn it into a sitting duck (**Slow** helps if you're going this route). Once you have the dagger, it's time to end this pitiful existence for good. Arguably the most amusing way to win is to abuse its **Heat** weakness (use **Mustard Bomb** or an **Add ST** effect) and watch it self-destruct in a single turn (Heat vulnerability is absolutely devastating for a boss). Otherwise, it has a number of weak points, and **Poison** status can be used to speed up the dying part if you want. Zidane and Steiner should attack, Vivi will enjoy using **Firaga** or status spells, Dagger can heal, cast statuses, or **Summon** (Ifrit is a decent choice). Freya should **Jump**, and Eiko is basically the same as Dagger except for having inferior offense.

After disposing of the worthless fish-demon, return to where Kumool is for a scene. Run to the trap near the chest to fall through to where a **Maiden Prayer** is, then return to the entrance. If you solved the fresco puzzle you'll notice a spiral staircase leading up. Take it, then in the next room you'll see a chandelier with some chests. Return to the lower level (where Kumool is) and climb the pole to take the **Mage Staff** and **Fork** here. Climb back down, then go back up the spiral staircase in the atrium and follow the linear path to an elevator. Get the **Air Racket** from the nearby chest, then you should use the elevator. The chest here holds a **Golem's Flute**. This is another puzzle; simply move the pots counterclockwise to receive an **Ancient Aroma**, which teaches Dagger her **Odin's Sword** ability. Leave the castle when you're finished.

After the scene, you'll just be Zidane solo. Return to the room below Kumool's room and look around in the southern part. Amarant will join you, at which you point you should leave the castle. After some scenes, you'll be back on the *Hilda Garde 3*.

Breaking the Seal

Items	Phoenix Pinion
Enemies	Earth Guardian (boss)

Your first task should be to give everyone good **weapons** again.

Frog Catching Moment #12

Yup, time for more **yummy-yummies!** Don't clear the ponds unless you're really close to getting 99 frogs, and be sure to save before catching the 99th frog, as a reminder.

Of course, let us also not forget...

Kupo Nut Delivery #12

No break between areas would be complete without **feeding Moguta**, would it? Another random item is your prize here.

Finally, now is a good time to brush Quina up on **Blu Mag**. If you got everything else but didn't bring Quina to **Ipsen's Castle**, you can go back there and **Eat a Veteran** (6,972 HP) for **Doom**, polishing off your Blu Mag set. Also make sure s/he has **White Wind** and **Bad Breath**, and **Night** and **Mighty Guard** will help you a lot as well. Feel free to learn any other skills you're missing (be aware that **Twister** is not currently available if you didn't get it in **Mount Gulug**), but the skills above are the most important.

In addition, all **previously available sidequests** are still available.



When you're ready to continue, fly (using the airship, a Sky Chocobo won't work) to the Water Shrine, which is located in the bay formed by the peninsula Ipsen's Castle is on. Dagger and Eiko will leave your party (you'll be prompted to reform if either of them were in your party).

Next stop is the Fire Shrine, which is northeast of Esto Gaza on the Lost Continent. Freya and Amarant will deal with this spot, leaving you with a Zidane/Vivi/Steiner/Quina party.

Now, head to the Wind Shrine, which is found southeast of Oeilvert. Vivi and Steiner will take their leave, giving you a Zidane/Quina pairing.

Finally, make a trip to the Earth Shrine, located southwest of Desert Palace. Before entering, make sure to give both characters Earth protection (**Gaia Gear**, **Circlet**, **Feather Boots**, and **Auto-Float** all work) and **Insomniac** (if you intend to use **Night**), as well as **Auto-Reflect** if you have it. Be sure Quina also has good **Blu Mag** (as mentioned above), you'll need it here. **Devil Killer** on Zidane is similarly helpful. Go in, then follow the linear path. In the second screen, just hit X anytime you see a field icon to proceed. Examine the altar to place the mirror, only to have more Undead-ish crap oppose you.

Boss: Earth Guardian



HP	20,756	MP	2,234	Level	54
Exp	0	AP	11	Gil	4512
Steal	Common	Avenger	Drop	Always	Phoenix Pinion
	Uncommon	Rubber Suit		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing

Type	Demon	Card Drop	Atomos
Eat	Earth Shake		
Elemental Weaknesses	Wind, Holy		
Elemental Resistances	Earth (Absorbs), Shadow (Half)		
Status Vulnerabilities	Darkness, Mini, Sleep, Slow		

The big wild card here is how well you've raised Quina. Zidane is almost purely a damage-dealer and tends to have poor defense, meaning he really needs a support character in a battle that features strong enemy attacks. If your Quina is weak on **Blu Mag** and/or you lack good equipment, Earth Guardian will probably wipe the floor with your sorry asses, but if your Quina has a decent skill selection and you equipped to defend Earth, Quina will eat this thing for breakfast just like everything else s/he sets eyes on.

The -ga magics will make appearances here as ST moves. **Auto-Reflect** turns them into a joke (Earth Guardian doesn't have any kind of script to penalize or avoid **Reflect** users), otherwise expect to take some damage. Its Double Slash is a fairly powerful physical attack. Finally, there's Earthquake, which deals heavy Earth-elemental damage to both Zidane and Quina.

If you got at least **Bad Breath**, this battle is a breeze. **Darkness, Mini**, and **Slow** will be inflicted if it connects (and if it doesn't, just keep trying until it does). Darkness and Slow are both nice, but the true magic here is Mini. Not only does it completely nullify Double Slash, it also halves the power of the magical onslaught if you don't have **Auto-Reflect** or Earth protection (note that **Magic Hammer** is useful here if you don't have Auto-Reflect, you can also stop the -ga spells this way). There's also a **Sleep** weakness, which **Night** will exploit nicely (alternatively, a **Bistro Fork** combined with **Add Status** (20% chance) can set the status). Zidane should get to work Stealing; both the Guardian's items are great, so don't leave without them. Once you've lightened its burden, use physicals or **Twister** to return this creature to the earth where it belongs. Interestingly, Quina wasn't joking when s/he talked about eating this guy--you can actually **Eat** Earth Guardian for **Earth Shake** (definitely do this if Quina hasn't learned it), or just to end the battle faster.

You'll return automatically to the airship.

Preparing to Leave

First, be sure to re-quip Zidane and Quina (remove **Auto-Reflect** and invest the Magic Stones elsewhere).

You're probably dying to high-tail it to Shimmering Island, but there are some things you should be aware of first.

Missable Item Alert #21

This one's a lot to read, but bear with me.

The most important thing to remember is that many shops will change their inventory once you go to Shimmering Island. Many of the items they once carried will no longer be available (or, in a few cases, remain available in limited quantities but can no longer be bought). In the table below, the Number Needed of each item refers to how many total you need end-game; if you've already used the item to Synthesize a different item, subtract the number you Synthed from the total needed. (Note that **Bandana** can be Synthed into **Silk Robe**, so keep that in mind when counting; if you have Silk Robes, you don't need the extra Bandanas to synth them.) Remember that if you're short on Gil, the Cotton Robe Trick will quickly resolve your issue.

Item	Where to Obtain (<i>Buy unless otherwise noted</i>)	Cost	Total Needed	Unique Abilities
Fairy Flute	Mimoza's Mogshop, Mojito's Mogshop	4500	2	
Mythril Claws	Mimoza's Mogshop, Mojito's Mogshop	6500	2	
Trident	Mimoza's Mogshop, Mojito's Mogshop	3580	2	Luna
Green Beret	Mimoza's Mogshop, Mojito's Mogshop	2180	7	
Diamond Sword	Mimoza's Mogshop, Mojito's Mogshop, Esto Gaza	4700	2	Power Break
Flame Saber	Esto Gaza	5190	2	Magic Break
Heavy Lance	Esto Gaza	4700	2	Six Dragons

Item	Where to Obtain (<i>Buy unless otherwise noted</i>)	Cost	Total Needed	Unique Abilities
Scissor Fangs	Esto Gaza	8000	2	
Silver Fork	Reward for Frog Catching (33 frogs); Esto Gaza	7400	2	
Black Hood	Found in Desert Palace ; Esto Gaza	2550	6	Death
Diamond Gloves	Reward for Chocograph #5: Abandoned Beach ; MIMOZA's Mogshop, Mojito's Mogshop, Esto Gaza	2000	3	
Gold Armor	MIMOZA's Mogshop, Mojito's Mogshop, Esto Gaza	2950	3	
Judo Uniform	MIMOZA's Mogshop, Mojito's Mogshop, Esto Gaza	5000	7	
Bandana	Black Mage Village	500	12	
Chain Plate	Black Mage Village	810	3	
Leather Plate	Black Mage Village	530	3	
Mythril Vest	Black Mage Village	1180	10	
Asura's Rod	Esto Gaza, Daguerreo	3180	2	
Hamelin	Esto Gaza, Daguerreo	5700	2	Jewel
Obelisk	Daguerreo	6000	2	N/A
Octagon Rod	Daguerreo	4500	2	Firaga, Blizzaga, Thundaga
Rune Blade	Daguerreo	8900	2	Iai Strike
Tiger Fangs	Daguerreo	13500	2	
Diamond Armor	Daguerreo	8800	3	

In addition, the areas listed below will become unavailable, as will any treasures contained therein (missable ones are listed next to the area). While this may not seem important, remember that visited locations on the World Map count towards your Treasure Hunter Rank, as do treasures collected in these locations. Going into Shimmering Island without collecting enough treasure from the areas below is enough to cause you to miss out on the ultimate Treasure Hunter Rank. The areas are:

- **Conde Petie**
- **Conde Petie Mountain Path**
- **Desert Palace** (Namingway Card)
- **Esto Gaza/Mount Gulug**
- **Fossil Roo**
- All Gates (North and South)
- **Ice Cavern**
- **Iifa Tree**
- Observatory Mountain
- **Oeilvert**
- **Pinnacle Rocks** (*note that the forest area is already inaccessible*)

Finally, the following sidequests become unavailable to complete after going to Shimmering Island:

- **Morrid's Coffees** (any coffees in unmissable areas can still be collected, but the quest cannot be turned in after Shimmering Island)
- **Amdusias** in **Treno Weapon Shop** (reward is a missable copy of **Running Shoes**)
- **Conde Petie Colored Stones** (reward is a missable copy of **Moonstone**)
- **Oglop Trading**

If you're coming here from the Missable Items Walkthrough, click **here** to return. If you're following the main walkthrough, keep reading.

In addition, be sure to have your inventory reasonably well-stocked, and it's a good idea to have some Gil lying around as well (Cotton Robe Trick, anyone). Once you're ready, save your game, then fly to Shimmering Island and land...

Portal to Another World

During the scenes, you'll be prompted to form a party. Zidane is forced as normal, but the other three slots are up to you, with all seven other characters available. Vivi is a great option for nailing the many elemental weaknesses found here (and **Flare** works like a charm on **Ring Leader**). As to a healer, most creatures here have weaknesses exploitable by both summoners; however, Dagger's **Bahamut** is better against Ring Leader than anything Eiko has (except a **Maiden Prayer**-modified **Fenrir**, which requires you to sacrifice your Add-on slot for just one monster), so take her along if she has Bahamut learned. (On the healing side, they're about equal; dangerous status effects aren't used, and the best way to deal with **KO**'s here is to kill stuff before they kill you.) This leaves Steiner, Freya, Quina, and Amarant for the last spot. Quina has serious problems offensively at this stage, and **Blue Magic** isn't particularly useful here, so I can't advise the Qu unless the rest of your party is poorly prepared. Freya, similarly, is beginning to lag behind the others offensively (even if she has her ultimate weapon) and really can't deal damage as fast as you like, so that leaves a choice of Steiner or Amarant. Assuming both are decently set up, Steiner has a small advantage; **Swd Mag** is really nice here, and Steiner will have an offensive edge (especially if you grabbed **Ragnarok** from **Chocographs**) in an area that mostly focuses on winning battles fast, before you start seeing the plethora of instant-**KO** moves here.

For your Support Abilities, definitely equip **Bright Eyes** and **Loudbmouth**; you shouldn't need any other status protections for the moment (**Hecteyes** can set **Sleep**, but it's not really worth spending stones to block unless you have extra ones to burn). Focus most of your attention on upping offense; **Bird Killer** and **Devil Killer** together will up damage against every opponent here.

Terra

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

After the scene, simply exit to the right. Here, you'll notice an offshoot path; take it to reach a **Coronet**, then continue further to find a **Dragon Wrist**. Return to the fork, and this time take the path leading straight on. In the next screen, grab the chest to uncover an **Elixir**, then follow the girl onward (cross the bridge).

Here, you'll find some spiderweb-like objects; use them to climb down two levels. There's a **Remedy** chest here which you should grab. Go back to the middle level and jump across the gap. Grab the **Mythril Racket** from the partially-obscured chest, then climb down the web. Get the **Demon's Vest** from near where the girl's standing, then follow her to the next screen. Cross the bridge, then work your way up the spiral-like structure. About halfway up, continue left seemingly into the wall; the path actually curves back around and down to the chest below, which holds a **Minerva's Plate**. Once you have it, return to the path. Equip any characters in your party as follows:

- **Zidane**: Earth protection, Lightning protection, **Antibody**
- **Steiner**: Lightning protection
- **Dagger**: Earth protection
- **Freya**: **Auto-Reflect**, **Antibody**
- **Quina**: Lightning protection
- **Amarant**: **Auto-Reflect**, **Antibody**

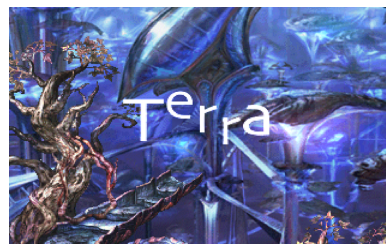
Go all the way up once you have everything set.

Bran Bal

Items	Flash Hat, Elixir, Wing Edge, Diamond, Ether, Elixir, Remedy, Elixir, Angel Earrings
-------	--

Dagger and Steiner will be out of the party after the scene, and you'll be prompted to fill their spots if they were in the party. Eiko works great in Dagger's place, while Freya or Amarant works well for Steiner.

Ignore the greenish light on top of the stairs, and go left instead. Near where you entered is a hidden path; follow it to a **Flash Hat**, then return to the main town. Enter the northern building and go downstairs for an **Elixir** in a barrel-like thing, then exit to the southeast on the upper level. Go into the next building to the east to find a **Wing Edge** chest, as well as a wobbling pot. The pot turns out to be a Moogle (Moorock). Check out his **Mogshop**, it has some good stuff (buy whatever new stuff you don't have yet), and check Mognet for a **letter to Mozme**. Leave and re-enter the building until an old friend walks in...



Stiltzkin Shop #7

The traveling Moogle is selling a **Diamond**, **Ether**, and **Elixir** box set for 2,222 Gil. Definitely buy this, it's one of the few Diamonds in the game.

Save your progress (use a new slot, in case you decide you need to repeat something on this disc), then head to the Inn (the westernmost building, on the other side of the pond from Moorock) for more scenes. Back outside, return to the Inn's interior to grab an **Elixir** chest (you probably saw it during the scenes), then check the northwestern part of the shore (or whatever it is) for an **Angel Earrings**. Nothing to do now except go downstairs in the lab and talk to the girl. Follow her back upstairs when you regain control.

You'll now be in control of Eiko. Watch the ATEs to unlock other party members, then talk to them and form a full four-headed party (and for amusement, heh), then, once you've seen them all, save with Moorock, then head to the green light we've been ignoring to this point.

Pandemonium

Items	Ether, Ether, Elixir, Holy Miter, 20,007 Gil, Elixir, Carabini Mail, Battle Boots, Kupo Nut [Key Item], Wing Edge, Remedy, Mythril Racket, Demon's Vest, Minerva's Plate, Wing Edge
Enemies	Abadon, Malboro, Mover, Shell Dragon, Amdusias (fixed encounter), Abadon (fixed encounter), Shell Dragon (fixed encounter), Silver Dragon (boss), Garland (boss), Kuja (boss)

Run down the hallway to the next room. Watch the long-ass scenes before being granted an audience with...

Fixed Encounter: Amdusias



HP	10,926	MP	9,282	Level	54
Exp	26376	AP	3	Gil	2316
Steal	Common	Tent	Drop	Always	Ether
	Uncommon	Ether		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Aerial, Demon		Card Drop	Hedgehog Pie	
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	None				

Amdusias isn't all that strong, but remember you're just Zidane, who generally doesn't fare well solo. Amdusias' attacks are nothing special (**Bio**, **Thundara**, and a Horn physical), but the safest bet is to just stall time and heal as needed until Amarant and Freya show up. Once they appear, have Freya **Jump** and Zidane attack, while Amarant plays utility or attacks if he's got nothing else to do.

The view changes...

Fixed Encounter: Abadon



HP	10,926	MP	9,383	Level	54
Exp	26376	AP	4	Gil	2348
Steal	Common	Vaccine	Drop	Always	Ether

	Uncommon	Ether		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Aerial, Bug		Card Drop	Abadon	
Eat	Can't Eat!				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	None				

Steiner and Quina will begin this battle, which thankfully is much easier than the last. Blade hits one, High Wind hits all, and **Thundaga** is the same as you've been seeing for how long now. Just stall time while Quina heals until Zidane presents himself, then cast **Mighty Guard** and work on taking Abadon out. Keep healed (**White Wind!**) to avoid being defeated by High Wind.

The next contestant on You're Not Alone is...

Fixed Encounter: Shell Dragon



HP	10,921	MP	9,335	Level	54
Exp	26376	AP	4	Gil	2332
Steal	Common	Phoenix Down	Drop	Always	Elixir
	Uncommon	Elixir		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Vaccine
	Rare	Nothing		Rare	Nothing
Type	Dragon		Card Drop	Garuda	
Elemental Weaknesses	Ice				
Elemental Resistances	None				
Status Vulnerabilities	None				

Hoo boy, it's Zidane solo again, and Shell Dragon has the feared **Earth Shake** as well as Smash, which reduces HP to 1. There's also Charge, which is just a standard physical. Play defensively until Dagger shows up, then work on carefully eliminating the oversized reptile while staying healed. Steal the **Elixir** (Uncommon) if you can, it's one of the easiest **Elixir** Steals you'll have for the rest of the game.

After winning, you'll have a Zidane/Dagger/Steiner/Quina party. Go back the way you came until you reach the throne. You'll be prompted to form a party; this section is much more defense-oriented than the last one because of all the powerful attacks being thrown your way, so I would go with something like Zidane/Eiko/Quina and either Freya or Amarant, but a lot depends on how well you've trained your characters. For **Support Abilities**, **Clear Headed** is highly recommended (you may have to deal with a **Bad Breath** attack here), and **Bright Eyes** and **Loudmouth** are helpful also even if less necessary. Offensively, either **Bird Killer** or **Bug Killer** will



have to do, or the standard options for your mages. You'll also find Moorock here. Feel free to take advantage of his shop, and be sure to save your progress also (he can also change your party, in case you don't like who you have or you need to swap equipment around). Before continuing on, return to the throne and pick up the **Holy Miter** there.

Missable Item Alert #21

This is your last chance to buy a **Zorlin Shape** dagger (from Moorock's **Mogshop**). While it's a trash weapon, you need it for Synthesis, so be sure to have a total of at least 8 **Sargatanas** swords (only count up to 2 of the Thief Swords) and Zorlin Shapes in your inventory before continuing. Once you go to the next area your chance to buy one will have ended.

If you run into an **Abadon** (12,658 HP) from this point forward, Eat it for **Twister** if you haven't learned the skill already. This is the only chance for the skill until the very end of the game if you didn't get it from **Red Dragon**.

Back at Moorock, follow the linear path until you reach an area with a switch. Once you flip it, you'll have 30 seconds to cross the bridge on the other end of the screen. Passing a pillar while it's lit will enter you into battle, essentially failing the challenge (if you fail, you'll have to hit the switch to try again). You can just work your way along the edges, or whatever method you choose; you have plenty of time so long as you don't get any encounters. On the bridge itself, just cross to the other side.

Here, you'll find a control panel for an elevator. There are two main methods of controlling it: mess around with it until the "Elevator" ATE shows up so that you can move it anytime you like without backtracking, or just follow the walkthrough to get all the treasure here. To give you more information, depending on the setting the elevator can be boarded and exited from different locations, giving you the framework of the puzzle. It's rather confusing, however, so either play around with it until you find what you want, or just follow the instructions here. Set the switch to 3, then run up to the top of the first segment and ride the elevator up. Run up the second section and take the nearest landing at the top to reach a chest with 20,007 Gil. Go back down to the bottom, and change the lift to 4. Catch the elevator at the very bottom, then follow the path all the way to the top; you'll ride the elevator up to a new area.

In here, take the eastern path and ride the teleporter up. Take the blue teleporter to the right to reach a chest with an **Elixir**, then go back up and use the left blue teleporter to reach a **Carabini Mail** chest, which will greatly help your armor users. Return to the red teleport and use it to go back to the previous area. Take the southern path now, and once again ride the red teleporter to the upper maze. Follow the path until you reach a fork; take it south, and follow the path (teleport as needed) to reach a chest with **Battle Boots** inside. Return to the fork and follow the path east this time to eventually reach a Moogle (Mozme). Deliver **Moorock's letter to Mozme** to receive a Kupo Nut, then it's time to set up your crew.



The first thing to consider is who will be in it. You'll be facing a series of battles; each will have one opponent, and none (except for the first enemy, which has an Ice weakness) have any elemental weaknesses to exploit. Zidane is mandatory, so he's coming along, like it or not. The first question, therefore, is between Dagger and Eiko as your healer. There's only one status attack that will appear, and you can defend it easily with a **Support Ability**, so it comes down to offense. If Dagger has both **Bahamut** and **Boost** available together with more than 25 **Garnets** and **Curaga**, Bahamut will out-power Eiko's **Holy** (and, more than likely, **Madeen** as well), so bring her (**Shiva** against the first fight is an added bonus, but Holy will almost certainly be stronger even with the weakness). If Dagger lacks any of those things, definitely bring Eiko. Vivi is better than Steiner (he has elemental superiority over the first opponent and he can use status attacks), and you probably want someone with strong offense for your third slot, so Vivi gets my vote here. As to the final place, it's really between Amaranth, Freya and Quina. It all depends on whether you want better offense (Amarant), a more balanced character (Freya), or more versatility at the cost of offense (Quina). I'd lean against Steiner here, due to him mostly being a one-trick pony. If Freya lacks the **Dragon's Hair**, definitely use Amaranth or Quina instead. Of course, if somebody's been neglected, use someone who's better raised.

Once you have your party set, it's time to equip them. Wind and Lightning resistance is a wise idea, as is **Locomotion**. Do not equip **Auto-Reflect** on anyone, it'll cause serious issues in one of the battles. Put your remaining stones into **Dragon Killer/Bird Killer**, **Man Eater**, **Half MP**, **Boost**, and **Auto-Haste/Auto-Regen**. Once you're ready, head to the next screen for a dance with...

Boss: Silver Dragon



HP	24,056	MP	9,999	Level	58
Exp	0	AP	13	Gil	5240
Steal	Common	Elixir	Drop	Always	Wing Edge

	Uncommon	Dragon Mail		Common	Elixir
	Semi-Rare	Kaiser Knuckles		Uncommon	Elixir
	Rare	Nothing		Rare	Elixir
Type	Dragon, Aerial		Card Drop	Fenrir	
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness, Silence, Sleep, Slow				

Kuja's pet has some decent attacks to throw your way, but thankfully it also has a number of crippling status vulnerabilities. Alternatively, Wind protection will nullify most of its offense from the get-go.

Twister is Silver Dragon's most dangerous attack; you may remember it from **Red Dragon**, and it's just as bad now as it was then. There's also Aerial Slash, which is more Wind damage. In addition, it also has Shockwave for moderate physical damage to all and Claw, which is a bit stronger but only hits one.

This boss calls for a simple strategy. Blast it with **Silence** and **Darkness** (any method is fine), and **Sleep** and **Slow** if you have access to them. Zidane should **Steal** that **Dragon Mail** and **Kaiser Knuckles**, while the rest of your party Defends or heals as needed. Once you're ready to eliminate this aerial beast, Zidane and Steiner should attack, Vivi can use **Blizzaga** for great effect, Dagger should Summon **Shiva** or **Bahamut** or heal, Freya can Jump, Quina can cast buffs or attack, Eiko will like **Holy**, and Amarant can spam **No Mercy** like usual.

Next up is a meeting with...

Boss: Garland



HP	40,729	MP	9,999	Level	62
Exp	0	AP	0	Gil	0
Steal	Common	Battle Boots	Drop	Always	Nothing
	Uncommon	Ninja Gear		Common	Nothing
	Semi-Rare	Dark Gear		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Silence, Slow				

It's time for the showdown with the big, bad mastermind of the Terran takeover. Thankfully, Garland is much weaker as an opponent than one might expect.

Flare is Garland's devastating trick; your Vivi may well be using it too, and if he is you already know how bad it hurts. He also likes to cast **Stop**, which, you guessed it, sets **Stop**. Garland's physicals (Wave, the stronger of the two, and Psychokinesis, which is unblockable) are far less dangerous, but can wear you down if you're not paying attention.

Your top priority should be setting **Silence** on this fool. It will stop his **Stop/Flare** spam, which is really the big threat here (remember characters under **Stop** are flagged as "dead", though you can block the status with **Locomotion**). **Darkness** (causes Wave to miss more often) and **Slow** are helpful as well, but not as important as Silence. Once you've made Garland shut up, it's time to Steal. The **Gear** equips are both very nice, and the **Battle Boots** aren't half bad either. Once that's all taken care of, offensive strategy is the same as last battle, except Vivi should spam Garland's beloved **Flare** (isn't revenge sweet) and Dagger should Summon **Bahamut**.

Fashionably late to the party is one of your all-time favorites!

Boss: Kuja



HP	42,383	MP	9,999	Level	64
Exp	0	AP	0	Gil	0
Steal	Common	Ether	Drop	Always	Nothing
	Uncommon	Carabini Mail		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Light Robe		Rare	Nothing
Type	Human		Card Drop	None	
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, Slow				

As one might expect, Kuja is an exclusive spell-caster. He's easily the strongest of the three opponents here, but if you prepared properly you should be able to handle him.

Kuja will mostly rely on **Demi**, which deals 30% of the target's max HP as damage if it connects, and **Thundaga**, that attack you've been seeing for ages now. The real danger, though, is Flare Star. This FFVI throwback deals damage equal to the character's level multiplied by 40 and is non-elemental, though it can rarely miss. You probably won't be able to survive more than one round of it without dying. It will be used rarely under normal circumstances, but if you start messing with **Reflect** or reduce his MP to 0, Kuja will spam the thing--you really don't want that!

Kuja's only useful weakness is **Slow** (he uses no physicals, so **Darkness** is completely irrelevant), so set it if you can and get to work Stealing. The **Light Robe** is nothing short of awesome, but you'll probably need **Master Thief** to lift it. **Carabini Mail** is also good, so be sure not to leave without it. **Shell** is great defensively here, it lessens the sting of **Thundaga** without provoking Flare Star spam. Offensively, your strategy should be the same as against **Garland**, but it's even more important to keep healed; you never know when Kuja will throw out a Flare Star attack.

Once his HP is reduced to 0, Kuja will unleash an Ultima attack, reducing everyone's HP to 1 and ending the battle.

At this point, there's nothing left to do but watch the fireworks. Follow the linear path into Bran Bal for more scenes.

Walkthrough - Disc 4



Return to Gaia

Items	Moonstone, Ruby, Elixir, Ribbon, Pisces [Key Item], Robe of Lords, Ophiucus [Key Item], Hammer, Circlet
Enemies	Behemoth

After several more scenes, you'll end up in the *Invincible* near Black Mage Village, which can land on both grass and dirt. You can rush to the life Tree towards the showdown if you like (click [here](#)), but as usual there's a load of things you can do to further strengthen your party.

Frog Catching Moment #13

Yup, back to the ponds to **catch frogs!** From here on out, don't clear out the ponds unless you just need a few more to hit 99. As before, save before catching #99.

No free time would be complete without...

Kupo Nut Delivery #13

Moguta's hungry, and you should have Mozme's Kupo Nut, so turn it in for a **Aloha T-Shirt**. It sucks in battle about as much as it sounds like it does, but it's one of only 8 possible copies in the game, so don't pass this up.

Last, but not least:

Dive Spots #2

This spot just came available as of Disc 4,

- **Dive Spot #5** - 10 **Aquamarine**, **Ultima Weapon**, **Maximillian**, Invincible Card

Finally, fly to Alexandria. In the steeple, you'll encounter...

Stiltzkin Shop #8

Yup, he's back at the starting point again to **sell you goodies**, and he has a **Moonstone**, **Ruby**, and **Elixir** party pack for 5,555 Gil. The Moonstone and Ruby are both unique, and the Elixir isn't bad either. This is not missable, by the way.

If you bought all of the previous sets, after buying the final package and talking to him again he'll hand over a **Ribbon!** This is a great final prize, so be sure to grab this.

There are a number of new ways to gain items as well.

- The **Magnet Central** quest can be finished. Incidentally, the first letter is received in Alexandria, so if you're still there after buying from Stiltzkin it's ideal. Each delivery will result in a Kupo Nut, so deliver the first five and keep the final one for your inventory.
- Go to the bridge of the *Invincible*. In addition to the normal options to take off or change your party, you can find the Pisces **Stellazio** in a chest (you probably saw the it during the cutscenes).

- Once you have the above-mentioned Pisces, you will have all the **Stellazzio** if you followed the walkthrough. Turn them all in to receive, among other things, a **Robe of Lords**, as well as a quest for a thirteenth Stellazzio. The Ophiucus Stellazzio is located in Quan's Dwelling, in the lower cave area where Scorpio was. Turn it in for the unique **Hammer**.
- A **new monster** is available to be fought in **Treno's Weapon Shop**. The reward this time is a **Circlet**, the best hat in the game.
- Treno's **Auction House** now carries a **Ribbon**, but it costs an arm and a leg.
- New opponents are available in the **Card Stadium** in Treno, and they carry a wide variety of rare cards.
- All over the World Map, **new monsters** (or rather, monsters from previous areas that you can no longer access) are available to fight.
- You can now land on Vile Island (the large-ish island southwest of Outer Continent) and fight **Yans** without needing a Sky Chocobo. They give a ton of experience, but they're very dangerous, so watch out. The **friendly Yan** is also here in the forest, should you have missed it earlier.
- The following shops have new inventories for you to check out: **Black Mage Village Weapon Shop**, **Black Cat Synthesis Shop**, **Black Mage Village Item Shop**, and **Daguerreo Weapon Shop**. Especially the Black Cat Synth Shop and Daguerreo Weapon Shop are well worth it, their inventories are awesome.
- If you have all of the **Chocographs** and **Dead Pepper Treasures**, you can travel to **Chocobo's Paradise** and do the activities there, which in turn grants access to the **Chocobo Beach quest**. Completing it lets you heal for free anytime you are on the World Map and in sight of a beach.
- The **Magical Fingertip** sidequest is now available.
- The **Nero Brothers** quest can be started. It runs parallel to the final dungeon, but the very first event is right now, before even going there.
- If you want more information about finding the "master synthesis" that's been hinted at throughout the game, click **here**.
- If you run short on money, the Cotton Robe Trick is still your friend. **Wrists** are still available in **Dali**, but for **Steepled Hats** you'll need to trek to **Atla's Mogshop** in Burmecia.
- You can visit the Eidolon Wall in Madain Sari for some extra back story (you will receive no items). First, put Dagger into your party and head to the fishing area in Madain Sari for a minor scene. Then, with **neither** Dagger nor Amarant in of the party, talk to an old friend at the fishing spot twice, then go into the room near her and look for an action icon (use it). Next, go to the Eidolon Wall. From the entrance, make a full circle clockwise around the Eidolon Wall until you hear a "ding" sound, then go the other way to hear a "ding." Keep repeating this, alternating directions. On the ninth "ding," your HP and MP will be restored, and all status ailments removed, if you did everything correctly. Now, examine every painting (doesn't matter in which order), then examine the Ifrit painting.
- All **previously-available** quests are still available, except for **Morrid's Coffees**, **Conde Petie Colored Stones**, **Oglop Trading**, and the **Amdusias** in **Treno's Weapon Shop**.



Second Battle of the Iifa Tree

Items	Wing Edge
Enemies	Nova Dragon (boss)

Before setting out, form a party. This late in the game, it's very difficult to give specific recommendations; most characters should have most of their abilities and good equipment, so a lot depends on your preferred strategy. At this point I generally just use whoever lacks abilities to finish teaching them, but again it really depends on how you like to play. In the first section, Vivi will be quite effective, though, so I would recommend using him. Equip your characters with Wind protection, as well as Water resistance if you can (**Ribbons** are perfect) and non-status **Support Abilities** (**Bird Killer** is excellent). If Zidane has **Ultima Weapon**, equip it as well, both for the power and the **Sleep** effect with **Soul Blade**.

When you're ready to proceed, fly the *Invisible* (Sky Chocobo won't work) to the Iifa Tree and enter the dark warp portal above it. There'll be scenes, and you'll be pitted against...

Boss: Nova Dragon



HP	54,941	MP	9,999	Level	67
Exp	0	AP	13	Gil	9506
Steal	Common	Remedy	Drop	Always	Wing Edge
	Uncommon	Dragon Wrist		Common	Ether
	Semi-Rare	Nothing		Uncommon	Elixir
	Rare	Grand Armor		Rare	Nothing
Type	Dragon, Aerial		Card Drop	Elixir	

Elemental Weaknesses	Ice, Wind
Elemental Resistances	Earth (Nullifies)
Status Vulnerabilities	Darkness, Silence, Sleep, Slow

Remember **Silver Dragon**? That's basically what Nova Dragon is, but just upgraded somewhat.

Twister is Nova Dragon's most dangerous attack; you may remember it from **Red/Silver** Dragons, and it's just as bad now as it was then. There's also Aerial Slash, which is more Wind damage. In addition, it also has Shockwave for moderate physical damage to all and Tidal Wave, which is Water damage to all for a change. It also stole the unblockable Psychokinesis attack straight from Garland's repertoire, and will counter damage with, eh, Counter.

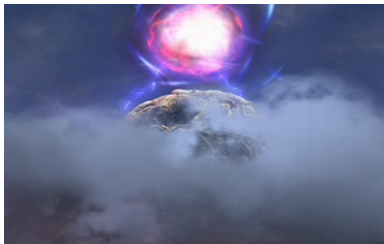
If everyone at least nullifies Wind, don't bother with **Silence** status, because this will just cause Nova to use Shockwave and Psychokinesis more often. **Darkness** isn't such a bad idea, though; while Shockwave and Psychokinesis aren't affected, Counter is, making your life a little easier. **Sleep** is the real beauty here; Zidane's shiny new **Ultima Weapon** (assuming you bothered to grab it) will inflict it with perfect accuracy. Once Nova is snoozing, try to Steal that **Grand Armor** so you don't have to Synth it (they're very expensive and the items required can no longer be bought). Once that's taken care of, just pound the creature into oblivion. Zidane and Steiner should attack, Vivi can use **Blizzaga** for great effect, Dagger should Summon **Shiva** or **Bahamut** or heal, Freya can **Jump**, Quina can cast buffs or attack, Eiko will like **Holy**, and Amaranth can spam **No Mercy** like usual.

Then, it's off to the gates of...

Memoria

Items	Kain's Lance, The Tower, Phoenix Pinion, Angel Flute, Rune Claws, Wing Edge, Phoenix Pinion, Mace of Zeus, Phoenix Pinion, Excalibur II*
Enemies	Ash, Behemoth, Chimera, Iron Man, Stilva, Veteran, Maliris (boss), Tiamat (boss), Kraken (boss), Lich (boss)

**Only available if the game clock is under 12 hours (you can check this in the menu)*



Before delving headlong into the area, there are a few things you should be aware of.

First, if you're doing the **Nero Brothers** quest (and you really should be), you need to leave Memoria and go to the Tantulus hideout in Lindblum to register checkpoints. Pretty much any scene or boss battle will create a new checkpoint, and missing too many makes the quest impossible to finish. For a complete list of checkpoints, click [here](#).

Second, Memoria does not use Moogles for Saving/Tenting. Instead, you'll find orb-like objects that fulfill this role. They will also allow you to switch your party.

Third, Zidane is not required in your party here, meaning you can use any four characters you want. While I still recommend having Zidane for bosses, if you're backtracking (for example, to complete the **Nero Brothers** quest), feel free to swap him out.

Fourth, the enemies here enjoy their status attacks. For most of the area you'll just see **Ash, Chimera, Iron Man, and Veteran**. **Antibody, Body Temp, and Locomotion** are all strongly advised here. Other statuses aren't seen (aside from bosses, which are covered separately), so put stones into other abilities. Offensively, on Zidane, Steiner, and Amaranth, use **Devil Killer**. Protection against the basic elements (Fire/Ice/Lightning) is also helpful.

You'll be prompted to form a party. In the first area, just run up the slope to the castle.

At the entrance to the room is a light, which you can examine to return to the *Invincible*. This, incidentally, is the second checkpoint for the **Nero Brothers** quest (the first one was before you traveled to Memoria). Up the stairs is a Save Point. Use it, then follow the right wall; in an off-screen nook, examine the field icon for **Kain's Lance**, Freya's second-best weapon. Exit out the back when you have the spear.

The next screen features the Master Phantom, an invisible **Tetra Master** player to the left of the staircase who carries very strong cards. Continue to the next screen, and follow the path until you reach a small outcrop; examine it for a **The Tower** weapon for Zidane, his second-strongest.



Missable Item Alert #22

Be sure Zidane is in the party before continuing to the next screen. The boss you're about to face off with carries a **Genji Armor**, which is one of only two copies in the game. Thankfully, it's in the Common slot, meaning it shouldn't take you too long to get. In addition, if you're short on **Zorlin Shape** daggers, you can get a **Masamune** here, which is one less Zorlin Shape needed for Synthing.

The next screen, entitled "Outer Path," has a curving path. Equip Fire-protection and **Body Temp**, then run along to reunite with an old friend.

Boss: Maliris

HP	56,497	MP	3,381	Level	72
Exp	0	AP	10	Gil	8532
Steal	Common	Genji Armor	Drop	Always	Phoenix Pinion
	Uncommon	Ultima Sword		Common	Phoenix Down
	Semi-Rare	Masamune		Uncommon	Ether
	Rare	Nothing		Rare	Elixir
Type	Demon		Card Drop	None	
Elemental Weaknesses	Ice				
Elemental Resistances	Fire (Absorbs)				
Status Vulnerabilities	Sleep, Slow				

You probably recognize her from when you were breaking into Terra, but now you're fighting her in person. She primarily relies on Fire and physical attacks.

First off, there's **Firaga**, which is that Fire-elemental move you've been seen many times now. Sword Quiver is just a basic physical slash, while Flame Slash is more powerful but Fire-elemental. She can also cast Reflect on herself, and Mustard Bomb on you, which sets **Heat**. When you defeat her, she says goodbye with Raining Swords, which deals very heavy non-elemental damage to your whole party.

If Zidane has his **Ultima Weapon**, this battle is a walk. Simply **Soul Blade** Maliris, then Steal from her (at least get the **Genji Armor** and **Masamune**) and reapply **Sleep** if she awakens. Once you have everything, it's a simple matter of using Ice-elemental attacks or your characters' best attacks to wipe the floor with her. Just be sure to keep your HP up at the end of the battle, because Raining Swords will deal very heavy damage to your whole party. Survive it and the battle is yours.

You're now in Checkpoint #3, so return to Lindblum if you're doing that quest. Back in Memoria, follow the path to the next area. After the scene (which triggers Checkpoint #4), look around the dais for an **Angel Flute**, Eiko's best Flute, and a hidden Save Point, then continue to the next screen when you're all finished. Here, you'll see a short "scene"--this is Checkpoint #5. The Defense Phantom is here also (on the lift ledge of the main platform), and it carries Ribbon Cards a-plenty. To continue, cross the bridge to the right for a scene and Checkpoint #6. Continue up the stairs to a new screen. You'll see a scene and Checkpoint #7. Check the nook just off the staircase to find the **Rune Claws**, Amarant's ultimate weapon.

Missable Item Alert #23

Put Zidane in your party, and be sure to Steal the **Blood Sword** in the next battle (it's one of only two possible copies). The **Grand Helm** is another item that's very wise to acquire here, due to the difficulty in obtaining them.



Equip Wind protection (as well as Fire defense if you can manage it) and **Body Temp** and **Loudmouth**, then rush up the stairs. You'll square off against...

Boss: Tiamat



HP	56,497	MP	3,381	Level	72
Exp	0	AP	10	Gil	8532
Steal	Common	Blood Sword	Drop	Always	Wing Edge
	Uncommon	Feather Boots		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Grand Helm		Rare	Elixir
Type	Dragon		Card Drop	None	
Elemental Weaknesses	Ice				
Elemental Resistances	Wind (Absorbs)				
Status Vulnerabilities	Silence, Sleep, Slow				

Tiamat is easily the toughest of the Memoria bosses, but he still has that devastating **Sleep** vulnerability. As you've probably noticed in the last few fights, Sleep weaknesses on bosses tend to translate into easy wins for you. Be careful, though, Tiamat has some nasty moves waiting for you.

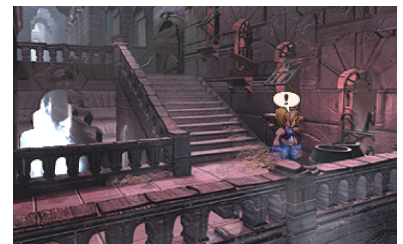
Twister is back again, and, while strong, it's far from the biggest problem you face. It'll use **Float** on your party, increasing Wind damage temporarily (you can **Dispel** it if you want, but Wind nulling/absorbing will make this meaningless). Absorb MP will likely zero off a character's MP stack. Jet Fire is Fire-elemental damage with a shot at setting **Heat** to one. Silent Claw is a basic physical that can also set **Silence**. The real threat, however, comes from three moves primarily. Absorb Strength and Absorb Magic reduce a character's Strength or Magic respectively by 50% and give it to Tiamat, essentially powering it up while weakening your offense. But Snort is the real horror. It is sometimes used as a counterattack against Floating characters, and will eject them from the battle. It never misses, and the only way to avoid its effect is to never see it used.

As in the last several battles, **Sleep** reigns supreme. It stops everything Tiamat does (including the feared Snort and Absorb abilities), giving you time to steal the **Blood Sword** and **Grand Helmet**. **Slow** helps as well, but don't bother with **Silence** unless someone is unprotected against Wind; it will only stop **Twister** and **Float**. Once you're done Stealing, a smart player will keep Tiamat asleep and just pound it with magic or Summons. A non-sleeping Tiamat will rapidly drain your offensive capacity, so just let it snooze even if it means some characters have to wait turns. Above all, if it's awake and a character is in **Float** status, don't attack it with that character or it could Snort them off.

After the battle is Checkpoint #8. If you've gotten all the checkpoints up until now (including #8), you can just go through the rest of the dungeon and get the final checkpoint at the end. Continue through the hole in the eye.

In this new area ("Ruins"), follow the linear path. In the balcony area ("Lost Memory"), near the pots is the Strong Phantom, who, as the name suggests, plays most of Tetra Master's strongest cards. When you're done, continue along the path and cross the bridge. Run up the stairs at the end of the bridge to reach a new area.

Up here, you'll see a scene upon entering, which triggers Checkpoint #9 (it's possible to have completed the **Nero Brothers** quest at this point). Follow the weird path to the next area, which has a waterfall and a Save Point. Run through the waterfall to enter a new area and see a humorous scene, which triggers Checkpoint #10.



Missable Item Alert #24

Now is the latest point at which you can start the **Nero Brothers** sidequest and still be able to finish it. If you start now, you'll need to get every Checkpoint from here until the end of the area. While the reward (a **Protect Ring**) isn't missable, it's a great reward and very tough to get in large quantities, and the

quest itself is missable. In addition, it's possible to see in Lindblum whether the quest has been completed or not.

You can also fight **Stilva** here, should you be into that. Continue up the stairs to leave the ocean and see a scene, which ushers in Checkpoint #11.

Missable Item Alert #25

Put Zidane in your party; this is one of only two **Genji Helmet** items in the game. The **Glutton's Robe** can help you also, but it's not as useful as the Helmet.

Equip your party with Water protection, **Body Temp**, and **Bright Eyes**, and remove **Return Magic** from anyone who has it, then continue upwards to face...

Boss: Kraken



HP	55,536	MP	3,380	Level	72
Exp	0	AP	10	Gil	17376
Steal	Common	Genji Helmet	Drop	Always	Phoenix Pinion
	Uncommon	Wizard Rod		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Glutton's Robe		Rare	Elixir
Type	Dragon	Card Drop	None		
Elemental Weaknesses	Lightning				
Elemental Resistances	Ice (Half), Water (Absorbs)				
Status Vulnerabilities	Slow				

While Kraken has no crippling status vulnerabilities, it simply fails to impress in any way. It has absolutely no tricks up its sleeve aside from two Tentacles that enable some attacks, and they can be eliminated with ease (10,001 HP each, weak to Lightning, **Elixir** Common Steal, no Drops or status weaknesses). Water protection turns this thing into little more than a harmless kitten that likes water...er...Anyway...

Out of Kraken's damage moves, only Leg (physical damage, only available after at least one Tentacle dies, can also be used as a counterattack) and Ink (damage and **Darkness**) are not Water-based. There's also Freeze, but with **Body Temp** that ain't no thang. Waterga is heavy Water damage to all. (If you forgot to remove **Return Magic**, you may find yourself healing Kraken for massive amounts of HP anytime this move is used.) Kraken counters MT Lightning-elemental damage (that is, Lightning-elemental moves hitting both the main body and the Tentacles) with Waterga on itself, probably nullifying any damage you just did. Finally, Water Gun is just an ST Water attack.

If you protected against Water, this fight is a breeze; if not, expect some **KO's**. As usual, kick things off by Stealing (and with **Slow** if you have access to it). The Common **Genji Helmet** is what you're really after, although the **Glutton's Robe** is nice as well. Wiping out the Tentacles can also help, but expect more physicals and (especially) counters. In other words, if everyone is protected against Water just ignore the tentacles and go straight for Kraken himself. Once you're done, the rest is just a simple matter of summoning great bolts of Lightning to fry this piece of crap.

After winning, you're now on Checkpoint #12. Continue up the stairs to a new area ("Time Warp"), which has a hidden Save Point on the lower-level ledge past the stairs going up (be sure to use it), as well as **Behemoth** encounters which will show up the rest of the way through Memoria (equip **Beast Killer** for them). You can also remove all status protections; nothing (bosses aside) will ever use status attacks now. As you run up the stairs, you'll notice a small alcove; it holds the Rare Phantom, who is the best source of many rare cards. Continue on to the next screen when you're done playing with him.



Running forward on this screen triggers Checkpoint #13 along with the mandatory scene. Climb up the ladder afterwards to gain access to another screen, and examine the first platform up here for the **Mace of Zeus**, Vivi's ultimate weapon and the only way to teach him **Doomsday**. On the other side of the platform is the Dark Phantom, who uses Dark Matter and Ozma Cards exclusively, both extremely powerful cards.

At this point, you need to prepare for another fight.

Missable Item Alert #26

Once again, be sure Zidane is in your party for this part; there's a **Genji Gloves** up for grabs in the battle here, and it's one of (you guessed it) two copies in the game. The **Black Robe** is useful too, but not as important as the Gloves.

Remove any characters from your party whose level is a multiple of 5 (if all of your characters are at a level that's a multiple of 5, just gain a level), and equip your party with Earth protection (**Gaia Gear**, **Feather Boots**, or **Circlet** is recommended, but **Auto-Float** works too if you'd rather go that route), **Antibody**, **Locomotion**, and **Devil Killer**. Climb the ladder and enter the door on top. You're now at Checkpoint #14; don't move at all and just leave the way you came if you need the Checkpoint, because it's only available very briefly, which means right now. Go to the one of the doors to continue. Guess who's back...back again?

Boss: Lich

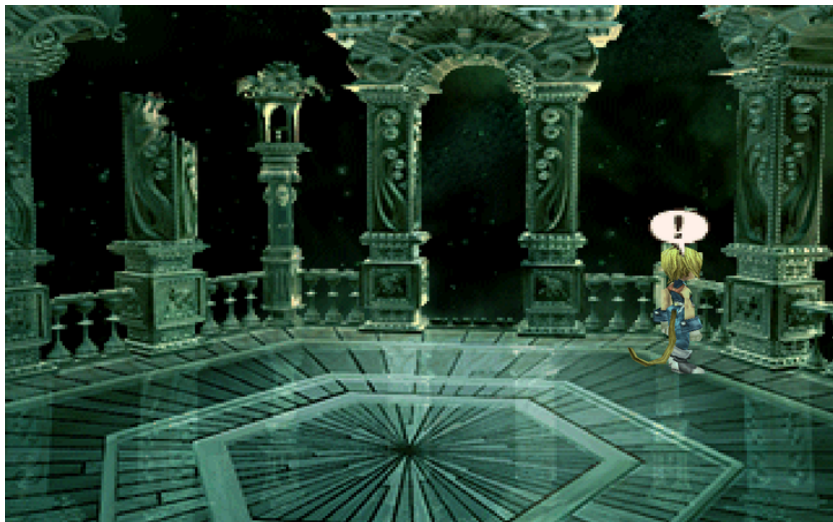
HP	58,554	MP	9,999	Level	71
Exp	0	AP	10	Gil	8436
Steal	Common	Genji Gloves	Drop	Always	Phoenix Pinion
	Uncommon	Siren's Flute		Common	Phoenix Down
	Semi-Rare	Black Robe		Uncommon	Ether
	Rare	Nothing		Rare	Elixir
Type	Demon		Card Drop	None	
Elemental Weaknesses	Fire, Wind, Holy				
Elemental Resistances	Earth (Absorbs), Shadow (Half)				
Status Vulnerabilities	Slow				

Lich is back, tell a friend! While it's learned a bunch of new tricks and gotten rid of that crippling **Mini** weakness, it's still not very difficult with a well-prepared party. You're now a full four-headed party, and Lich relies on status attacks more than anything, meaning that simple preparations will limit its threat.

LV5 Death will **KO** anyone with a level that is a multiple of 5. **Death** will **KO** a character if it connects. Earthquake and **Earth Shake** both make appearances as well (they're identical except Earth Shake costs MP). Death Cutter is a physical with a chance at setting **Doom**. Everything else is just basic status attacks: **Stop** (**Stop**), **Doom** (**Doom**), and Venom Powder (**Venom**).

As you can see, if you prepared properly, only 3 (Death Cutter, **Death**, and **Doom**) of Lich's 9 attacks will be able to harm you at all, meaning that between the nullified/absorbed attacks and random misses on the status attacks that are able to hurt you, Lich could just as well be trying to throw rocks at a phantom considering all the turns it will waste, and even more so if you **Slow** it. This gives you plenty of time to snatch up those Steals (**Genji Gloves! Black Robe!**). Once you're ready to exorcise this demon, just take advantage of its many elemental weaknesses and **Demonic** nature and it will fall fast. Just be ready to heal any **KO's** that might crop up because of **Doom** status and **Death**. As a side note, stay away from **Doomsday** if you have it, it will just be absorbed.

You're now at Checkpoint #15. There's a hidden Save Point to the left of the doorway-thing, and, if your game clock is under 12 hours (whether by using a cheating device to reset the game clock or by legitimately speed-running), **Excalibur II** can be found to the right of the doorway, so be sure to pick it up if you unlocked it.

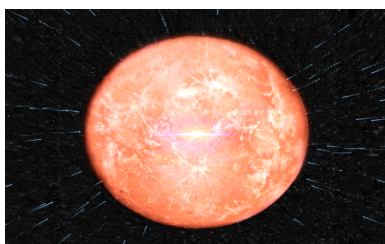


Once you're ready, go through the door for Checkpoint #16. You can return to the Gate to Space if you want (for instance, if you need to collect the Nero Brothers checkpoint), or head upwards to be whisked to a new area.

Crystal World

Items	Wing Edge
Enemies	Maliris, Tiamat, Kraken, Lich, Deathguise (boss)

Before getting started, note that you'll meet resurrected versions of the Chaos Guardians here. They use the same attacks and elemental properties as the regular boss versions did, but they have much less HP and are vulnerable to all statuses. They also lack the Steals and Drops, so remember that you'll just get common items if you Steal. Defeating one nets you 7 AP as well as some Gil (no Exp).



There's nothing of note here, so just follow the completely linear path until you reach a Save Point (note that you're now on Checkpoint #17, but it's easiest not to return from the beginning, but rather to go to the Save Point). Here, you have the normal options, and also have the ability to return all the way to the beginning of the dungeon (useful for collecting the checkpoint). Note that the warp is one-way, so when you return you'll have to do all of Memoria (sans the bosses) over again.

At this point it's time to form a party. Zidane is important for those Steals, so include him. Your healer should be Eiko here; there's nothing Garnet can do here that Eiko can't do better, and there's no reason to bring two healers. As to your pure offense character, just take Vivi (**Excalibur/Excalibur II** hits a weakness, but **Excalibur** will probably deal comparable damage to Vivi, while Vivi is a bit more versatile and magic-oriented in a battle where you need both). The final spot is basically between Amarant, Freya, and Quina. Freya isn't particularly useful in this fight; her purely-physical nature combined with **Dragon** being inferior to a decent **Flair** or **Blu Mag** set really hurts her in this case. With a halfway-decent **Blu Mag** selection, Quina to me is much superior to either of the others, due once again to being magically-focused, but Amarant has his uses too. If anyone is a level that is a multiple of 5, either take someone else or level them up (you'll have to leave the Crystal World proper to level, nothing here gives Exp, but the space area just outside does have Exp-giving encounters). The recommendations here are, as usual, based upon everyone being fairly well-raised; if a character lacks abilities (or equipment), is low-leveled, or is at a level divisible by 5 and you don't want to level, take someone else.

Missable Item Alert #27

Put Zidane in your party; you can't obtain a **Duel Claws** except by Synthing a once-only item and an item that can no longer be collected, so a freebie is always welcome.

Now go ahead and equip whoever you're taking. Wind protection is the most important thing (other than **Ultima Weapon** on Zidane). It doesn't use any defendable status attacks, so put your Stones into **Auto-Haste**, **Auto-Regen**, **Auto-Life**, **Devil Killer**, and other non-status defense abilities. When you're ready, head through the portal nearby and follow the path for yet another creature bent on your destruction.

Boss: Deathguise



HP	55,535	MP	9,999	Level	74
Exp	0	AP	0	Gil	8916
Steal	Common	Elixir	Drop	Always	Wing Edge
	Uncommon	Black Belt		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Duel Claws		Rare	Elixir
Type	Demon, Aerial		Card Drop	None	
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Sleep, Slow				

Deathguise is, short and simple, a dangerous opponent. Strong attacks that really can't be defended are what you're up against here. Thankfully, it does have an Achilles heel, which we'll get to in a moment.

This flying horror has two forms. When "open," it will use Spin (physical damage to all) and Demon's Claw (physical damage to one). When "closed," however, is when the real fun is. **LV5 Death (KO)** to characters with levels divisible by 5), **Death (KO)**, and **Twister** (random wind damage to all) will all make appearances, but the real danger is **Meteor**, which can quickly take the battle out of your favor if luck is bad. It always leads off with it as well, putting you in a hole from the beginning.

If you try to fight this battle straight-up (just going blow-for-blow), you'll find that Deathguise will often bury you under its sheer power, especially if you're going for its items. Sadly for Deathguise, it has a **Sleep** vulnerability in addition to the near-universal **Slow** weakness, which takes it from being a very tough opponent to a mediocre one (Sleep vulnerability is very hard for a boss to overcome in a part of the game where the status can be set with 100% accuracy). So **Soul Blade** it with **Ultima Weapon** (Vivi's **Sleep** spell also works and seems to keep it sleeping for longer, but misses fairly often where Soul Blade is unblockable barring immunity; **Night** also works, giving both 100% accuracy and normal duration, but the whole party must be protected against Sleep). The aforementioned Slow will also aid you greatly, so inflict it using your preferred method. Once you're done cheesing out status weaknesses, get to work Stealing the **Black Belt** and (especially) **Duel Claws** while your other characters maintain bad statuses or heal. Once you're done, let it doze on and blast it with Magic. Zidane will be on standby to reapply Sleep, while everyone else with magic attacks should have at it. Let Steiner, Amarant, and Freya sit back and watch the show (unless it wakes up, in which they can sneak in a quick hit before Zidane makes it count sheep again). Vivi should blast it with **Blizzaga**, which will be on par with **Flare** and **Doomsday** while costing far less MP. Dagger will have to settle for **Bahamut** (or **Ark** if you have it), while for Eiko **Holy** will be her main source of offense. Quina can use **Twister** for decent results (Frog Drop and physicals will wake it up, while Earth Shake will do no damage).

After battle, keep in mind that you can still go back and save, which I highly advise doing (just don't approach Kuja). You're also on Checkpoint #18, the final one in the quest.

Final Preparations

Even though you can run and take on Kuja now, there are several things you can still do. All of the things listed below have been available since at least the beginning of Disc 4, but now is a great time to do them if you're interested.

Frog Catching Moment #14

Yup, here's another chance for you to **feed Quina** if you need to.

- If you want to level, equip your characters with equipment giving stat boosts you're interested in before fighting battles. There are a few good places to level. Probably the fastest is on Popos Heights (above Moguta's room), where you can fight **Grand Dragons** on the plains. Simply use **LV5 Death**, which kills it instantly (nets around 7k per battle with a four-headed party). **Memoria** gives more experience (a little over 10k per battle), but the battles are much tougher (**Sargatanas' Soul Blade** effect will screw you out of the Exp, though you can use **Masamune's (Doom)** and just wait out the battle). Finally, you can fight **Yans** on Vile Island, which give 10k+ experience per Yan and appear in groups. It's the most experience per battle in the game, but Yans are extremely tough opponents, so be careful if you're going this route.
- If you need to learn abilities, just stick around the **Crystal World**. The Chaos Guardian resurrections are by far the easiest and most efficient repeatable source of AP in the game, and **Sargatanas' Soul Blade** status (**Petrify**) instantly wins.
- For Gil, I recommend just abusing the Cotton Robe trick. If you need to level a bit as well, fighting **Adamantoise** with Quina's **Millionaire** will give you both, although it's slower than the other methods if you only need Gil or Exp (and not both). **Yans** can give more of all three types of points (Exp/AP/Gil) per battle than any other method, but they also enjoy reading, looking harmless, long walks on the beach, and fertilizing grass with your remains.

Missable Item Alert #28

If you encounter **Hades**, be sure to Steal the **Running Shoes** he carries. It's the last copy obtainable in the game.

- Now's a great time to look for the **Master Synthesist**.

Missable Item Alert #29

If you fight the **ultimate monster**, be sure to get the **Dark Matter** and **Pumice Piece** it carries as Steals, both are strictly limited in quantity. It also has a chance to Drop a Dark Matter (or more than one, if you're extremely lucky), so keep that in mind when fighting.

- Once you have plenty of goodies, now is a the best time to take on the game's **ultimate monster**.
- All **previously-available activities** are still available.

The Final Battle

Once you're ready to finish the game, return to the Save Point in the Crystal World. You'll first need to form your party. The first battle is almost entirely about offense so a Zidane/Dagger/Vivi/Steiner party makes sense if they're all well set-up. Equip protection against Holy, as well as Shadow if you plan on using **Doomsday**. You don't need status protection at all, so put your stones into other stuff (**Man Eater** will strike a weakness for only two Stones, so use that). Do **not** equip **Auto-Reflect**.

When you're set, run towards Kuja to get the fun started.

Boss: Trance Kuja



HP	55,536	MP	9,999	Level	76
Exp	0	AP	0	Gil	0
Steal	Common	Ether	Drop	Always	Nothing
	Uncommon	White Robe		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Rebirth Ring		Rare	Nothing
Type	Human, Aerial	Card Drop	None		

Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Darkness, Slow

Trance Kuja is quite a strong opponent with no serious weaknesses, but, thanks to FFX's low HP totals, you still should be able to win if your party is even remotely well-prepared.

Assuming you aren't under Reflect, Kuja's primary means of offense will be **Flare** and **Holy**. He can also cast **Curaga** and **Reflect** on himself. But the real fun comes if you're under **Reflect**, you reduce Kuja's MP to 0, or Kuja decides to counter (happens more often if his HP is low). Flare Star is damage to all your characters to the tune of 35x their Levels.

A cheap trick to keep in mind before moving on: if you brought Dagger with **Ark** (Eiko also works, and so does Dagger with other Eidolons, but nowhere near as well) and **Boost**, and equipped your party with **Auto-Regen**, you can just have Dagger spam Ark and stay out of the menu. By the time the animation finishes, you'll probably have healed to full HP in addition to damaging Kuja heavily.

There's really not much real strategy here. None of the Steals are remotely worthwhile unless you're severely under-equipped (remember you can't return to the Save Point with them), so just get to work attacking. Kuja uses no physicals, so **Darkness** is a waste of a turn, but by all means inflict **Slow**. At this point, just blast him with all you have. Don't worry about MP or using Items; you won't be able to save after battle anyway. If you guarded against Shadow, **Doomsday** is better than **Flare** for you Vivi fans out there, due to it ignoring **Reflect** and potentially healing your party if you equipped properly. At low HP Kuja can counter with Flare Star, so be sure to keep healed and only use your most powerful attacks.

You won! Enjoy the en...wait, what?

...yup, you need to fight another battle. It calls for a much more defensive strategy, so a Freya/Eiko/Amarant/Quina party makes a lot of sense if all of them have their goodies. This boss is heavily reliant on status attacks, so put your Magic Stones into status defense. Unequip abilities related to drops, Steals, or battle formation; any remaining stones should be used for the Auto-X abilities and offensive enhancements (**Bird Killer** for physical characters). Protection against Fire, Ice, Lightning, and Holy is also advised. Be sure you're ready before leaving the menu; as soon as you do, you'll float upwards to enter a deathmatch with...

Final Boss: Necron



HP	54,100	MP	9,999	Level	69
Exp	0	AP	0	Gil	0
Steal	Common	Elixir	Drop	Always	Nothing
	Uncommon	Elixir		Common	Nothing
	Semi-Rare	Elixir		Uncommon	Nothing
	Rare	Elixir		Rare	Nothing
Type	Aerial	Card Drop	None		
Elemental Weaknesses	Wind, Holy				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Slow				

This out-of-nowhere fight is actually one of the most difficult in the game, contrary to the final battles many JRPGs out there. While Necron's damage isn't overly impressive, its status attacks are, and make up the main difficulty of this fight.

The level 3 -ga spells all can be cast (either ST or MT), but you should already know what they do by now so I'm not going to waste more time on them here. The same goes for **Flare** and **Holy**, which are both stronger than the -ga spells. **Meteor** is nothing short of hell—it can wipe you off the board if your luck is bad, and it's MT to boot. **Protect** and **Shell** protect Necron against physicals and magic, respectively, while **Curaga** restores HP. Then there's Blue Shockwave, an attack that reduces one character's HP to 1. Neutron Ring deals heavy physical damage to all characters, which can be reduced by **Protect** status or using good armors. While all of this is reasonably solid, the real killer, and Necron's signature attack, is Grand Cross. Grand Cross targets your entire party and can inflict **Berserk**, **Confuse**, **Darkness**, **Doom**, **Freeze**, **Heat**, **KO**, **Mini**, **Petrify**, **Poison**, **Silence**, **Sleep**, **Slow**, **Stop**, **Trouble**, and **Zombie** in addition to reducing HP to between 1 and 10. Each of these effects is calculated separately for each character and effect, and will fail if you have immunity, so you may end up with all of the statuses being set, only some of them, or none at all.

The primary issue in this battle is dealing with Grand Cross—if you can do that, you're in good position to win. **Angel's Snack** is arguably one of the best ways to do that—it uses a **Remedy** on all party members which quickly cures many ailments. Beware of **Zombie** status, however; it will make healing a royal pain, since any curatives will deal damage and revivals will miss while Zombie is active, plus it resets the Trance gauge to zero and Angel's Snack/Remedy/**Esuna** won't heal it (you need to use a **Magic Tag**). But move quickly after a Grand Cross attack; an MT elemental or, worse, **Meteor** or Neutron Ring, can spell disaster if you've just been hit by Grand Cross. Luckily, it can't do consecutive Grand Crosses, so heal quickly and continue battling. Its other attacks are strong but nowhere near as dangerous, so keep your healer on standby and **Curaga/Elixir/Full-Life/Phoenix** anyone hit. **Mighty Guard** is also highly useful for reducing damage taken on your party, while **Slow** on Necron can help give you some breathing room. If you're using Freya, she may evade some of the dangerous stuff by being in the air when it's used. On the offensive side, throw everything you have at this odd being. You can **Throw** unused high-level weapons for massive damage (remember that you're past the point of no return, and you can't save after this), and **Dark Matter** is a guaranteed 9,999 damage. MP is no object either (you should have plenty of Elixirs if you run low on MP, to say nothing of **Ethers**), and Necron defends no elements besides Earth, so **Ark/Doomsday/Shock/Holy/No Mercy**/etc. away.

After knocking Necron off, enjoy the ending scenes.

At the very end (when the "Prelude" music plays), you can **play blackjack**. It has no rewards in and of itself, but it's a fun Easter egg to play around with.



Missable Item Walkthrough

This is not a full walkthrough; rather, it's a checklist to help you not miss anything missable. In addition to the below, be sure to check Mognet every time you see a Save Moogles. If you're looking for an in-depth guide to completing FFXI, click [here](#).

1. **Moonstone #1**: Won by impressing 100 nobles in the **Sword Fight** scene, then speaking to Queen Brahne as Steiner.
2. **Crash Site/Evil Forest**: All treasures in these areas are missed once you leave (remember FFXI tracks treasure collection).
3. Autograph Key Item, Moogles Suit Key Item: Obtain from **Lindblum Theater District** before visiting the Tantalus Hideout.
4. Master Hunter Key Item: Make sure Zidane, Freya, or Vivi wins the **Festival of the Hunt**.
5. **Javelin**: Buy one in Lindblum's **Weapon Shop** before leaving.
6. **Stiltzkin's Shop #1**: Buy from Stiltzkin (333 Gil) in **Burmecia** before the end of Disc 1.
7. **Silver Gloves** (x4), **Iron Helm** (x3): **Summit Station's shop** is your last chance to buy them.
8. **Air Racket** (x5): **Treno's Weapon Shop** on Disc 2 is the final opportunity to buy this. You'll get a sixth one in a chest on Disc 3 (non-missable).
9. **Gargan Roo**: Cannot be revisited after leaving.
10. **Emerald #1**: As Freya in **Cleyra**, speak to the High Priest in the cathedral before going to the town entrance.
11. **Cleyra**: Once you leave, you can never return.
12. **Stiltzkin's Shop #2**: As Freya in **Cleyra**, visit the Inn in **Cleyra** and buy Stiltzkin's deal (444 Gil) before going to the settlement entrance.

13. **Chain Mail** (x15): Buy from **Lindblum's Weapon Shop** on Disc 2. Once you go to Dragon's Gate this is no longer available.
14. **Stiltzkin's Shop #3**: Catch him in **Fossil Roo** (near the entrance) before you leave. He sells his package for 555 Gil.
15. **Fossil Roo**: Once you take the final Gargant, the area's inner portion can never again be accessed.
16. **Diamond #1**: Grab from the kirkboat in Conde Petie after the ceremony.
17. **Stiltzkin's Shop #4**: On **Conde Petie Mountain Path** near Suzuna, Stiltzkin peddles his latest for 666 Gil.
18. Athlete Queen Key Item: As Vivi in Alexandria at the start of Disc 3 (before visiting the mini-theater) is your only chance to do **Hippaul Racing** and win the Athlete Queen Key Item. You'll also win some nice Cards for your efforts.
19. **Stiltzkin's Shop #5**: Before visiting the mini-theater, as Vivi go to the Steeple and buy Stiltzkin's latest special (777 Gil).
20. Mini-Brahne Key Item, Mayor's Key Key Item: Get both from **Dali** before playing the last round in the **Card Tournament**.
21. **Rebirth Ring #1**: Win the **Treno Card Tournament**.
22. **Running Shoes #1**: Be sure to fight **Tantarian** in **Alexandria's** Library before ascending Alexandria Castle's central tower.
23. **Mythril Sword** (x5): Your last chance to obtain this is in **Esto Gaza's Shop**, before going to the **Desert Palace**.
24. **Stiltzkin's Shop #6**, **Emerald #2**: In **Oeilvert**, before solving any puzzles, visit Stiltzkin in the room right of the entrance. His latest goodies run for 888 Gil.
25. Namingway Card: Grab from the table in **Desert Palace's** quarters before leaving (it's possible anytime until the end of the disc, but just do this now).
26. Before **Shimmering Island**: Before entering Shimmering Island, click **here** for a full summary of what you need to have done.
27. **Stiltzkin Shop #7**, **Diamond #3**: Before going to **Bran Bal's** Inn, buy the party pack from Stiltzkin for 2,222 Gil.
28. **Zorlin Shape** (x9): **Moorock's Mogshop** in **Bran Bal** is your final opportunity to buy this weapon, which is weak but mainly used in Synthing.
29. **Nero Brothers** Sidequest: You must obtain at least 9 "checkpoints" to complete this quest (click **here** for more info). The last time you can start this and still be able to finish is shortly after defeating **Tiamat**.
30. **Genji Armor #2**: Steal from **Maliris** in **Memoria**.
31. **Blood Sword #2**: Steal from **Tiamat** in **Memoria**.
32. **Genji Helmet #2**: Steal from **Kraken** in **Memoria**.
33. **Genji Gloves #2**: Steal from **Lich** in **Memoria**.
34. **Excalibur II**: Reach "Gate to Space" and defeat **Lich** in **Memoria** with less than 12 hours on the game clock.
35. **Duel Claws**: Steal from **Deathguise** in **Memoria**.
36. **Running Shoes #4**: Steal from **Hades**.
37. **Dark Matter #2+**, **Pumice Piece #3**: Steal from the game's **ultimate boss**. It also has a decent chance to drop one or more Dark Matter items. Once you fight it and win, these items are lost if you didn't get them.

Sidequests/Mini-Games

This section explains the various sidequests and mini-games FFX has to offer. Note that quests in this section are organized based upon when they are first encountered (except storyline mini-games, which are listed last) to help you avoid spoilers.

Tetra Master

Tetra Master is FFX's card game. Playing it is entirely optional, except for **one section of the storyline**; aside from this, it provides no rewards usable in the main game. Because there are so few tangible rewards, I'm only going to overview the game here; if you want a more detailed explanation, go [here](#):

<http://www.gamefaqs.com/ps/197338-final-fantasy-ix/faqs/9671>

Obtaining Cards

There are several ways to obtain cards, but the three most important are winning them from other players, as drops from monsters, or finding them in field locations.

Regarding the transport-type cards: none of them are missable, as you can obtain them in Chocobo Hot & Cold, but the only way to obtain more than one of each (except Invincible and Viltgance) is to play the Four-Armed Man in Daguerreo. If he's revealed his true identity to you, he'll disappear, never to be seen again, so to be safe only challenge him to cards (don't speak to him there) until you're confident you have all of these cards the way you want them..

Card Types

There are 100 types of cards, and you can carry 100 cards at a time. Thus, for a perfect **Collector's Rank**, you need to have exactly one of each type of card. For a listing of card types and where they appear in your menu chart, see below. Cards' default type and maximum power and defense values are also listed. Note that of all card types, only one (Namingway) is missable. Cards in red are missable at game's end; cards in orange are not missable, but cannot be obtained repeatably at the end of the game depending on your actions (see above for more on this), so be careful if you're trying to max your Collector's Level.

Goblin <i>0P00</i>	Yeti <i>1M01</i>	Carrion Worm <i>2M11</i>	Blazer Beetle <i>4P51</i>	Ash <i>5M33</i>	Abadon <i>7M62</i>	Iffrit <i>6M91</i>	Excalibur II <i>FPB0</i>	Blue Narciss <i>8P91</i>	Mog <i>0M00</i>
Fang <i>0P00</i>	Mimic <i>1M11</i>	Cerberus <i>3P20</i>	Abomination <i>4P33</i>	Wraith <i>5M51</i>	Behemoth <i>BP46</i>	Ramuh <i>4M16</i>	Ultima Weapon <i>FP16</i>	Hilda Garde 3 <i>6P31</i>	Frog <i>0P00</i>
Skeleton <i>0P00</i>	Wyerd <i>1M02</i>	Antlion <i>3P31</i>	Zemzelett <i>4M26</i>	Gargoyle <i>5M32</i>	Iron Man <i>CP60</i>	Atomos <i>4M66</i>	Masamune <i>CPB3</i>	Invincible <i>BP9C</i>	Oglop <i>2P20</i>
Flan <i>0M01</i>	Mandradora <i>2M02</i>	Cactuar <i>3PC0</i>	Stroper <i>4P40</i>	Vepal <i>5M33</i>	Nova Dragon <i>EP7C</i>	Odin <i>CM84</i>	Elixir <i>6M66</i>	Cargo Ship <i>2P60</i>	Alexandria <i>0PB6</i>
Zaghnol <i>0P00</i>	Crawler <i>2P20</i>	Gimme Cat <i>3M21</i>	Tantarian <i>4M22</i>	Grimlock <i>5M23</i>	Ozma <i>DM0C</i>	Leviathan <i>BM61</i>	Dark Matter <i>CM3C</i>	Hilda Garde 1 <i>6P40</i>	Lindblum <i>0PB6</i>
Lizard Man <i>1P00</i>	Sand Scorpion <i>2P21</i>	Ragtimer <i>3M21</i>	Grand Dragon <i>4P44</i>	Tonberry <i>2P33</i>	Hades <i>FMC1</i>	Bahamut <i>CM95</i>	Ribbon <i>0MCF</i>	Red Rose <i>8P19</i>	Twin Moons <i>7M55</i>
Zombie <i>1P10</i>	Nymph <i>2M02</i>	Hedgehog Pie <i>3M12</i>	Feather Circle <i>4M22</i>	Veteran <i>5M19</i>	Holy <i>8M23</i>	Ark <i>EM65</i>	Tiger Racket <i>0P01</i>	Theater Ship <i>2P61</i>	Gargant <i>2P03</i>

Bomb <i>1M01</i>	Sand Golem <i>2P21</i>	Raluimahgo <i>3P40</i>	Hecteyes <i>5M04</i>	Garuda <i>6M41</i>	Meteor <i>BMA0</i>	Fenrir <i>8M21</i>	Save the Queen <i>7P30</i>	Viltgance <i>EP92</i>	Namingway <i>7M77</i>
Ironite <i>1P10</i>	Zuu <i>2P02</i>	Ocho <i>3P21</i>	Ogre <i>5P41</i>	Malboro <i>5M36</i>	Flare <i>DM11</i>	Madeen <i>AM16</i>	Genji <i>0P6A</i>	Chocobo <i>0P00</i>	Boko <i>8P77</i>
Sahagin <i>1P10</i>	Dragonfly <i>2P21</i>	Troll <i>4P32</i>	Armstrong <i>5M24</i>	Mover <i>6MF0</i>	Shiva <i>5M05</i>	Alexander <i>EMB5</i>	Mythril Sword <i>2P00</i>	Fat Chocobo <i>1P11</i>	Airship <i>8P77</i>

Card Power

Each card has 3 numbers and a letter, for example, 3M45. In this example, the card attacks magically with a power of 3, and has physical defense of 4 and magical defense of 5. The numbers are very straightforward: higher numbers mean a higher chance of the card winning a card battle. Each value is actually in hexadecimal notation, so letters (A-F) are stronger than numbers 0-9. As to the letter in the middle, P means physical, M means magical, X means power (the card uses the lowest of the opposing card's defensive stats when attacking), and A means Advanced (the card uses the opposing card's lowest overall number as the defense against it, and uses the highest number on the A card as its attack power). As you can see, X and A cards are especially advantageous, as they tend to nullify weak points the card would otherwise have. (If you don't believe me, get a BA9C Invincible card and watch it smite.)

Getting X and A cards is actually relatively simple: either win them from opponents, or use your own cards until they "level up." A regular card has a 1.56% chance of becoming an X card when used (regardless of card battles, only usage matters), while an X card has a 0.56% chance to morph into an A card. Stats will also increase as a card is played, up to the maximums in the chart above.

Collector's Rank

Your Collector's Rank indicates how many unique and powerful cards you have in your collection (wins and losses have no impact). You obtain points as listed below:

Item	Points Awarded
Each unique card type	10
Each unique arrow combination	5
Each X card	1
Each A card	2

If you add up all the points, there are 1,000 points available for unique card types, 500 for unique arrow combinations, and 200 for power classes, giving 1,700 points possible. Cards that are neither a unique type nor a unique arrow configuration add no points (unless they're X or A class, in which case they still get that bonus). See the table below for a listing of Collector's Ranks:

Points	Rank	Points	Rank
0-299	Beginner	1,350-1,359	Champion
300-399	Novice	1,360-1,369	Analyst
400-499	Player	1,370-1,379	General
500-599	Senior	1,380-1,389	Expert
600-699	Fan	1,390-1,399	Shark
700-799	Leader	1,400-1,449	Specialist
800-899	Coach	1,450-1,474	Elder
900-999	Adviser	1,475-1,499	Dominator
1,000-1,099	Director	1,500-1,549	Maestro
1,100-1,199	Dealer	1,550-1,599	King
1,200-1,249	Trader	1,600-1,649	Wizard
1,250-1,299	Commander	1,650-1,679	Authority
1,300-1,319	Doctor	1,680-1,689	Emperor
1,320-1,329	Professor	1,690-1,697	Pro
1,330-1,339	Veteran	1,698-1,699	Master
1,340-1,349	Freak	1,700	[GLITCH]

If you manage to max out your points (1,700), the game glitches and just shows the discard prompt where your level should be, so don't go all the way to 1,700 points if you want to avoid this (stop at 1,699).

Starting a Game

Starting a Tetra Master match is easy: just approach an NPC and press Square. If they play, they'll prompt you to play (note that many NPCs do not actually play Tetra Master). Entering the Card Stadium in Treno will also cause a game to start, as will certain dialog options with some people.

Tetra Master Mechanics

Once you start a game and select your hand, the game begins. Tetra Master is played on a 4x4 grid, with anywhere between 0 and 6 squares blocked off. To take a card, play a card with an arrow pointing at the card you want to capture. If there is no arrow pointing back at your card on the opposing card, the card is captured unopposed, otherwise a card battle starts. (If there are multiple potential card battles, Tetra Master lets you choose which one you want to do first; this can be significant due to card combos which will be covered shortly).

In the card battle, the stats used are based on the card class of the attacking card (P, M, X, or A). The stats only represent probabilities; Tetra Master can be highly random, meaning it's very possible to lose a strong card even to a very weak one (or vice versa). Once the battle ends, the winner captures the losing card. If the losing card has any other arrows pointing to other cards, they will be captured as well in a Card Combo, meaning that having lots of arrows on a card can be disadvantageous if you have a lot of your own cards near it. Card combos never occur if the card was captured unopposed.

Game Result

The game ends when both players have played all their cards. If both sides control an equal number of cards, the game is declared a Draw. In many (but not all) cases, a rematch will begin immediately, with each side having in its hand the cards it controlled at the end of the previous game. (If a rematch doesn't occur, each side simply retains the cards it started with and you'll be returned to the field.) Otherwise, if both sides control at least one card, the winner will be able to take one of the opponent's cards that they had in their control at the end of the game. If one side won all the opponent's cards (a "Perfect"), they gain all of the cards.

If you lose a card to an opponent, if you immediately challenge them to a rematch immediately they'll usually have the card they just won in their playing hand, giving you a shot to win it back. This does not work if you lost in a Perfect. Generally, though, it's easier to just save first and reload if you lose.

Jump Rope Mini-Game

Items	10 Gil, Cactuar [Card], Genji [Card], Alexandria [Card], Tiger Racket [Card], King of Jump Rope [Key Item]
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This annoying little mini-game is available on Disc 1, practically at the start of the game and before seeing the play, and then later on Disc 3 and later. Vivi or Eiko must be in your party, or you can't play.

The premise is simple: to successfully jump, you must press the X button while your character is in the air on their previous jump (watch for the field icon); if not, you'll fall. At first the window is very large, but as you get more jumps, the game speeds up and gets much harder. For the later portions, you're better off trying to establish a rhythm rather than trying to jam your keystroke in the short windows given. Outside of that, there's not much real strategy; the game costs nothing to play except your precious time, so feel free to try to your heart's content.

The prizes are listed below (note that you can continue past the number without losing the prize; any prizes for your performance are awarded after you finish):

Consecutive Jumps	Reward
20	10 Gil
50	Cactuar Card
100	Genji Card
200	Alexandria Card
300	Tiger Racket Card
1,000	King of Jump Rope [Key Item]

Mognet

Items	Kupo Nut [Key Item], Protect Ring
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Mognet is a sidequest that runs from the very beginning of the game almost to the very end. You'll be delivering letters between the Moogles throughout the game, with many of the Moogles also having letters they received regarding events in the game. Letters marked with a * result in your party receiving a **Kupo Nut** Key Item when delivered.

A list of letters that your party can deliver follows, organized by the disc on which you receive the letter.

Disc 1 Letters

- Kupo (**Alexandria Steeple**) -> Monty (**Evil Forest**)
- Mois (**Ice Cavern**) -> Gumo (**Dali**)
- Kumop (**Dali Underground**) -> Mogki (**Lindblum Grand Castle guest bedroom**)
- Mogki (**Lindblum Grand Castle guest bedroom**) -> Atla (**Burmecia**)*
- Grimo (**Bohden Station**) -> Nazna (**Summit Station**)*
- Atla (**Burmecia**) -> Monev (**Cleyra Trunk**)*

Disc 2 Letters

- Nazna (**Summit Station**) -> Mochos (**Gargan Roo**)
- Mopli (**Cleyra Settlement**) -> Serino (**Red Rose**)
- Serino (**Red Rose**) -> Moodon (**Lindblum Inn**)*
- Mosh (**Alexandria Castle**) -> Monty (**Pinnacle Rocks**)
- Moodon (**Lindblum Inn**) -> Moonte (**Lindblum Dragon's Gate**)*
- Kuppo (**Fossil Roo**) -> Kupo (**Alexandria Steeple**)
- Mogmatt (**Conde Petie**) -> Suzuna (**Conde Petie Mountain Path**)*
- Mogryo (**BMV**) -> Mocchi (**Iifa Tree**)

Disc 3 Letters

- Mogki (**Lindblum Castle**) -> Moodon (**Lindblum Inn**)*
- Mimoza (**Oeilvert exterior**) -> Mooel (**Oeilvert interior**)*
- Mojito (**Desert Palace hourglass room**) -> Mogsam (**Desert Palace library**)*
- Mogrika (**Esto Gaza**) -> Moolan (**Mount Gulug**, middle level, right fork)*
- Moolan (**Mount Gulug**, middle level, right fork) -> Mogrika (**Mount Gulug**, middle level, left fork)*

- Mogki (**Lindblum Castle**) -> Kumool (**Ipsen's Castle**)*
- Moorock (**Bran Bal**) -> Mozme (**Pandemonium** upper level)*

Disc 4 Letters

The letters on Disc 4 are all optional, but form part of the Mognet Central quest. To unlock the next letter in the series, you must deliver the previous letter in the chain.

- Kupo (Alexandria Steeple) -> Atla (**Burmecia**)*
- Atla (**Burmecia**) -> Mogryo (**BMV**)*
- Mogryo (**BMV**) -> Kumool (**Ipsen's Castle**)*
- Kumool (**Ipsen's Castle**)* -> Mois (Fossil Roo entrance)* (*Quina must be in your party*)
- Mois (Fossil Roo entrance) -> Noggy (**Daguerreo**)*
- Noggy (**Daguerreo**) -> Kupo (Alexandria Steeple)*



As a reminder, do *not* deliver the final Kupo Nut—it's unique, but the reward for delivering it isn't!

Pay attention to the final letter—it tells you how to proceed with the next stage of the quest. You'll need to ask around Alexandria to find what you're looking for. Or, just ask Ruby and she'll give the Superslick Key Item to you (spoilers in case you want to look yourself).

The final part of the quest is to deliver the item to Mognet Central. None of the Moogles state directly where it is, but they say it's "very far away" and that you probably need a Chocobo. Specifically, you need at least a Mountain Chocobo to access Mognet Central. It's located on the talon-shaped island north of Outer Continent (if you don't have the Ocean

ability, you'll need to navigate the shallows to a beach on the southern coast of the island); you'll need to use a **Dead Pepper** on the mountain crack here. Go inside, and agree to hand "it" over for a scene, after which you'll receive a **Protect Ring!**

*(Note: Some sources indicate that the quest can actually be finished on Disc 3 after **Mount Gulug**, assuming you've delivered all or almost all of the letters available to that point and have visited Mognet Central. I've never been able to get this to work, however. On Disc 3 Mois will still be in the lower Ice Cavern entrance.)*

Friendly Creatures

Items	Potion, Hi-Potion, Ether, Elixir, Rosetta Ring
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This sidequest involves giving a number of creatures **Ore** or gemstones. The chart below lists the friendly creatures and their locations and other details:

Creature	Location (nearest map point)	Request	Reward
Mu	Nolrich Heights (plains, near Dali)	1 Ore	10 AP, Potion
Ghost	Bentini Heights (dark plains, near Treno)	1 Ore	10 AP, Hi-Potion
Ladybird	Magdeline Forest (forest around BMV (Black Mage Village))	2 Ore	20 AP, Ether
Yeti	Lucid Plains (Madain Sari)	2 Ore	20 AP, Elixir
Nymph	Pualei Plains (forests, near Iifa Tree)	3 Ore	30 AP, Emerald
Jabberwock	Seaways Canyon (forests, near Oelivert)	Emerald	40 AP, Moonstone
Feather Circle	Mitmakis Ice Field (Ice field, central Lost Continent)	Moonstone	30 AP, Lapis Lazuli
Garuda	Popos Heights (forests, accessible from Gizamluke's Grotto)	Lapis Lazuli	40 AP, Diamond
Yan	Vile Island (forests)	Diamond	50 AP, Rosetta Ring

It's recommended to do the monsters in the order listed since the later creatures will drop the Jewel needed by the next encounter in line, but the monsters can actually be done in any order so long as you have the item they want, except for Yan, which must always be done last. (If you try to do Friendly Yan before doing all of the others, it will ask you if you've found the others and then run away. It can still be encountered again, in case you were farming enemy **Yans** or happened to miss an encounter.)

Note that many of the friendly creatures (**Ghost** in particular) have lower encounter rates on Disc 4, however all of them will still appear in their normal locations, so be patient and look.

Completing the sidequest also has a highly useful effect, outside of the dropped rewards. The game's ultimate optional boss will now be weak to Shadow instead of absorbing it like normal (and it uses **Doomsday**, heh), and it will also now be in range of weapon attacks (normally **Long Reach** or a **Racket** is needed to attack it physically). These effects will make fighting it far easier.

Ragtime Mouse

Items	5,963 Exp, 59,630 Gil, Protect Ring
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The Ragtime Mouse runs a quiz game throughout the game. It can only be found in forests; An easy (albeit somewhat tedious) trick to encounter Ragtimer is to go to a forest (the huge one around **BMV** works great for this) and then "flick" the stick (or tap the D-pad) briefly to move. If done correctly, you'll move around, but you won't encounter anything except Ragtimer.

True is the red O, while False is the blue X. You have around 20 seconds to answer, after which it's considered wrong if you don't do anything. Each time you encounter Ragtimer and answer a question correctly, you'll receive Gil based upon the number of correct answers you've given to that point, as shown in the table below:

Correct Answers	Gil Rewarded
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Correct Answers	Gil Rewarded
1-3	1,000
4-5	2,000
6-7	3,000
8-9	4,000
10-11	5,000
12-13	6,000
14-15	7,000
16	10,000

In the list below, the questions are sorted based upon which disc they can first appear. You can encounter Ragtimer 4 times on Disc 1, 6 additional times on Disc 2 (after leaving **Treno**), and all of the encounters can be completed on Discs 3 and 4. Note that he may not ask the questions in the order listed here (but the last question will always be the last one he asks in the quest).

Disc 1-4 Ragtimer Encounters	
The 15th Lindblum War started in 1600.	False
"I Want to Be Your Canary" was written by Lord Afon.	False
The theater ship Prima Vista was built in Artania Shipyards.	False
Chocobo Forest is located between Lindblum and South Gate.	True
Disc 2-4 Ragtimer Encounters	
Some Mus are friendly and won't attack.	True
Berkmea Cable Cars have been running for 8 years.	True
The theater ship Prima Vista uses Mist as its energy.	True
Lindblum Castle is larger than Alexandria Castle.	True
Lindblum's air cabs operate around the clock.	True
Fossil Roo is an underground tunnel that connects Treno and Alexandria.	False
Disc 3-4 Ragtimer Encounters	
Prima Vista means love at first sight.	False
The Bobo bird is a bird that brings you fortune.	False
Only one desert exists in the entire world.	False
Treno's cafe, Card <i>[sic]</i> Carta, is members-only.	True
Conde Petie is a village of Goblins.	False
You can defeat Ragtimer.	True

After answering all questions, find Ragtimer one last time. He'll then hand out your prizes. If you answered at least thirteen questions correctly, you'll receive a **Protect Ring**. In addition, if you got all of them correct, he'll give you 23,852 Exp (with a four-headed party, this is 5,963 each) and 59,630 Gil (no AP sadly). As you can see, you can make quite a bit of money for answering everything correctly.

Frog Catching

Items	Ore, Ether, Silk Robe, Elixir, Silver Fork, Bistro Fork, Battle Boots, Elixir, Gastro Fork
Enemies	Quale (boss)

Frog catching is a highly rewarding mini-game. First, you receive prizes for catching specific numbers of frogs, and many of the prizes (most notably, weapons for Quina) are very good for when you're probably acquiring them. Second, catching frogs strengthens Quina's **Frog Drop** ability; at level 99, you need 101 frogs caught to max out its damage at 9,999.

Frog Catching Locations

There are four Qu's Marshes in the world. They are listed below in the order you can access them:

- Mist Continent (near Dragon's Gate and Gizamluke's Grotto)
- Outer Continent
- Lanar Island (large island east of the Forgotten Continent)
- Forgotten Continent

Frog Catching Mechanics

(Note: Aside from the mechanics below, it's also possible for all the frogs to disappear from a given pond by themselves. This happens if all frogs in the pond (including the Golden Frog if it's present) are the same sex, or if there's a frog in the eighth slot (no way to check this in-game) and all other frogs are the same sex. Assuming you leave one male and one female, the odds of the latter situation are 1/4, or 1/8 if the Golden Frog is also there. If you're concerned about this, save outside the pond and return after a frog catching run to check if the frogs have disappeared.)

Starting the game is very easy: just go to any Qu's Marsh, and when you reach the Frog Pond, you'll be prompted to start the mini-game if Quina's in your party. Once it starts, you'll need to move to catch frogs. The first two Qu's Marsh ponds (Mist and Outer Continents) are fairly difficult, as the frogs will usually hide in areas you can't reach easily, while the latter two (Lanar Island and Forgotten Continent) are generally quite easy. A useful tactic is to wait just far enough away from a frog you want until it jumps to somewhere you can reach, then immediately rush it and mash X to catch it.



All frogs caught by Quina are worth 1 point when caught, regardless of type. (The frog Zidane caught to recruit Quina doesn't count towards the total.) However, be sure to save before catching your 99th frog (the reason is explained below). Tadpoles can never be caught but do affect the respawn rate. To stop catching frogs, either catch every frog on screen, or attempt to leave and Zidane will ask if you're done.

As to identifying the frogs, baby frogs are obviously the tiny ones, while Golden Frogs are gold. Males and females are similar in appearance, but females are a slightly darker shade of green and have a black streak across their bodies compared to the males. The type of frog will also be noted when you catch it; you'll be offered the option to let it go, which returns it to the marsh, but obviously you gain no points for frogs you catch and then let go.

The main difficulty of this mini-game isn't the actual frog-catching, it's the respawn mechanics. For spawning, each marsh is tracked separately. The respawn rate is slowest if the marsh is completely emptied of frogs. Each adult frog in the marsh adds slightly to the respawn rate, while tadpoles mature into baby frogs and baby frogs into adult frogs. The respawn rate is much higher if at least one female and at least one male remain, and higher still if the Golden Frog is in the pond. Note that there can only be one Golden Frog in the game at any given time (across all four marshes), so if you want it in a different marsh for whatever reason, eat it to remove it and force it to spawn somewhere else (and gain a point in the bargain).

It's also worth pointing out that checking the ponds too often

Frog Catching Strategy

The two most important points to keep in mind with frog catching are to always partake in the mini-game when it's available (don't wait until Disc 4 to start doing this or you'll be spending a lot of time waiting for respawns, not to mention most of the prizes are useless at that point) and to not always clear out the ponds. The rest of this section will be outlining more specific theories relating to the second point in particular.

Generally, the most efficient strategy I've found is to clear out all frogs except one male, one female, and the Golden Frog (if it's present) from each pond. This ensures a reasonably rapid respawn rate while not completely gimping you in terms of increasing your frog count. There are important exceptions, however. There are points where you're unlikely to return to the pond for a while (if it's your first time playing you won't be aware of these in advance, but the main walkthrough will point them out as they arise). In these cases, it's better to clear out ALL of the frogs from any ponds you can access, because you'll be gone for so long anyway that they'll almost certainly all have respawned by the time you'll return there even eating every frog, and this gains you a few extra frogs. In addition, if you're just a few frogs short of 99 (the ultimate prize requires 99 frogs caught), it's advisable to just eat the needed frogs to get there, since the game effectively ends there (you don't get any more prizes after that, and at level 99 **Frog Drop's** damage maxes out at 101 frogs caught).

A related question is where to have the Golden Frog. For much of the game, it doesn't play much of a role since you can't really control it that much, but once you have aerial transportation it's generally best to try to get it in the Lanar Island or Forgotten Continent marshes, since they tend to be the easiest ones to catch frogs in.

Frog Catching Prizes

The table below summarizes the prizes for catching frogs.

Number Caught	Prize
2	Ore
5	Ether
9	Silk Robe
15	Elixir
23	Silver Fork
33	Bistro Fork
45	Battle Boots

When you catch your 98th frog, be absolutely sure to save your progress. Equip water-resisting equipment and anti-status **Support Abilities** (namely, **Antibody**, **Bright Eyes**, **Clear Headed**, and **Loudmouth**) on your whole party, as well as **Bandit** and **Master Thief** for Zidane, and put all of your characters in the back row. Also, be sure to teach Quina **Magic Hammer** at least, it will really help. Return and grab frog #99 to...wait, what?

Boss: Quale



HP	65,535	MP	3,680	Level	76
Exp	65535	AP	10	Gil	10800
Steal	Common	Elixir	Drop	Always	Elixir
	Uncommon	Ninja Gear		Common	Elixir
	Semi-Rare	Glutton's Robe		Uncommon	Elixir
	Rare	Robe of Lords		Rare	Elixir
Type	Human		Card Drop	Grand Dragon	
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Slow				

It's Hell's Kitchen! Err...an overweight thing with the HP to match. Watch out for status attacks though, which is why status-blocking **Support Abilities** were recommended. (Fun fact: you'll notice Quale is equipped with a **Silver Fork**. Why he doesn't use a stronger Fork is beyond me.)

Rolling Attack deals heavy physical damage to one (around 2,000 in the front row with end-game equipment). Quale also likes to use **Water**, which will likewise deal heavy damage if you're not protected against the element, and **Aqua Breath**, which is mildly annoying but both its element and its hit rate make it a joke. Everything else he has is mostly just Dagger's offensive White Magic set: **Blind**, **Confuse** (also used as a counter), **Mini**, **Poison**, and **Silence**.

If you've been paying attention, you'll notice several key features here. First, Quale has an all-star set of Steals (**Robe of Lords**, anyone?), so don't blow him out of the water until you have everything. Second, most of Quale's arsenal requires MP. Third, he has little MP, and you happen to have at least one character capable of siphoning off what little there is. In other words, have Zidane **Steal** while Quina knocks off MP with **Magic Hammer**. Once his HP is down enough, he'll miss most of his turns, though keep in mind you will see Rolling Attack much more frequently. Have everyone else Defend or heal until you're done Stealing (Vivi can set **Slow** if you brought him along). Once you're ready to shove Quale's tongue somewhere highly uncomfortable, Zidane should attack or use **Thievery**, Vivi can spam **Slow** and **Thundaga**, Steiner should attack or use **Shock/Thundaga Sword**, Dagger and Eiko can heal or **Summon**, Freya should **Jump** or use **Dragon's Crest**, Quina should attack physically or use **Frog Drop** (or **Angel's Snack** to heal statuses), and Amarant can blast him with **No Mercy** or physicals. Despite his inflated HP total, Quale will fall soon enough as long as you defend properly.

Once you win, Quale will hand over the **Gastro Fork**, Quina's ultimate weapon! At this point, you're free to either continue the sidequest (to further boost **Frog Drop**) or stop (there are no actual prizes after this point). If you plan on leveling to 99, you might as well stop after 101 frogs, since that will max out the skill's damage (if you plan to level less, feel free to continue).

Chocobo Hot & Cold

(*Note: Due to the extensiveness of the sidequest, an item list is not provided here. Instead, the items available for digging each Chocograph and Dead Pepper spot are listed with the appropriate Chocograph/Dead Pepper spot. Prizes for the repeatable digging game are listed in the section covering it.*)

Chocobo Hot & Cold represents FFX's incarnation of Chocobo-related minigames. The sidequest is extremely important and one of the most rewarding in the game. It consists of six main parts: **catching a Chocobo**, **Chocobo Hot & Cold** proper (the digging game with Mene), **Chocographs**, **Dead Pepper treasures**, **Chocobo's Paradise**, and the **Chocobo Beach Quest**. All six are covered in this section, as they are very closely related.

Catching a Chocobo

The very first part of the quest is that vaunted Final Fantasy tradition: catching a Chocobo. Thankfully, in FFXIX catching your steed is extremely simple. Go to the Chocobo's Forest (it's located northwest of Lindblum, across the river). During the scene, Mene will give you a **Gysahl Greens** item, which you can use on the Chocobo tracks nearby to catch Choco, your Chocobo for the rest of the game.

Once you've done this, you can summon Choco on any Chocobo tracks you find in the world using the same method (**Gysahl Greens**). This is needed to complete various parts of the quest, though you can also use this for its more traditional purpose (avoiding encounters).

Chocobo Hot & Cold Digging Game

In this mini-game, your objective is simply to use Choco like a metal detector to dig for prizes.

Game Locations

Chocobo Hot & Cold is played in three separate locations. They are listed below:

- **Chocobo's Forest:** northeast of Lindblum, across the river
- **Chocobo's Lagoon:** Salvage Archipelago, in the ocean south of the Forgotten Continent (*requires Reef ability*)
- **Chocobo's Air Garden:** Found in one of six locations (which one is random)--look for a shadow when flying, then use a **Dead Pepper**. Once found the first time, you can see it on your big map. (*requires Sky ability*)



Initiating Chocobo Hot & Cold

Starting a game is quite simple. Once you catch Choco, ride him into a location where the game is played, and speak to Mene. He'll allow you to play for 60 Gil per game (he'll also inform you if you've dug up all Chocographs/Chocograph Pieces currently available at that location), which is extremely reasonable considering even the smallest prizes are 25-50 Gil each. You'll receive a standard instruction screen; press Select to start the game (time does not run during the instructions).

Chocobo Hot & Cold Mechanics



Once the game starts, press Square to check a spot (your Chocobo's abilities determine how fast the animation is--the more abilities you've gotten for him, the faster he can peck). Choco will give a reaction depending on how close you are to the next item. A simple "Kweh." means you're far, while "Kweh?!" mean you're closer, and "Kwehhh?!" very close. Using this information, you can work your way closer to the item. Once Choco finds it, the identity of the item is determined using random probabilities, which in turn determines (alongside where you're digging) the number of "digging points" you need to take off to actually dig it up. Here's where Choco's level comes in: the higher his level, the more points each peck takes off of the digging requirement (in other words, a higher-leveled Choco digs faster).

Once you dig up the item, you receive both the item and the points it's worth. The points act as a "currency" of sorts with Mene, allowing you to select from a list of items, as well as Exp points for Choco's beak (the higher his "beak level," the quicker he can dig up items buried deep). Points are doubled in Chocobo's Lagoon and tripled in Chocobo's Air Garden. In addition, bonuses are checked: Chocographs and Chocograph Pieces give a 5 point bonus, while digging up an item within 5 seconds of the previous one gives a 5 point bonus also.

After digging up an item, the process repeats. If you manage to dig up 4 items in a game and are in Chocobo's Forest or Chocobo's Air Garden (or Chocobo's Lagoon with the Ocean ability), Mene will give you 10 extra seconds and double any points earned thereafter (including item/speed bonuses but not the Limit Bonus earned if you get 8 items). If you dig up 8 items in one game (or 4 in Chocobo's Lagoon without the Ocean ability), the game ends, and Mene awards bonus points ("Limit Bonus") based upon the amount of time remaining (but you can of course play a new game).

Chocobo Hot & Cold Items

Here is a listing of items available to dig up along with their point values. Any special requirements will be listed next to the item name in *Italics*. (If you dig up a prize not listed here, please email me.)

Item	Points
Potion	1
Antidote	1
Echo Screen	1
Eye Drops	1
50 Gil	1
Soft	1
Annoyntment	1
Gysahl Greens	1
Dead Pepper (<i>requires Mountain ability</i>)	1
Ore	2
200 Gil	2
Phoenix Pinion	2
Hi-Potion (<i>requires Reef ability</i>)	4
Remedy	4
Tent	4
500 Gil	4
100 Gil	8
Ether	8

Item	Points
5,000 Gil	8
Elixir	8
Chocograph (special requirements, see <i>below</i>)	10
Chocograph Piece (special requirements, see <i>below</i>)	15
Rising Sun	16
Wing Edge	16
Barette	16
10,000 Gil	16
Anklet	16
Cachusa	16
Extension	16
Stone With Patterns (is always Streamside Chocograph)	20

Chocobo Hot & Cold Point Redemption

In addition to items you can dig up, you can also redeem your Chocobo Hot & Cold points with Mene for prizes. All prizes are available in infinite quantities, so long as you have the points to buy them.

Item	Points
Gysahl Greens	10
Phoenix Pinion	150
Ore	250
Ether	450
Vilgance Card	1,800
Wing Edge	3,500
Protect Ring	8,500
Robe of Lords	10,000

Of these prizes, only a few are really worthwhile. **Phoenix Pinion** is not a bad deal, but it's easier to just Synthesize them late-game. If you're looking for cards, Vilgance Card is pretty decent as well, but really not worth it in my opinion since cards in general aren't worth it in this game (it ain't FFVIII, folks). **Robe of Lords** is a great piece of equipment, although it's arguably easier to just Synthesize them instead of grinding points, so I leave that one up to you. **Protect Ring** is really the main draw here--aside from here all other locations for the thing are one-time-only or require you to sacrifice items strictly limited in quantity.

Digging Up Chocographs and Chocograph Pieces

There are some special considerations related to digging up Chocographs and Chocograph Pieces (which are really the main reason for this part of the quest). First, only one Chocograph and one Chocograph Piece maximum can be dug up in any given Hot & Cold game. Second, you must have dug up "Stone With Patterns" (which is just a fancy name for your first Chocograph) for Chocographs and Chocograph Pieces to appear. Thirdly, remember that each Chocograph and Chocograph Piece is assigned to a specific Hot & Cold game location, and cannot be dug up at any of the other sites.

For Chocographs, remember that each Chocograph also has a requirement that Choco have acquired a specific ability before the Chocograph shows up, which is separate from the needed ability to actually find the treasure. While some are obviously available from the beginning, others require you to upgrade Choco's abilities.

Chocograph Pieces are more complicated. The first two are available anytime, and can only be found in the Forest. The third can be found in either location (but only dug up once total) on Disc 3 or later, while the fourth is in the Lagoon only and likewise only available on Disc 3. The last two are in the Lagoon, and only show up after Mt. Gulug is completed. Finding all six Chocograph Pieces will grant you access to the **Mist Ocean** Chocograph.

Chocographs

Chocographs works similarly to Chocobo Hot & Cold, except the game is played on the World Map with the treasure always in a fixed location for a given Chocograph. A "Kweh." on a peck means you're far away, while a "Kweh?!" means you're close. The Chocograph will also show a (crappy) image of the area you're looking for.


Note that you can only find the currently-"equipped" Chocograph. You can't dig up ones not currently equipped, nor can you dig up ones you haven't found yet. To check or equip a Chocograph, press Triangle while riding Choco in the field, or speak to Mene in one of the digging areas.

In the tables below, "**To dig up**" refers to which dig area to find the Chocograph in and requirements to dig it up. "**Chocograph Description**" provides the in-game description and Mene's hint (press Select on the selection screen to see Mene's hint). "**Reward**" indicates the reward for solving the Chocograph (either treasure or a new ability for Choco). "**To find treasure**" provides information on actually located the treasure.


There are 24 Chocographs in Final Fantasy IX. They are detailed below.

Chocograph #1: Streamside

To dig up

Location	Forest	Ability Required	None
Chocograph Description			
Description	Go check where the river meets the ocean, kupo.	Mene's Hint	You're hopeless if you can't find this, kupo!
Reward			
2 Elixir, 3 Hi-Potion, 4 Ether, 2 Germinas Boots			
To find treasure			
			
Location	Near Chocobo's Forest, by where the beach and stream meet (check the other side of the stream from the forest)	Ability Required	None

Chocograph #2: Between Mountains

To dig up			
Location	Forest	Ability Required	None
Chocograph Description			
Description	Go look near the mountains facing the ocean on the southeast side of the Mist Continent.	Mene's Hint	Try going somewhere you don't usually go, kupo.
Reward			
5 Potion, 5 Hi-Potion, 2 Tent, 2 Cotton Robe			
To find treasure			
			
Location	Northwest of Lindblum	Ability Required	None

Chocograph #3: Uncultivated Land

To dig up			
Location	Forest	Ability Required	None
Chocograph Description			
Description	The treasure is buried near a river, kupo, but I don't think it will be easy to find.	Mene's Hint	Maybe you should leave it alone for now, kupo.

Reward

10 Antidote, Jade Armlet, 3 Wing Edge, Cargo Ship Card

To find treasure



Location	Gunitas Basin, near Evil Forest	Ability Required	None
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Chocograph #4: Healing Shore

To dig up

Location	Forest	Ability Required	None
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Chocograph Description

Description	I've seen a beach like this near a city with high winds, kupo.	Mene's Hint	Kupo! You already know how to call a Chocobo, right?
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Reward

Reef Ability

To find treasure



Location	Shoreline west of Cleyra	Ability Required	None
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Chocograph #5: Abandoned Beach

To dig up

Location	Forest	Ability Required	None
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Chocograph Description

Description	I think there's a huge beach near a dying forest. That might be it, kupo.	Mene's Hint	There are treasures on continents other than Mist Continent!
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Reward

9 Phoenix Pinion, 5 Phoenix Down, 12 Peridot, Diamond Gloves

To find treasure



Location	Near the beach near the large forest on the Outer Continent	Ability Required	None
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Chocograph #6: Cold Field

<u>To dig up</u>			
Location	Forest	Ability Required	None
Chocograph Description			
Description	Looks like a very cold place, kupo.	Mene's Hint	There are other things you can ride besides Chocobos, kupo.
<u>Reward</u>			
5 Echo Screen, 7 Hi-Potion, 3 Tent, Theater Ship Card			
<u>To find treasure</u>			
Location	Lost Continent, search near southwestern be	Ability Required	None

Chocograph #7: Forgotten Lagoon

<u>To dig up</u>			
Location	Lagoon	Ability Required	Reef
Chocograph Description			
Description	Kupo! Why not go play in icy-cold water?	Mene's Hint	Some treasure is hidden in the shallows, kupo.
<u>Reward</u>			
8 Gysahl Greens, 5 Ether, 7 Hi-Potion, Dragon's Claws			
<u>To find treasure</u>			



Location	From Lost Continent, travel south past Shimmering Island to find an island near the treasure.	Ability Required	Reef
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Chocograph #8: Faraway Lagoon

<u>To dig up</u>			
Location	Forest	Ability Required	None
Chocograph Description			
Description	I heard there is a long stretch of reef...that might be all, kupo.	Mene's Hint	It feels really far away if your Chocobo isn't grown up, kupo.
<u>Reward</u>			
37 Potion, 6 Magic Tag, Shield Armor, Gaia Gear			
<u>To find treasure</u>			



Location	Land on island near Forgotten Continent, then follow reef past talon-shaped peninsula (where Ipsen's Castle is) to Continent's western side	Ability Required	Reef
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Chocograph #9: Abandoned Lagoon

<u>To dig up</u>			
Location	Lagoon	Ability Required	None
Chocograph Description			
Description	I hear there's a sunken treasure near a peninsula in the southern part of the Outer Continent, kupo.	Mene's Hint	Start your search on a small beach, kupo.
<u>Reward</u>			
6 Soft, 4 Ether, Feather Boots, N-Kai Armlet			
<u>To find treasure</u>			



Location	Land on south-central beach on Outer Continent and head north for the Chocobo tracks, then follow the nearby reef west (must be on Disc 3)	Ability Required	Reef
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Chocograph #10: Bird's-Eye Lagoon

<u>To dig up</u>			
Location	Forest	Ability Required	None
Chocograph Description			
Description	There are so many small islands surrounding the Mist Continent, kupo!	Mene's Hint	Try changing your point-of-view with R2, kupo.
<u>Reward</u>			
8 Potion, 4 Phoenix Down, 3 Ether, Magician Robe			
<u>To find treasure</u>			
Location	Near Lindblum, west of Qu's Marsh	Ability Required	Reef

Chocograph #11: Small Beach

<u>To dig up</u>			
Location	Forest	Ability Required	None
Chocograph Description			
Description	It's a beach on a small island! A great place to vacation, kupo.	Mene's Hint	There's nothing here, but it's my favorite place, kupo.
<u>Reward</u>			
4 Remedy, 2 Elixir, 8 Rising Sun, Oak Staff			
<u>To find treasure</u>			



Location	Island northeast of Lindblum Plateau (access from lower area)	Ability Required	Reef
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Chocograph #12: Dawn Lagoon

<u>To dig up</u>			
Location	Lagoon	Ability Required	Reef
Chocograph Description			
Description	It's near a city where the night never ends.	Mene's Hint	Lots of rich people live there, kupo.
<u>Reward</u>			
Mountain Ability			
<u>To find treasure</u>			
Location	Bay south of Treno	Ability Required	Reef

Chocograph #13: Forbidden Forest

<u>To dig up</u>			
Location	Forest	Ability Required	Mountain
Chocograph Description			
Description	The forest lies where many mountain ranges merge, kupo!	Mene's Hint	You need to go over a very high mountain.
<u>Reward</u>			
7 Ether, 2 Elixir, 10 Wing Edge, High Mage Staff			
<u>To find treasure</u>			



Location	Mist Continent, in steep, circular valley near Dali	Ability Required	Mountain
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Chocograph #14: Green Plains

To dig up			
Location	Forest	Ability Required	Mountain
Chocograph Description			
Description	There are treasures on the high plains, too, kupo!	Mene's Hint	High plains are grass fields found at a higher elevation.
Reward			
Ocean Ability			
To find treasure			
Location	Ridged mountains on Mist Continent's north side	Ability Required	Mountain

Chocograph #15: Dusk Plains

To dig up			
Location	Lagoon	Ability Required	Reef
Chocograph Description			
Description	What a beautiful sunset, kupo!	Mene's Hint	At a certain location on the Forgotten Continent, it is always dusk, kupo.
Reward			
12 Phoenix Down, 14 Ore, Kaiser Knuckles, Iron Man Card			
To find treasure			



Location	Forgotten Continent, southwest of Oeilvert	Ability Required	Mountain
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Chocograph #16: Forgotten Plains

<u>To dig up</u>			
Location	Forest	Ability Required	Mountain
Chocograph Description			
Description	The long peninsula sort of points to the location of the treasure, kupo.	Mene's Hint	Look for the withered plateau, kupo.
<u>Reward</u>			
17 Ore, 5 Ether, 14 Opal, Demon's Mail			
<u>To find treasure</u>			
Location	Forgotten Continent, on tiered plateau near Ipsen's Castle	Ability Required	Mountain

Chocograph #17: Sea at Dusk

<u>To dig up</u>			
Location	Lagoon	Ability Required	Ocean
Chocograph Description			
Description	There must be more treasures deeper in the ocean.	Mene's Hint	Go dig in the ocean!
<u>Reward</u>			
15 Phoenix Pinion, White Robe, Diamond, Masamune Card			
<u>To find treasure</u>			



Location	Ocean on Forgotten Continent's eastern coastline, near the peninsula about halfway along the coast	Ability Required	Ocean
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Chocograph #18: Ocean

<u>To dig up</u>			
Location	Lagoon	Ability Required	Ocean
Chocograph Description			
Description	Look carefully! There's a small reef, kupo!	Mene's Hint	Call a Chocobo near this place, kupo.
<u>Reward</u>			
27 Ore, Light Robe, Whale Whisker, Alexander Card			
<u>To find treasure</u>			



Location	Check off the coast of the long island west of Forgotten Continent	Ability Required	Ocean
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Chocograph #19: Cold Lagoon

<u>To dig up</u>			
Location	Forest	Ability Required	Mountain
Chocograph Description			
Description	What a complicated cove. The water looks very cold, kupo.	Mene's Hint	Why would anyone hide treasure here, kupo?
<u>Reward</u>			
11 Peridot, 9 Opal, 15 Sapphire, 19 Topaz			
<u>To find treasure</u>			



Location	Check inlet on Lost Continent's northwestern side	Ability Required	Ocean
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Chocograph #20: Mist Ocean

<u>To dig up</u>			
Location	Find 6 Chocograph Pieces	Ability Required	N/A
Chocograph Description			
Description	Look around the small islands located in the northeastern shore of the Mist Continent.	Mene's Hint	Be patient and dig! Dig! Dig, kupo!
<u>Reward</u>			
Sky Ability			
<u>To find treasure</u>			
Location	Off the northeastern coast of Mist Continent	Ability Required	Ocean

Chocograph #21: Outer Island

<u>To dig up</u>			
Location	Air Garden	Ability Required	Sky
Chocograph Description			
Description	Kupo. It isn't a very big island.	Mene's Hint	How scary! I hope you like heights...
<u>Reward</u>			
21 Amethyst, 16 Garnet, Genji Armor, Ragnarok			
<u>To find treasure</u>			



Location	Korua Island, east of Outer Continent	Ability Required	Sky
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Chocograph #22: Outer Island 2

To dig up			
Location	Lagoon	Ability Required	Ocean
Chocograph Description			
Description	I think there's a desert nearby, kupo.	Mene's Hint	I don't think you can get near it from the ocean, kupo...
Reward			
11 Sapphire, Circlet, Pumice Piece, Hilda Garde 3 Card			
To find treasure			



Location	Likanmak Island, north of eastern side of Outer Continent	Ability Required	Sky
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Chocograph #23: Fairy Island

To dig up			
Location	Sky Garden	Ability Required	Sky
Chocograph Description			
Description	There's a mountain on the middle of the island, kupo.	Mene's Hint	Try going places you couldn't reach before, kupo!
Reward			
33 Potion, 15 Annoyntment, Holy Miter, Dark Matter Card			
To find treasure			



Location	Vile Island, southwest of Outer Continent (this is where Yan is)	Ability Required	Sky
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Chocograph #24: Forgotten Island

<u>To dig up</u>			
Location	Sky Garden	Ability Required	Sky
Chocograph Description			
Description	What a strange shape for an island, kupo.	Mene's Hint	You've come this far! You can figure it out, kupo!
<u>Reward</u>			
Ribbon, Rebirth Ring, 13 Amethyst, Ark Card			
<u>To find treasure</u>			
Location	Pilkiras Island, north of the northeastern corner of Forgotten Continent	Ability Required	Sky

Dead Pepper Treasures

Dead Pepper treasures work a little differently than Chocographs. While they're always available (with one very specific exception), Dead Pepper spots are not hinted at at all by Chocographs. Instead, there will be a mark on the World Map (either a mountain crack or a bunch of bubbles in the ocean), that you must find either through free exploration or through the hints given by Chocobos in **Chocobo's Paradise**.

In addition to the listed requirements, all of these locations require one **Dead Pepper** each to dig up. You can obtain them from **Chocobo Hot & Cold** by digging or from Chocobo's Paradise (one of the Chocobos near Fat Chocobo will max out your stash).

The dive spots are listed first, followed by mountain cracks. Mountain cracks that do not produce treasure are covered elsewhere, under the appropriate sidequest.

Dive Spot #1

<u>Reward</u>
10 Remedy, Black Robe, Genji Gloves, Blue Narciss Card
<u>To find treasure</u>



Location	Small inlet on southern tip of Forgotten Continent	Requirements	Ocean Ability
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Dive Spot #2

Reward

9 Ore, 15 Topaz, Tiger Racket, Red Rose Card

To find treasure



Location	Outside Quan's Dwelling seaside dock. You can either do the spot directly, or use the field icon in Quan's Dwelling itself (shown above, much easier and the recommended method; doing it directly rather than through the field icon has a poor success rate)	Requirements	Ocean Ability
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Dive Spot #3

Note that all of the items given here are utter trash, but you still must do the spot to advance with Chocobo's Paradise.

Reward


8 Straw Hat, 8 Pearl Armlet, 7 Aloha T-Shirt, 8 Sandals

To find treasure




Location	Southwest of Outer Continent's eastern peninsula	Requirements	Ocean Ability
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Dive Spot #4

Reward			
50 Potion, 25 Hi-Potion, 9 Ether, 7 Elixir			
To find treasure			
			
Location	Between northern peninsulas of Lost and Outer Continents. Visualize the peninsulas as a continuous arc; the spot is halfway along the arc.	Requirements	Ocean Ability

Dive Spot #5

Now this is more like it. Remember that this is not available until Disc 4, unlike the other locations which can be done anytime they're accessible.

Reward			
10 Aquamarine, Ultima Weapon, Maximillian, Invincible Card			
To find treasure			
			
Location	Where Shimmering Island was	Requirements	Disc 4; Ocean Ability

Mountain Crack #1

Reward	
41 Lapis Lazuli, Rosetta Ring, Protect Ring, Airship Card	
To find treasure	



Location	Outer Continent, in northeastern part of Seatence Ice Field	Requirements	Mountain Ability
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Mountain Crack #2

Reward

Maiden Prayer, Dragon's Hair, Gauntlets, Odin Card

To find treasure



Location	Near forest northwest of Oelivert	Requirements	Mountain Ability; access to Forgotten Continent
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Mountain Crack #3

Reward

19 Eye Drops, Madain's Ring, Genji Helm, Hida Garde 1 Card

To find treasure



Location	Northeastern part of Forgotten Continent	Requirements	Mountain Ability; access to Forgotten Continent
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Chocobo's Paradise

Items	Dead Pepper (<i>will max out inventory</i>), Fat Chocobo [Card]
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Thankfully, the rest of the Chocobo-related quests are fairly easy. To find Chocobo's Paradise, get a Sky Chocobo and look for an island not marked on the map near the northwestern corner. Dig in the mountain crack here (requires a **Dead Pepper**) to open access to the area.

Before digging up everything (Chocograph treasures, dive spots, and mountain cracks), they'll just give hints to the various **Dead Pepper** treasure locations, and one of the Chocobos near Fatty will max out your **Dead Pepper** stash. Neat!

The real use of this area comes later, though. Once you've gotten everything, speak to Fat Chocobo for a scene and a Fat Chocobo Card, then go back and challenge him to a card game (you don't even need to play the game, just use Square to speak to him). He'll give you the quest coming up next...



Chocobo Beach Quest

(Note: This quest is only available on Disc 4 after all Chocographs and Dead Pepper Treasures have been completed and after challenging Fat Chocobo to a card game.)

This is an extremely simple quest: visit every named beach in the world. To do this, go to the beach, dismount your steed, and press Circle. If you haven't "registered" the current beach in the sidequest (and the quest is active), you'll hear a sound indicating success. There are 21 in all.

The main difficulty here is the islands. They are listed below for your convenience.

- Conmure Shores (northeast of Outer Continent)
- Lanshake Shores (south of Chocobo's Forest)
- Lanar Island (island with the Qu's Marsh)
- Palmnell Island (island with Chocobo's Lagoon entrance)
- Salvage Archipelago (east of Daguerreo)
- Everlang Island (west of Forgotten Continent)

The continents are easy; just do a circuit of the outer edge of each continent and register each new beach you pass, keeping count as you go. Forgotten Continent has none, Lost Continent, 2, Outer Continent, 6 (including the one by Madain Sari, which is technically on an island), and Mist Continent, 7.

Once you've done this, anytime you're on the World Map and in sight of a beach, you can press Circle to restore your HP and MP (and it's free too)--nice! Remember that you must dismount from Choco first though (but you can just climb right back on afterwards).

Morrid's Coffees

Items	Moccha Coffee [Key Item], Kirman Coffee [Key Item], Burman Coffee [Key Item], Mini Prima-Vista*
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**Not an inventory item. It will appear in the Tantalus Hideout upon completion of the quest. While you can start this quest on Disc 1 after leaving Lindblum, it can't be finished until Disc 3. The quest involves collecting three rare coffee items, and bringing them to Morrid (he lives on Observatory Mountain near Dali). The coffees are listed below:*

- **Moccha Coffee:** Found in **Bohden Arch** (located near Chocobo's Forest), at the base of the tree near the spring. The "Baku and His Crew" ATE does not need to have been viewed, but it does serve as a hint for the item.
- **Kirman Coffee:** Found in the kitchen in **Madain Sari**.
- **Burman Coffee:** This is the trickiest one. In order for it to be accessible, you must visit **Dali** on Disc 3 during the **Card Tournament** and obtain the Mayor's Key from the heater. Once you have it, you can unlock the back door of the windmill, and open a chest for 30,000 Gil. Once you've taken the money, examine the chest again for the Coffee.

Be aware that both the Moccha Coffee and Burman Coffee items are missable. Moccha Coffee is unavailable on Disc 4, while Burman Coffee cannot be collected if you missed your chance to take the Mayor's Key. For the Burman Coffee, if you collected the Key you can obtain the Coffee at any time thereafter.

Once you have all three, speak to Morrid on Observatory Mountain (it's located near Dali...remember Steiner?) to collect your prize. In this case, you receive the Mini Prima-Vista item, which is placed in the Tantalus Hideout as a "trophy" of sorts. This part cannot be completed on Disc 4.

Kupo Nuts

This is an extremely simple sidequest: deliver Kupo Nuts to Moguta in Gizamaluke's Grotto in exchange for items. The first Kupo Nut is received as part of the story; the rest are given for certain Mognet deliveries (click **here** for a list).

The first time you deliver a Nut on a given disc, you'll receive a fixed prize. They are listed below:

Disc 1	Holy Bell [Key Item]
Disc 2	Elixir (<i>only available after Cleyra</i>)
Disc 3	Extension
Disc 4	Aloha T-Shirt

Any further Kupo Nuts delivered on the same disc will result in a random one of the following items: **Tent**, **Phoenix Pinion**, or **Ether**. Aside from the fixed prizes listed above, there aren't any special rewards for delivering Kupo Nuts, so do the quest if you want, or just deliver one per disc.

The biggest catch to this quest is that you can only carry one Kupo Nut at a time; if you're already carrying a Kupo Nut, Moogles will **never** give you another one even if they're supposed to give you a Kupo Nut normally, so if you're interested in the quest, be sure to deliver Kupo Nuts as soon as possible after receiving them. The main walkthrough provides details on this.

On Disc 4, if you're going for a perfect Item List, you'll need to deliver at least one Kupo Nut before delivering the last Mognet letter (all Disc 4 deliveries result in receiving a Kupo Nut). This way, you can get the unique (but worthless) **Aloha T-Shirt**, and keep the final Kupo Nut in your inventory, since the Kupo Nut itself is a unique item (don't deliver it).

Stiltzkin Shopping

Items	Ribbon
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Starting in **Burmecia** and running throughout the rest of the storyline, Stiltzkin offers several business opportunities. All the stuff he sells is dirt cheap and/or limited quantity, so try to get them all. In many cases, he only appears for a brief period of time, so be vigilant in areas he sells in and buy from him as soon as you find him. All of these are missable except the very last one.

Stiltzkin also appears in **Alexandria** at the very beginning of the game on Disc 1, but he doesn't sell anything at the time, and talking to him here has no impact on the quest.

Disc	Location	Items	Price
1	Burmecia	Soft, Hi-Potion, Ether	333
2	Cleyra	Hi-Potion, Ether, Phoenix Pinion	444
2	Fossil Roo	Ether, Remedy, Phoenix Pinion	555
2	Condie Petie Mountain Path	Magic Tag, Tent, Ether	666
3	Alexandria	Phoenix Pinion, Hi-Potion, Elixir	777
3	Oeilvert (inside)	Hi-Potion, Emerald, Elixir	888
3	Bran Bal	Diamond, Ether, Elixir	2,222
4	Alexandria	Moonstone, Ruby, Elixir	5,555

If you bought everything he offers throughout the game, he'll give you a **Ribbon** in Alexandria on Disc 4. Definitely try to get this, it's one of the best Add-Ons in the game and strictly limited in quantity.

Treno Auction House

As you may have noticed, Treno's Auction House has a number of highly useful items...for a high price, naturally. It's all good though; Gil isn't a huge issue in this game if you play your cards right.

Auction Mechanics

Every time you enter the Auction House, there will be four items up for bid. Bidding on a particular item is always optional, so you're more than welcome to ignore items you're not interested in (they will reappear according to their normal rules on subsequent visits). At the beginning, the auctioneer will state the four items for bid (if you don't like them, or you already have what you want, you can just leave and reenter without waiting for the auction to complete). The prices are not fixed like FFVI's version, but rather are random but generally focused around a general ballpark. If all four items have been completed, the auctioneer will leave, but you can leave and re-enter to start a new auction session.

Auction Items

The table below details the available items in the Auction House, along with when they're first available, conditions for appearance, whether the item can be repeated, and approximate price. Note that Griffin's Heart, Doga's Artifact, Une's Mirror, Mini-Cid, Magical Fingertip, and Rat Tail are Key Items, while the rest are normal items.

Item	First Available	Special Conditions	Repeatable?	Price
Reflect Ring	Disc 2	None	No	15,000
Magician Robe	Disc 2	None	Yes	7,700
Fairy Earrings	Disc 2	None	Yes	9,500
Madain's Ring	Disc 2	None	Yes	8,700
Pearl Rouge	Disc 2	None	Yes	17,100
Elixir	Disc 2	Must have less than 5 in inventory	Yes	36,000
Feather Boots	Disc 3	Must have none in inventory	Yes	15,000
Anklet	Disc 3	Must have none in inventory	Yes	17,000
Dark Matter	Disc 3	None	No	16,600
Promist Ring	Disc 3 (after Card Tournament)	Must have none in inventory	Yes	24,500
Thief Gloves	Disc 3 (after Card Tournament)	None	No	19,900

Item	First Available	Special Conditions	Repeatable?	Price
Ribbon	Disc 4	None	No	80,000
Griffin's Heart	Disc 2	Must have none in inventory	Yes	6,100
Doga's Artifact	Disc 2	Must have none in inventory	Yes	10,000
Une's Mirror	Disc 2	Must have none in inventory	Yes	14,400
Mini-Cid	Disc 2	None	No	1,600
Rat Tail	Disc 3	Must have none in inventory	Yes	15,500
Magical Fingertip	Disc 4	Must have started Magical Fingertip sidequest and sold Griffin's Artifact, Doga's Artifact, Une's Mirror, and Rat Tail to nobles in Treno; Must have none in inventory	No	40,000

You can actually profiteer with Griffin's Heart, Doga's Artifact, Une's Mirror, and Rat Tail--they can be sold to nobles around Treno once each for 10,000, 10,000, 15,000, and 25,000 respectively, so try to buy them cheap and sell them (except for Une's Mirror, refuse their first offer to get full price). The Adventurer near the Synth shop buys Griffin's Heart and Rat Tail, the fat nobleman there, Une's Mirror, and the Scholar in the Synth Shop, Doga's Artifact.

Auction Strategy

When you first reach Treno, most of the items (except the Key Items) aren't worth your while. **Reflect Ring** and **Madain's Ring** are nothing overly interesting, while **Magician Robe** and **Elixir** are both ridiculously overpriced (and you probably have more than 5 Elixirs anyway). This leaves **Fairy Earrings** and **Pearl Rouge** (requires you to buy the Reflect Ring from the Auction first) as good items. If you have the money lying around, go ahead and buy them, but if not they can wait for later. The Key Items are mostly notable for being able to be resold for a higher price one time each, so get them cheap if you can, but don't buy a second copy of any of them yet. Mini-Cid cannot be sold, but it's dirt cheap so it's up to you if you want it now.

During the **Card Tournament**, the only new items of note are the Rat's Tail, which can be sold for profit once only, and the **Dark Matter**, one of very few copies available in the game and the only way to teach Dagger **Odin**. Definitely get the Dark Matter ASAP, Dagger really needs to learn her Summons to be useful at this stage of the game. The **Feather Boots** suck, and you probably don't need another **Anklet** (for the Auction, items equipped on characters don't count as being in inventory, so you can buy Feather Boots and Anklets this way if you like).

After the Card Tournament, the **Thief Gloves** are the big draw, and one I highly recommend getting. It's the only way to teach **Master Thief**, and it's fairly cheap to boot. The **Promist Ring** is pretty meh, but if you're going for a perfect game, you'll need to equip your Promist Rings to characters and buy more here to max out the number (you can get 9 this way).

On Disc 4, only two new items are available: the **Ribbon**, a superb Add-On for the females, and the Magical Fingertip, which is needed for a **sidequest**. They cost an arm and a leg, but definitely buy them.

Stellazzio

Items	1,000 Gil, Phoenix Pinion , 2,000 Gil, Blood Sword , 5,000 Gil, Elixir , 10,000 Gil, Black Belt , 20,000 Gil, Rosetta Ring , 30,000 Gil, Robe of Lords , Hammer
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Collecting Stellazzio is a key sidequest that provides some great rewards. While the rewards cannot be collected until early Disc 2 at the earliest, you can begin collecting Stellazzio coins very early.

Stellazzio Locations

The table below lists the Stellazzio in the order than can first be collected. Note that none of them are missable, even on Disc 4.

Stellazzio	Location
Aries	Dali Windmill, ground floor near crankshaft
Cancer	Burmecia , second screen behind overturned cart
Scorpio	Quan's Dwelling , near southern cave wall in lower section
Gemini	Treno , throw Gil in the fountain 13 times
Taurus	Treno , behind Item Shop in a crate
Virgo	BMV , in the Inn's bedroom
Libra	Madain Sari fountain plaza
Leo	Alexandria Castle , in the room with the Neptune statue
Sagittarius	Lindblum , large plaza in Business District (check the left side of the screen)
Capricorn	Daguerreo entrance, in the water on the right side of the screen
Aquarius	Ipsen's Castle , behind a pillar on the second screen
Pisces	Invincible (Disc 4), inside a chest
Ophiucus	Quan's Dwelling , near southern cave wall in lower section where Scorpio was (must have all previous Stellazzio turned in)

Stellazzio Rewards

To collect your rewards, speak to Stella in the building on the water in Treno near the Synthesis Shop. She'll give a reward based upon how many Stellazzio you've collected, as listed below:

Number	Reward
1	1,000 Gil
2	Phoenix Pinion
3	2,000 Gil
4	Blood Sword
5	5,000 Gil
6	Elixir
7	10,000 Gil
8	Black Belt
9	20,000 Gil
10	Rosetta Ring
11	30,000 Gil
12	Robe of Lords
13	Hammer

The **Hammer** is a unique item that can only be gotten here. Keep it in your inventory for an extra scene in the ending, or use it to Synthesize a **Tin Armor** for Steiner, by far the best armor in the game.

Weapon Shop Monsters

Items	Tonberry [Card], 15,000 Gil, Running Shoes , Circlet
Enemies	Griffin , Catoblepas , Amdusias , Behemoth

In Treno's Weapon Shop, you'll notice monsters waiting to be fought. These monsters are modified forms of their normal field counterparts, and drop no Exp, AP, Gil, or Items aside from the fixed prize for winning. This is summed up below:

When	Monster	Reward
Disc 2	Griffin	Tonberry Card
Card Tournament	Catoblepas	15,000 Gil
After Card Tournament	Amdusias	Running Shoes
Disc 4	Behemoth	Circlet

Battle Strategies

Battle strategies are listed here. Stats aren't listed in detail, since none of the monsters are even remotely strong enough to warrant it. On Disc 2 you'll face...

Monster #1: Griffin



If you grabbed enough Stellazzios to earn the **Blood Sword**, just equip Steiner with it and a **Gold Choker** alongside **Bird Killer**, then enter battle and watch him outheal Griffin every time. If you don't have the Blood Sword, you'll need to be much more aggressive; use Bird Killer with your most powerful sword, **Gold Choker**, and a stash of **Hi-Potions**, and try to outlast the thing. **Counter** really helps here if you're going this route.

During the **Card Tournament**...

Monster #2: Catoblepas



A combination of **Jelly**, **Beast Killer**, and **Coral Ring** makes this fight mostly trivial; just heal up when your HP gets low. **Counter** helps as well to increase damage. If you Trance and have **Angel Bless** equipped on Zidane, Grand Lethal will likely end the fight in one turn.

After **Mount Gulug** (but still on Disc 3) there's a new monster here.

Monster #3: Amdusias



For an easy win, equip Zidane with **Sargatanas** (available in **Daguerreo**) and **Soul Blade** the thing (**Petrify** wins just as well as 0 HP). The **Tent** trick (or single-serve **Silence** and **Blind** spells from Dagger, or Quina's **Bad Breath**) will also completely pacify it, giving an easy but slower win.

On Disc 4, it's the big, bad...

Monster #4: Behemoth



Yet again, **Sargatanas** and **Soul Blade** combination wins instantly. If you insist on doing things the "proper" way, slap it with **Silence** to stop its **Meteor** counters and then whittle it down with **Beast Killer** or Ice-elemental attacks.

Conde Petie Colored Stones

Items | Moonstone

Available: Discs 2-3 Your first task is to collect the four stones (Red, Green, Blue, and Yellow). Instructions for doing so are given [here](#).

Once you have all four, simply look for the exchange machine. It's located west of Suzuna; simply examine it and insert all four stones to receive a **Moonstone**! This can only be done once, sadly.

Oglop Trading

Items | Oglop [Card]

Available: Discs 2-3 This is simple and mostly pointless (your only reward is a Card, and not even a good one). Simply catch an Oglop on **Conde Petie Mountain Path**, and return to Conde Petie and speak to Bryan Rootrunner near the **Item Shop** to receive an Oglop Card. This can be repeated as often as you like for more Oglop Cards, but seeing as how the reward is garbage there isn't much point.

Hippaul Racing

Items | Wyerd [Card], Carrion Worm [Card], Tantaran [Card], Armstrong [Card], Ribbon [Card], Nova Dragon [Card], Genji [Card], Athlete Queen [Key Item]

Available: Disc 3, in **Alexandria** as Vivi before going to the mini-theater

This mini-game is very simple and very annoying. It's basically a Final Fantasy-style old-school racing game. To race, speak to Hippaul's mother (shown in game as Hippolady), who stands near him in the street between the bar and the entrance plaza. To run, simply alternate between pressing Square and Circle; the faster you alternate, the faster Vivi runs. As Hippaul gains levels, he goes faster and faster. At first he's pathetic, but later (around level 55 or so) he's extremely difficult. If you win, Hippaul gains a level; if you win by 1 second or more, he increases to the next multiple of 5. If you want to check Hippaul's level, speak to him.

Unfortunately, there isn't much strategy here since it basically comes down to coordinated button-mashing. The two easiest ways to win are both forms of cheesing out the game: turbo controllers and tinkering with the frame rate on emulators. Both methods make winning pretty trivial, since the former does the mashing for you and the latter ends up slowing down Hippaul while you continue at normal speed. If neither option is available, you can reconfigure the controller to something more doable, and try your best. Also keep in mind that it's impossible to jump to jump the gun, so you can start mashing before Hippaul's mother says, "Go," to try to gain an advantage. There's no cost to race, and no penalty for losing, so feel free to try as often as you like. You're also free to leave and do other things (including save), so long as you don't advance the plot.

Every 10 levels through Level 80, you get a prize from Hippaul's mother. The prizes are listed in the table below:

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

This, sadly, is the only way to get the Athlete Queen Key Item. You can return to the walkthrough by clicking [here](#).

Double or Nothing

Available: Disc 3, while in control of Zidane in **Alexandria** before seeing Dagger

This is a simple game. Speak to the Nero brothers in Alexandria's Weapon Shop, and agree to play their game for 50 Gil. If you correctly identify the brother in question, you double your wager. You're also offered the option to play for an increased amount (150 the second game, then double the previous wager after that) each time you win; if you lose at any point, the wager goes back to being 50 Gil (you can also walk away after winning, simply keeping whatever you won). Except for the first game, where your prize doubles, if you win you win back your wager plus 1/3. There are no item prizes, only Gil.

Theoretically, you can make a massive amount of Gil quickly playing this game repeatedly and winning, but the catch is that you must win a long series of games without stopping to save, and losing or quitting resets the wager to a measly 50 Gil. Feel free to play if you want, but you probably have better things to do with your time.

Daguerreo

Items	Capricorn [Key Item], Rank S Medal [Key Item], Meteor [Card] or Holy [Card], Elixir , Elixir
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Daguerreo is located on Sacrobless Island, the largest island in the Salvage Archipelago, south of the Forgotten Continent. Using the airship (a Sky Chocobo can also land on the forest below the plateau if you prefer to show off FFX's equivalent of a Cadillac), land on the upper section, then enter the obvious entrance. (You may meet the **Gimme Cat** enemy here--if you do, don't give it a **Diamond**, it's not part of the **Friendly Creatures** quest.)

At the central intersection, just hang a right and look for the Capricorn **Stellazzio** in the little niche here, then follow the canal to the next screen. There's a Four-Armed Man here that you've been seeing in other areas; feel free to play cards with him (with Square), but don't speak to him (with X) until you're sure you have all the cards you want from him (or save first if you're just checking your treasure hunter rank). If you followed the walkthrough, you'll have enough treasure by now to obtain the Rank S Medal Key Item (but he'll run away and never be seen again). Ride the nearby lift to the top to come to the **Synthesis Shop**. They have a ton of great stuff, so be sure to check them out. The **Sargatanas** and new **robes** are very nice, as are the Summon **Jewels** (which increase the power of the connected Summon). There's also a Mooglee (Noggy) up here, but he doesn't have any letters. Leave using the top level when you're finished.

The first thing to do is examine the book pile. Up here is the **Item Shop**. You can also speak to the man talking to the clerk to participate in their argument--if you do this repeatedly, you'll receive a Meteor Card for agreeing with him more, or a Holy Card for agreeing with the shopkeeper. Nearby the shop, press the strange button here to activate the **Aquamarine** maker on the bottom level (opposite the entrance; for every 4 **Ore** you give it, it makes an Aquamarine). The nearby Librarian runs an Inn (100 Gil), which you can make use of if you want. The man in the shelves wants a book; if you examined the book pile, he'll move, granting you access to the middle level.

The middle level has an **Elixir** and a man who will change your characters' names if you have the Namingway Card, while the right side has another **Elixir**.

Return to the fork at the entrance and go left this time. Your goal here is to fix the hydrolift (if you don't the Weapon Shop will not open). Simply hit the left lever until a hole-like thing is revealed (examine the hole), then examine the hole followed by the rod to fix it. Lower the right lever until the right-hand platform is level with you, and now ride it up to the **Weapon Shop**. They carry a huge number of unique goods if you're visiting on Disc 3 (if you're on Disc 4, skip to the next paragraph). If you have the cash (and if you don't, a quick round of the Cotton Robe Trick will solve your problem), try to leave here with 2 each of **Asura's Rod**, **Hamelin**, **Obelisk**, **Tiger Fangs**, and **Octagon Rod**, and 3 of **Diamond Armor**. All of these items are missable, and this is the last new shop to carry them (it will be available through the end of the disc if you don't want to do it now). **Hamelin**, **Rune Blade**, and **Octagon Rod** all teach unique abilities as well, so be sure to pick up and use them even if you got better goodies from **Chocographs**. Also try to have a total of (between the two types) 8 **Zorlin Shape** and **Sargatanas** weapons, you'll need the extras for Synthesis later.

On Disc 4, the **Weapon Shop** is essentially the final Weapon Shop of the game; the weapons and armor here are the best buyable equipment at any point in the game. Stock up on whatever you need; nothing is missable, but the stuff here makes for great fillers if you're missing a piece of higher-level end game equipment. The **Synthesis Shop** and **Item Shop** will have the same inventories as before.

If you came here immediately after obtaining the *Hilda Garde 3*, click [here](#) to return to the walkthrough.

Magical Fingertip

Items	Magical Fingertip [Key Item], Excalibur
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Available: Disc 4 To start this quest, head over to **Daguerreo** and speak to the old man near the Inn. Your task is to track down the Magical Fingertip.

Go to Treno, and make sure you've bought and resold Une's Mirror, Doga's Artifact, Griffin's Heart, and Rat Tail (if you haven't, buy and resell any you haven't already taken care of). Once you've done that, the Magical Fingertip will appear in the auctions. Expect to pay at least 40,000 Gil for the Fingertip. Win it and take it back to the old man to be given an **Excalibur** for Steiner, his third-best Knight Sword.

Nero Brothers

Items	Protect Ring
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Available: Disc 4 (see details below) This quest runs parallel with the final dungeon. It consists of a number of "checkpoints", during which you can return to the Tantalus hideout in Lindblum for a scene, and, more importantly, get credit for viewing a checkpoint. The quest can be started anytime before defeating **Deathguise**, but starting too late will prevent you from obtaining the necessary number of checkpoints to complete it (once the next checkpoint is available, the previous ones can no longer be taken advantage of).

The checkpoints are listed below (minor spoilers):

1. Beginning of **Disc 4**

2. After accessing **Memoria**
3. After defeating **Maliris**
4. After the Alexander flashback
5. After Zidane talks to himself
6. After Dagger's flashback
7. After the eye scene
8. After beating **Tiamat**
9. After the "two planets" scene
10. After Quina's scene
11. After "memories" scene
12. After the **Kraken** battle
13. After Gaia's birth scene
14. After entering the Gate to Space room (you must not cause the room to transform, or battle **Lich**)
15. After defeating **Lich**
16. After the "beginning" scene
17. After entering the **Crystal World**
18. After defeating **Deathguise**

You need 9 checkpoints to complete the quest successfully. After completing the required number of checkpoints, you'll receive a **Protect Ring**, which, while not unique, is very difficult to get in large numbers, so a relatively easy one is always welcome. Interestingly, you can complete the quest twice if you see every checkpoint, causing you to see each of the scenes again, but there's no additional reward for doing so.

The Master Synthesist

Items	Wing Edge
Enemies	Hades (boss)

Available: Disc 4 Throughout the game, you'll probably hear rumors of a "master synthesist." Once you're on Disc 4, you can finally gain access to this unique shop.



On the screen in **Memoria** entitled, "Birth" (the underwater room), search around behind the rock formation. There will be no field icon to show you something's there, but instead just mash X until you enter dialog.

Before continuing too far through the dialog, you should first set your party. Zidane is a wise choice, since you'll be able to Steal some good items. For the second slot, Steiner is probably superior to Freya or Vivi; **Excalibur** and **Excalibur II** will both deal very heavy damage (and more than **Ragnarok** in any case). Vivi has little use here; he can't hit weaknesses, and **Flare** will probably just be somewhat comparable to a good **Knight Sword**, but it costs a lot of MP.

Freya, meanwhile, is typically weaker offensively than either of the other two, but if her **Dragon's Crest** is powered up to 9,999 damage, she'll make the best option here. For your healer, Eiko is the clear winner; she has elemental superiority

in addition to better healing in a fight that features numerous status attacks. There's absolutely no reason to take Dagger here unless you completely ignored Eiko the entire game. Finally, in your fourth slot it's a decision between Quina and Amarant (Amarant can also replace Steiner/Vivi/Freya if you want both, but he'll probably be somewhat inferior offensively). Quina's **Angel's Snack** is a huge advantage here; it will mostly nullify the most dangerous attack you'll see, and **Mighty Guard** and **Auto-Life** are nice as well. Amarant, on the other hand, has **Aura**, which bestows **Auto-Life** and Regen, and **Chakra**, which heals MP as well as HP, in addition to **No Mercy** for decent damage. If both are well-raised, I'd use Quina over Amarant.

Once you've picked your champions, it's time to equip them. Your first priority should be blocking Shadow; thankfully, many end-game pieces of equipment defend the element, so it makes equipping easier (flip side, simply halving the element is not enough; you need to at least nullify it). **Support Abilities** are crucial; you'll be facing a guy who can inflict numerous ailments, so pour your Magic Stones into status defense (you can skip **Insomniac**, **Jelly**, **Loudmouth**, and **Locomotion**, since he can't inflict any of these ailments on you, thankfully). Use your leftover Stones for **Auto-Haste**, **Auto-Regen**, **Devil Killer/Half MP**, and **Auto-Life**, in order of importance (if you still have spare Stones, you can enable other abilities, but they're much more marginal here). Be sure to save and heal everyone to full HP and MP, then keep speaking to the the voice and agree to challenge it.

Boss: Hades



HP	55,535	MP	9,999	Level	92
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Exp	65535	AP	30	Gil	9638
Steal	Common	Reflect Ring	Drop	Always	Wing Edge
	Uncommon	Running Shoes		Common	Elixir
	Semi-Rare	Battle Boots		Uncommon	Elixir
	Rare	Robe of Lords		Rare	Elixir
Type	Demon, Aerial		Card Drop	Holy	
Elemental Weaknesses	Holy				
Elemental Resistances	Earth (Nullifies), Shadow (Absorbs)				
Status Vulnerabilities	Slow				

I have no idea why he's hanging out in the middle of an imaginary ocean, but there's one thing that's certain: Hades will do nothing but pound your party into submission, and he's very good at it too.

Perhaps the least interesting attacks he uses are Freeze (**Freeze**) and **Mustard Bomb (Heat)**. If you prepared as recommended, both will be wasted turns, but if not, have fun watching your characters fall. There's also Cleave, a very powerful physical attack that hits everyone, but good armors will reduce the danger. Judgment Sword is your standard "reduce someone's HP to 1" attack. Hades can also cast **Reflect** on himself, which can create problems for the Eikos and Vivis in your party. But the real fun comes after he uses Powering Sword. He'll spend three turns counting down, then unleash one of two devastating attacks on you. Curse is probably the worst (used after every odd-numbered Powering Sword); it does decent damage, and has a shot at inflicting **Darkness**, **Confuse**, **Mini**, **Poison**, and **Slow** on everyone. Every even-numbered Powering Sword, he'll use **Doomsday**; it will heal Hades for 9,999 and deals massive damage to your party (you're either nullifying/absorbing Shadow, or your pushing up daisies in the middle of space).

So what to do? Your first task is to lift those nice items Hades carries. **Slow** will help you out a bit, but ultimately you're just going to have to heal with the rest of the party. Once you have at least the **Running Shoes** and **Robe of Lords (Battle Boots)** (are decent also but can be obtained easily other ways), start working on smacking the demon around. Zidane should attack, Vivi will be reliant on **Flare**, and Steiner should attack or spam **Shock**. Dagger (why on earth did you bring her?) will have to settle for **Bahamut** spam and Items, while Freya **Jumps** or uses **Dragon's Crest**. Quina should be taking advantage of **Angel's Snack** after a Curse attack (it removes any statuses), and otherwise using **Mighty Guard** or **Auto-Life**. If s/he has a free turn (for example, if Hades is counting down) you can just attack or use **Frog Drop**. Eiko should heal or cast **Holy**, while Amarant can play support or attack with **No Mercy**. **Throw** is also an option, but don't throw anything unique.

Once you win, he'll open up his **Synthesis Shop**. It has a number of goodies not found anywhere else, including the **Tin Armor**, the best armor by far in the game. If you want to return here later, feel free; you still won't find an action icon where Hades is, but if you return to the same spot and press X, he'll let you Synth (he won't make you fight him).

A key question at the end of the game is whether to Synthesize a **Pumice** from your **Pumice Pieces**. As Add-Ons, Pumice Pieces are far and away superior to Pumice; they absorb two crucial end-game elements, while giving better stat boosts and teaching **Boost** to **Dagger** and **Eiko**. Pumice's only advantage is that it's the only way to teach Dagger **Ark**. Really, the decision depends mostly on whether you plan on taking on the game's **toughest optional super-boss**. If you plan to fight it, don't bother Synthesizing away your Pumice Pieces; the Pumice Pieces will aid you enormously in the fight, and the boss will Drop a Pumice upon defeat (and you can steal a third Pumice Piece from it as well, if you're feeling lucky). If not, it's the only way for Dagger to learn **Ark**, which is far and away her best attack and the only real reason to use her end-game, so you may as well go ahead and make a Pumice once she and Eiko both master **Boost**.

The Ultimate Monster

Items	Pumice , Ozma [Card], Strategy Guide [Key Item]
Enemies	Ozma (boss)

Requirments: Sky Chocobo

Before taking on this quest, it's highly recommended to complete the **Friendly Creatures** quest first. This will make your task a lot easier, because doing it will change the properties of the boss to be more in your favor. In addition, I strongly recommend having the treasures from **Memoria**.

Before you head off to take on this challenge, you'll need to set up a good party. Zidane is mandatory, and you'll want him for Stealing anyway. For the second slot, Steiner is probably superior to Freya or Vivi; **Excalibur** and **Excalibur II** will both deal very heavy damage. Vivi has little use here; he can't hit weaknesses (unless you just feel like messing around with **Doomsday**, which is a decent strategy on offense if you did the **Friendly Creatures** quest), and **Flare** will probably just be somewhat comparable to a good **Knight Sword**, but it costs a lot of MP. Freya, meanwhile, is typically weaker offensively than either of the other two, but if her **Dragon's Crest** is powered up to 9,999 damage, she'll make the best option here. For your healer, Eiko is the clear winner; she has elemental superiority in addition to better healing in a fight that features numerous status attacks and, more than likely, **KO's**. There's absolutely no reason to take Dagger here unless you completely ignored Eiko the entire game. Finally, in your fourth slot you should put in Quina over Amarant. Quina's **Angel's Snack** is a huge advantage here; it will completely nullify the most dangerous attack you'll see, and **Mighty Guard** and **Auto-Life** are nice as well. Amarant simply lacks the good status healing of Quina, so he's really not worth it here. Having exactly one character whose level is a multiple of 5 and at least one whose level is a multiple of 4 is wise too; you'll see why soon.

As to equipment, with this thing it's a little more complicated. Your first priority should be blocking Shadow; thankfully, many end-game pieces of equipment defend the element, so it makes equipping easier (flip side, simply halving the element is not enough; you need to at least nullify it). Make sure at least one character nullifies (not absorbs) the element. The same goes for Holy; you'll see why once you enter battle. **Support Abilities** are crucial; you'll be facing a guy who can inflict numerous ailments, so pour your Magic Stones into status defense (you can skip **Body Temp**, **Insomniac**, **Jelly**, **Loudmouth**, and **Locomotion**, since it can't inflict any of these ailments on you, thankfully). Use your leftover Stones for **Master Thief**, **Bandit**, **Auto-Haste**, **Auto-Regen**, **Bird Killer/Half MP**, and **Auto-Life**, in order of importance (if you still have spare Stones, you can enable other abilities, like HP+ abilities, **Counter**, **Return Magic**, etc. but they're much more marginal here).

Once you're confident you're ready, be sure to save and heal everyone to full HP and MP and save your progress. Fly your Sky Chocobo to Chocobo's Air Garden, then go to the back platform (not the one Mene hovers over) and examine the weird rock-like structure up there. After several warnings from Mene (you'll be given the opportunity to change your party or enter the menu), you'll face...

Boss: Ozma



HP	55,535	MP	9,999	Level	99
Exp	65535	AP	100	Gil	18312
Steal	Common	Elixir	Drop	Always	Pumice
	Uncommon	Robe of Lords		Common	Dark Matter
	Semi-Rare	Dark Matter		Uncommon	Dark Matter
	Rare	Pumice Piece		Rare	Dark Matter
Type	Aerial	Card Drop	Ozma		
Elemental Weaknesses	Shadow (if <i>Friendly Creatures</i> sidequest was completed successfully), Wind, Holy				
Elemental Resistances	Shadow (Absorbs) (if <i>Friendly Creatures</i> sidequest was <u>not</u> completed successfully), Earth (Nullifies)				
Status Vulnerabilities	Darkness, Slow				

Hey look, it's a beach ball! Only, this is a beach ball that pummels you with a wide variety of powerful magic while being the smartest opponent you'll see in the game. Also, if you failed to complete the **Friendly Creatures** sidequest, Ozma will be Out of Reach, meaning you need either **Long Reach** or a **Racket** to damage it physically.

Ozma likely has the largest attack set in the game. **Doomsday** is arguably its signature attack; it hits everyone on the field for incredible Shadow-elemental damage, and will likely kill you if you don't at least nullify the element. An interesting (and highly useful) quirk is that if you completed the **Friendly Creatures** sidequest, Ozma will be weak to Shadow, but will still cast **Doomsday** anyway, probably damaging itself for 9,999 damage. There's also **Flare**, which is non-elemental but only targets one (it will either heavily damage or **KO** whomever it hits). **Holy** has more or less the same effect as Flare here, aside from its added Holy element. **LV4 Holy** can also make appearances, and it's a lot stronger than the one Quina uses. Absorb MP drains MP from a character, probably reducing them to 0. **Mini** is the same spell Dagger and Eiko can play with, and as you'd expect it sets **Mini** on all characters if it connects. **LV5 Death** will **KO** anyone with a level that is a multiple of 5, while **Death** simply **KO**'s a character if it connects. Ozma can also use **Esuna** to remove any status ailments inflicted on it. All of these moves are serious threats to your gang, but Ozma's true power comes from three moves in particular. Curse does heavy damage (it will probably kill anyone in the front row unless you're really high-leveled or under Protect) and will inflict **Darkness**, **Confuse**, **Mini**, **Poison**, and **Slow** on everyone. You may also remember Flare Star from a certain storyline opponent; here, it does damage equal to the character's level times 50 (but it can still miss). But the real threat is **Meteor**. Ozma's Meteor is unblockable, and can deal an unavoidable 9,999 to your whole party if your luck is bad (its damage is random for each character, so on the flip side you may get off with practically no damage). Worse is its tendency to chain Curse after a Meteor, often resulting in a wipe. Oh, and it can counter any damage you do to it with **Curaga** on itself (more common once its HP gets low) or a **Berserk** spell (sets **Berserk** on the attacker).

Before detailing actual strategies, it's crucial to understand two points about Ozma's AI script. First, entering any command while it's not currently acting will cause its ATB bar to immediately fill, and Ozma will take its turn *before* the character's command. (To clarify, if Ozma has a spell animation in progress, this will not happen, nor can it pre-empt counterattacks, or commands before the one you just gave.) This means that **Slow** is of little value, and it's advantageous to use any abilities targeting Ozma while it's in the middle of executing its command, rather than while it's sitting idle or waiting for a party member's command. Second, Ozma will not use an elemental attack if every party member absorbs the element. It will still use it if at least character nullifies it, however. For the LV# spells, they will not be used unless at least one character is at that level. This in particular is very useful knowledge because having more spells available to Ozma will reduce the probabilities of it using one of the "big three" attacks (Curse, Flare Star, and **Meteor**), which are by far the most dangerous. Coming in with a character whose level is a multiple of 4 is very wise, because **LV4 Holy** is nothing compared to these big attacks. In addition, remove **Mini** from your party ASAP--the **Mini** spell is easily countered, while Curse/Flare Star/Meteor are not, but Ozma will not use Mini if everyone is already under the status. Similarly, **Esuna** will only be used if you set **Darkness** on Ozma, which is a useful way to make it waste a turn.

Your first order of business, then, should be to **Steal** that stuff. All four Steals are very nice, though the **Dark Matter** and **Pumice Piece** can take some time if you're unlucky (if you lack **Master Thief**, don't bother with this battle until you do have it). The rest of your party should focus on keeping healed; don't bother attacking at this stage, because this will just cause Ozma to take more turns and you could end up killing it off before you finish the robbery, but feel free to waste its turn with a **Darkness** move. Your goal, above all, is to avoid seeing Curse, Flare Star, and **Meteor** as much as possible, so if you equipped properly and remove inflicted statuses, you'll see them a bit less (even more so if you're careful with your actions). As noted above, don't waste your time with **Slow**, it has very little effect here. Once you're ready to take it down, you need to act fast while keeping healed (but again, try to fit your actions into the space where Ozma is with an animation). Zidane is probably better off playing utility unless your levels are really high or he **Trances** (or you maxed out **Thievery**) to avoid giving the sphere extra turns, Vivi can have fun with **Flare** or **Doomsday** (Doomsday will outdamage Flare by a great deal as well as healing your party if you did the **Friendly Creatures** sidequest and equipped properly), while Steiner should play with **Shock** (unless he Trances, in which case just stick with basic attacks to save MP). Dagger and Eiko should do nothing except cast **Curaga** (or revive a **KO**) anytime they get a turn, although Eiko should spam **Holy** if she Trances. Freya, like Zidane, should play utility unless you maxed out **Dragon's Crest**, in which case fire away. Quina should use **Angel's Snack** if anyone is under status effects, or cast **Auto-Life** starting with your healer; if everyone is under **Auto-Life** and you aren't facing any status effects, either cast **Mighty Guard**, throw around **Ethers** or use a maxed-out **Frog Drop**. Unfortunately, this battle is heavily luck-dependent, meaning you could use a perfect set-up and strategy and still get a Game Over. The likelihood of this goes down as you level up, but it isn't necessary to grind Levels just for this so long as you haven't been running away from most battles.

Once you prevail, you'll receive a **Pumice**, which teaches Dagger **Ark**, an incredibly powerful Dark-elemental attack and the main reason to use her end-game. There's also a decent chance of getting one or more **Dark Matter** items, which is the only way to have more than two on a file.

After the battle, Mene will give you the Ozma Card and Strategy Guide Key Item. The Ozma Card is a great playing card (it tends to have massive stats) while the Strategy Guide is useless except for giving a hint on how to obtain the maximum Card Collector's Level. The **Pumice** Drop and Ozma's Steals are the main draw here, from a rewards standpoint.

Storyline Mini-Games

These mini-games take place as part of the story.

Sword Fight Mini-Game

Items	Ether or Elixir or Silk Shirt or Moonstone, ??? Gil or 10,000 Gil
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This mini-game takes place during the play near the start of the game. The premise is very simple: input button combinations correctly and quickly to impress the watching nobles and Queen Brahne. There are 100 nobles, and 49 buttons in the sequence (which buttons are in the sequence varies each time). You gain 1 noble per keystroke entered correctly and 1 bonus noble per keystroke entered correctly and more quickly for 98 nobles total. You also get 1 free noble, and 1 bonus noble for entering all commands correctly. I'm not sure what causes Queen Brahne to approve or not, but she almost never seems to enjoy it if you missed any inputs. Strangely, Brahne enjoying it has no effect at all on your prize. After the game gives you your result, it gives you the option of doing an encore, retrying the game. (The crowd will always want an encore, regardless of the previous result.) There's no penalty for retrying, and you can try as often as you like, but the game will consider your last attempt as your final result.



As to the prizes, they are listed below. If you had less than 100 nobles, you'll receive a random amount of Gil as well; if you got 100 nobles, you'll simply receive 10,000 Gil. This alone is enough reason to try for 100 nobles, because that much Gil helps enormously this early in the game. Furthermore, the **Moonstone** is strictly limited in quantity, so even more reason to go for the grand prize.

Nobles Impressed	Prize
0-49	Ether
50-79	Elixir

Nobles Impressed	Prize
80-99	Silk Shirt
100	Moonstone

Getting all the commands entered correctly isn't overly difficult, but getting 100 nobles can be a major pain. There are a ton of commands to enter, and even lagging somewhat costs you precious nobles. (Playing on an HDTV makes this practically impossible due to input lag, so consider playing on a regular TV or emulator. If you're on an emulator, you can also cut the frame rate limit to 20-30 and get 100 nobles easily.) Your focus should first be on getting the keystroke correct, then on speed. Focusing on the color first can help as well (remember, white = directional, blue = X, green = Triangle, purple = Square, red = Circle). Also, early on the commands will only be directional buttons, X, and Triangle. Square and Circle aren't thrown in until about halfway through, so ignoring these buttons early in your series can help you gain points. Covering up all of the screen except the areas where commands are given can help some people, as can muting the music. You can also try saying aloud the button, which works for some. Finally, be sure not to mash X at the end; you don't want to do an encore the one time you managed to score 100. It's tough, but by no means impossible. When I was writing the walkthrough, I got 100 on the sixth try, even though I haven't played FFX in a long time.

To return to the walkthrough, click [here](#).

Finding the Knights of Pluto

Items	Elixir
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This is a fairly simple mini-game. There are 8 Knights of Pluto besides Steiner; you start out having found two, and need to find the other six (there's a guard register on the wall if you need it). Here's a quick list of where they are:

Kohel	In the guardhouse
Blutzen	In the guardhouse
Dojebon	In the grand staircase; you must chase him down and catch him to "find" him
Mullenkedheim	In the East Dining Room
Laudo	In the West Library; speak to him, leave, then search behind the bookshelves (mash X) to "find" him
Haagen	Sitting at the edge of the lake
Weimer	Near the West Tower
Breireicht	Spiral staircase in the West Tower

When you've found all of them, speak to Breireicht twice to receive an **Elixir**.

Return to the main walkthrough by clicking [here](#).

Festival of the Hunt

Items	Master Hunter [Key Item], Theatre Ship [Card] <i>or</i> Coral Ring <i>or</i> 5,000 Gil
Enemies	Fang, Mu, Trick Sparrow, ZaghnoI (boss)

The Festival of the Hunt takes place in Lindblum. It consists of Vivi, Freya, Zidane, and several others fighting monsters for points.

Festival Mechanics

Once the festival begins, you'll have 12 minutes to accumulate points. You'll be playing as Zidane, but Vivi and Freya will accumulate points independently. During the event you will have access to both the cable cars and the menu, but using both will count against the timer, as will time actually in battle. (If you need to stop time completely, pause using the Start button.)

Interestingly, the aircab attendants will provide comments about whoever is in the lead. Doesn't help you at all, but if you're not in a hurry (in other words, if you don't want Zidane to win), feel free to chat.

As to enemies, you'll be seeing formations of **Fang, Mu, and Trick Sparrow**. None of them drop Exp, Ap, Gil, or Items, and only give you points. Mus are worth the least typically (the exact points given for a group of monsters you defeat is decided after the battle), Trick Sparrows in between, and Fangs the most. As to districts, the Business District is worth 90-102 points, the Theater District 40-48 points, and the Industrial District 46-54 points.

Once the time drops below 4:30 left, you can encounter **ZaghnoI**. He is located in the square in the Business District with the shops (note that if you're in the square when the timer passes 4:30, you need to leave and return to spawn it). Be sure to equip **Bandit** on Zidane before starting the fight (also equip the **Butterfly Sword** if you were grinding to learn **Soul Blade** for whatever reason), as well as **Beast Killer**. Once it shows up, there'll be a scene, then it's showtime!

Boss: ZaghnoI



HP	1,574	MP	2,342	Level	9
Exp	0	AP	0	Gil	0
Steal	Common	Mythril Gloves	Drop	Always	Nothing
	Uncommon	Needle Fork		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Beast		Card Drop	None	
Elemental Weaknesses	Water				
Elemental Resistances	Lightning (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, Mini, Silence, Sleep, Slow				

Freya will join Zidane for this fight. Zaghnol may seem tough, but really it's not all that difficult.

Zaghnol has a grand total of three moves. Heave is your basic physical, although Zaghnol is quite strong physically so it will leave a mark. Electrocute enables Zaghnol to use **Thunder**, which can be either ST'd or MT'd.

At most, you're going to have about 4 minutes 15 seconds, so you need to work fast. If you have **Soul Blade** and **Butterfly Sword** for whatever reason (too much grinding for my taste, but eh) you can just wait for an Electrocute and then slap it with **Silence** using Soul Blade to practically disable the thing. In any case, your first order of business should be to **Steal** Zaghnol's items. Both the **Mythril Gloves** and **Needle Fork** are great items that won't otherwise be available for some time, so be sure to grab both (Freya should handle healing duty during your Stealing time). Once you have them, you'll need to work depending on who you want to have win the Festival. If you want Zidane to win, just straightforward attacking and healing will do nicely, with Zidane finishing it off. If you want Vivi to win, the opposite applies; **KO** both Zidane and Freya to have Vivi likely win. Freya is the toughest one here. You need to have Freya land the finishing blow, which can only happen in most FFI versions if you KO Zidane. So whittle its HP down, and once it's nearly finished off have Zidane off himself, then Freya can do the honors. Or, you can just KO Zidane and wait for the timer to expire. As to actually damaging the beast, Freya should **Jump** and Zidane can just use basic physicals or Trance attacks.

The winner against Zaghnol can receive as much as 99 points. While it's still possible to lose even after beating it (especially as Zidane), it's highly unlikely.

Festival Strategy

As alluded to previously, your tactics will largely depend on who you want to win. You really want **Zaghnol's Steals (Mythril Gloves and Needle Fork)**, so try to fight it if you can. If you want a Vivi or Freya win, you don't need to fight anything (except Zaghnol) as Zidane. You can literally just wait near the shopkeepers' square for the timer to hit 4:30, then rush in and finish however you like against Zaghnol. (If Zidane falls when someone not in your party is leading, you'll win absolutely nothing, so definitely avoid that.) There's no reason to try to have Vivi win (cards are worthless in FFI), so it's really between Zidane and Freya. If you want Zidane to win, fight as many battles as you can, and be sure to defeat the Zaghnol with him (Freya can be standing, she just can't lay the finishing blow). For Freya, just have her defeat Zaghnol to win (relatively) easily.

Festival Prizes

If any of Zidane, Freya, or Vivi win, you'll receive the Master Hunter Key Item. Your more tangible prize is decided by who wins, as noted below:

If ____ wins...	You win...
Zidane	5,000 Gil
Vivi	Theatre Ship Card

If ____ wins...	You win...
Freya	Coral Ring

The Card is pure trash, so just give the win to one of the other two. In my opinion, the **Coral Ring** is more useful to you at this stage than the Gil, but either is a fine reward.

You can return to the main walkthrough by clicking [here](#).

Cooking in Madain Sari

Items	None
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While this game has no items to give you, it does affect the forthcoming scenes significantly, so there's no reason not to go for the best result.

The game begins during the "Eiko's Feelings" ATE. Have Mocha dig up potatoes, Chimomo help in the kitchen, and Momatose go fishing. After this, the view returns to Zidane, after which you should open the chest near where Dagger was sitting (behind the low wall south of the fountain) for a **Tent**. Talk to Vivi to the west and then try to enter the Eidolon Wall. Try to enter the kitchen, then follow Morrison to the Eidolon Wall to trigger the next segment.

The "Eiko's Kitchen" ATE will now start. Make sure to get enough water for 11 people, and leave out the Oglop if the game asks. When Momatose catches a fish, tell him to not let it go. The view goes back to Zidane; talk to Dagger, then go with her to the Eidolon Wall and watch "Eiko's Kitchen 2." Quina will comment on your preparations; ask the gourmand to help you when prompted. If you do all of the above, you'll get the best possible food and, by extension, the best possible result.

You can return to the main walkthrough by clicking [here](#).

Commanding the Knights of Pluto

Items	Angel Earrings or Elixir or Hi-Potion
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On Disc 3, as Dagger, you'll need to give orders to Steiner's Knights of Pluto. Beatrix will give Dagger a reward based upon how many troop pairings are ordered to do something that suits them well; what suits whom well is seen all the way back on Disc 1, when Steiner was **looking for the Knights of Pluto** (their comments and activities allude to it).

A simple way to tell if you assigned a pair correctly is to read what they say. If they say "Uhhh...We'll try our best, Your Highness," it means you assigned them incorrectly. Any other line indicates a correct assignment.

What suits which pair well is listed below:

Task	Correct Pair
Gather information	Blutzen and Kohel
Protect the townspeople	Weimar and Haagen
Contact Lindblum to request reinforcements	Breireicht and Laudo
Begin preparations to fire the cannons	Dojebon and Mullenkedheim

The reward is determined based upon how many pairings you assigned correctly, as listed below (note that 3 correct is mathematically impossible here):

Correct Pairs	Prize
4	Angel Earrings
2	Elixir
1	Hi-Potion
0	Nothing

As should be obvious, go for all four; there's no reason not to get the **Angel Earrings** here. An **Elixir** is decent, but come on...you really want that Add-On.

Escaping the Palace

Items	None
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This game has no prizes based upon how well you do, but it's a clear enough mini-game that I'll include it here. You have six minutes to complete two phases, which are covered below.

The first part is to get past a Hedgehog Pie. The functions like a "red light, green light" game; don't move when the monster is looking, and mash Circle when its back is turned. If it sees you, you must restart from the beginning of the game. If you have fast reactions you should have little trouble, or you can use Start to pause the game and cheese out the reaction time part. You have plenty of time as long as you're not caught, so just be patient and move when you have easy opportunities. The spikeball will sometimes make like it's turning away, then whip back around towards you, so be especially watchful for this tactic.

The second part involves climbing up a set of scales to reach the hourglass. You have several chess pieces with different weights; you have the choice to examine the scale, examine the weights, place them on the scale, or climb the scale. If you want to do it properly, examine the scales and weights and either use trial and error to complete the puzzle (if you didn't get caught by the Hedgehog Pie you'll have enough time, just don't dawdle) or just place Clay + Stone + Iron and then climb the scales to complete the mini-game.

To return to the main walkthrough, click [here](#).

Endgame Blackjack

At the end of the ending scenes, you'll see a scene that says "The End" while the "Prelude" music plays. Press the following sequence to start the Blackjack game:

R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square, Start

The game is standard casino-rules blackjack. If you run out of credits you'll be returned to the End screen, but you can still play again. This doesn't actually affect anything and is really just a fun Easter egg, so I'm not going to cover it in detail.

Lists/Reference

In this section you will find information on the various items, enemies, and so forth found throughout the game.

Game Mechanics

This section provides an overview of the mechanics of Final Fantasy IX. Note that exact mathematics (damage formulas, etc.) are generally not covered here; for these, please refer to Rebirth Flame's Battle Mechanics FAQ, linked below:

<http://www.gamefaqs.com/ps/197338-final-fantasy-ix/faqs/44329>

Starting Battle

FFIX battles take place in a separate screen from the field. Most battles are random encounters, that is, encountered at random in areas where encounters exist, but some battles are forced battles or triggered by certain dialog or quest paths.

Whichever means is used to trigger the battle, once battle starts you'll find your current battle party up against one or more enemies. Your party can have up to four members, and there can be as many as six enemies on the field. Which enemies appear (as well as their rows) is determined by which "formation" is picked out of the set available to that encounter type (random or non-random, like boss fights and forced encounters) and location. Random encounters most often can produce a variety of formations, but most non-random encounters will always give the same formation.

In FFIIX, random battles have a chance of being either a "Back Attack" or "Pre-Emptive Strike." "Back Attack" means enemies attack your party from behind, with physicals hitting a character from behind doing more damage than normal. When hit, or after taking an action, the character will face the enemies. In addition, in a Back Attack, your party's ATB gauges will start at zero. A "Pre-Emptive Strike" results in the enemy party starting with their backs to you, and their ATB gauges at zero, with your party getting a turn immediately.

Once you've entered battle, initial setup functions are completed (like placing characters and enemies on the screen), then any "opening attacks" are completed. Most enemies don't have opening attacks, and characters never do (except in some scripted battles).

Battle Units

The term "units" in this context refers to all participants in the battle (both enemies and characters).

Every unit has an HP level, and if HP is reduced to zero, the unit automatically receives the **KO** status (even if immune). Units also have MP, which is required to execute certain actions (typically magic and powerful enemy attacks).

Each unit has its own stats in addition to HP and MP. They are listed below. Your characters' stats can be viewed in the Status screen in the menu; the **Enemy List** in this document omits listings of most of these stats, because it's often more important to just know general quirks and properties rather than specific values.

Stat Name	What It Does
Level	General indication of strength; for characters, gaining a Level increases stats based upon base stats and current equipment
Strength	Increases physical damage
Magic	Increases magical damage and hit rate of character's status attacks
Spirit	Affects numerous mechanics, including status effect duration, Regen strength, some damage formulas, Trance gauge gain/drain rate, etc.
Attack	Power of character's equipped weapon
Defense	Reduces damage from physical attacks
Evade	Evasion rate against physical attacks
Magic Defense	Reduces damage from magical attacks
Magic Evade	Evasion rate against magical and status attacks

In addition to the stats listed here, all units also have Status Immunities and Elemental Properties. Status Immunities prevent certain status attacks from working (by providing immunity to certain effects), while Elemental Properties grant multipliers to damage dealt by attacks with that elements (the multipliers can result in damage reductions as well).

Battle Timing

Time in battle in FFIIX is handled using an Active Turn Battle (ATB) system. Any time you're not in the menu (or if you're using Active mode, at all times), everyone's ATB gauge fills at a rate dependent on the unit's Speed stat (enemies also have ATB gauges, but they are invisible to the player). **Haste** status causes the unit's gauge to fill 1.5x as fast, while **Slow** causes it to fill at 66% speed. **KO**, **Petrify**, **Venom**, **Stop**, and **Sleep** will stop that character's gauge completely (and prevent action even if the gauge is full), and KO resets the meter to zero in addition to stopping it.

Characters' ATB gauges always start full in a Pre-Emptive Attack, while enemies' gauges will start full in Back Attacks.

Once a unit has a full ATB meter, it becomes able to take an action (note that counterattacks are not considered "actions" for ATB purposes). Actions are executed in the order they're entered. After completing an action, the unit's ATB is reset to zero and the gauge rises again until full or stopped.

Effects of Actions

Attacks can be single-target (ST) or multi-target (MT). A small number of attacks hit everyone on the field whether characters or enemies (Target-All), and **Roulette** picks random targets. Character attacks are determined by the targetting data in the attack data, while enemy attacks target as specified in their scripts.

Once an action is entered and executed, its effects depend on the attack's properties and those of the user and target. Status attacks are the easiest; they first check for immunity in the target, then, if the target is not immune, whether the attack hits or not is determined based upon hit rates and target evasion.

Most damage attacks start by checking for a hit based upon hit rate and evasion, but there are several factors determining damage once a hit is determined. The most important consideration is whether the attack is physical or magical. You'll notice in the stat tables that each of the main stats has a physical version and a magical version. An attack being physical or magical determines which stats will be used, as well as damage formulas. Given these considerations and the attack's "multiplier," base damage is determined. After this, modifiers for elements, row (physicals only), split damage (MT attacks only), -Killer abilities, etc. are applied as applicable, resulting in the final damage (or healing). Attacks normally target HP, but there are also attacks that affect MP instead.

A few attacks use a "fixed damage" formula, meaning they are unaffected by normal stats and instead use some other means to determine damage (often a simple multiplication formula using stats not normally seen in damage calculations). In this guide, such attacks are referred to as "fixed-damage" attacks, and are noted where they appear.

Trance

Trance is FFIIX's version of Limit Breaks from FFVII and FFVIII. Anytime a character is attacked by an enemy (not another character), they gain between one and their Spirit stat towards their Trance Gauge (even if the attack missed or did no damage). When the Trance Gauge hits 255, the character enters Trance. **Zombie** status will reduce the Trance Gauge to zero, and remove Trance status if it's active. On the other hand, receiving **KO** has no effect on the gauge or Trance status. The gauge carries over after battle, so long as the character is not currently Tranced.

Once the Trance Gauge is filled, you'll see a transformation animation, and the character will be healed of all status ailments (they do not gain immunity, however). All characters gain a 1.5x damage bonus to their Attack command, and most also gain a new command. (**Steiner** does not get a new command, but his Attack power triples, making him even more of a brawler than normal.)

Under Trance, each action taken by the character will reduce the Trance gauge (the exact reduction is highly random, but the gauge generally lasts longer as you level and as your Spirit stat increases). This includes actions not affected by Trance (for example, using **Items**) but not counter attacks. The Trance ends when the Trance Gauge is depleted, if the character is inflicted with **Zombie** status, or the battle ends. If the battle ends with a character in Trance, their Trance gauge will start at zero in the next battle. This last one is particularly important; if you Trance and the battle ends, you'll begin the next battle at zero.

Ending Battle

The key concept to remember here is "flagged as dead," which is different than the **KO** status. Battle continues until all units on one side or the other have either been flagged as "dead" or Ejected (meaning the unit was removed from battle, either by escaping/using **Flee**, or through an enemy attack capable of Ejecting a unit). A unit is flagged as "dead" if it has certain statuses: **KO**, **Petrify**, **Venom**, or **Stop** (note that Stop is temporary, but if all characters or monsters are afflicted the battle ends). Petrify and Venom are both rather rare, so KO will be the normal ending to most battles on one side or another.

Some enemy AI scripts, especially those of bosses, end the battle before all enemies are defeated if invoked. In these cases, the battle is won, but rewards are only received for the defeated opponents.

The next check is whether to award a Game Over, a won battle, or an escape. If all enemies have been Ejected/flagged "dead," the battle is always considered won. With characters, it's a bit more nuanced. If all characters are flagged as "dead," it's Game Over, but Ejected characters are a little more complicated. If at least one Ejected character is not flagged as "dead," they are considered to have escaped, so if all your party is dead/Ejected, you return to wherever you were before with any characters so Ejected at the HP/MP levels they left battle with. If the Ejecting action flagged them as "dead" and everyone else is also flagged "dead," it does not matter that they were Ejected instead of hit with **KO/Petrify**; you'll receive a Game Over.

A Game Over forces you to restart from the last saved game; an Escaped battle rewards only Exp and AP (no Gil, unless you equip **Flee-Gil**) for monsters you defeated, while a won battle gives you rewards for any enemies you defeated (but not ones that fled, or ones still alive when the battle ended). Enemies under **Petrify**, **Venom**, or **Stop** statuses at the end of battle give AP but no Exp.

After battle, Exp is rewarded to all characters in your current party that did not end the battle in a "dead" status, as well as any AP to the skills taught by equipment these characters had equipped. Characters with **Level Up** (1.5x bonus to Exp) and **Ability Up** (2x bonus to AP) will receive their extra points here also. Characters not in the party receive no Exp or AP, nor do characters under **KO**, **Petrify**, or **Virus**.

Finally, there's the matter of the Item Drop. This is relatively simple; the game checks each Drop slot individually, and awards any items successfully dropped. More than one item can Drop, assuming you're lucky enough and the enemy has multiple filled Drop slots.

Stat Boosting

Stat boosting in FFIIX is both very simple and very complicated. It's simple in that characters' stat gains each level are based upon their base stats plus bonuses to stats from equipment, but it's complicated in that equipment bonuses are very nuanced, both mechanically and because many key pieces are not available until very late in the game. Rather than try to launch into a full explanation of strategy, I'm going to give a brief overview only. If you want more information on the topic, refer to Atomos199's Excalibur II Perfect Game Guide. While you may not be going for a perfect game (and probably shouldn't be if this is your first time playing), the principles to stat boosting are the same in non-perfect games as well: equip equipment with the stat bonuses you want (you can find them listed in the **Item List** if you want to make up your own setups), and remember that Spirit/Speed max at 50 and Strength/Magic at 99. The guide is linked below (watch out for spoilers; if it's your first time playing, just skip to Section VIII in the guide to avoid all of the spoilers and get your info):

<http://www.gamefaqs.com/ps/197338-final-fantasy-ix/faqs/41181>

Before continuing, I'll point out that the guide linked above has you playing a minimum-Exp challenge for the storyline portion. While this results in being able to max stats, I DO NOT recommend trying it your first time through FFIIX. The game will likely be very hard and very frustrating if you're not familiar with battle strategy, and avoiding Exp in some areas is extremely time consuming. Essentially, if this is your first time through the game, trying to do this will suck all the fun out of the game due to the constant resetting, **so just relax and try to enjoy this great game for what it is your first time**, but don't be afraid to equip to boost stats as well while you play if you get an opportunity. That being said, don't grind levels early if you intend to stat boost; abilities matter far more than levels, and you'll be able to boost far more efficiently late-game.

Before you begin playing, you should first think about what exactly you want to achieve, since there are multiple ways to focus on raising stats. All characters can (and should) max out Spirit fairly easy, while Speed is generally a dump stat due to the mechanics of FFIIX's ATB. While it doesn't maximize total stat gain, I recommend having Zidane, Steiner, Freya, and Amaranth focus on Strength first, then Magic, while Vivi, Dagger, and Eiko focus on Magic first and Strength second. Spirit is crucial in FFIIX and should be your first consideration in all cases, while Speed shouldn't be bothered with unless you can do so without sacrificing other stats. Quina is a weird case (not just a weird character lol), which I'll cover shortly.

As to specific equipment setups, I recommend using the ones under Path A, since in a normal playthrough Zidane will almost certainly absorb, at minimum, the Exp from Tantarion and Abaddon. If you're not going for minimum levels you won't be able to truly max stats, so the levels given by the EXIIPG guide for equipment changes won't hold, but you can still use the setups given there to get some very nice gains.

Finally, there's the question of Quina. Quina can be boosted using either a Strength-focused path (Forks), Magic-focused path (**Earth Shake, Twister**), or balanced path. While at first glance Magic may seem like the clear choice, remember that Quina only has four skills that actually use the Magic stat, and two of them are pointlessly weak end-game (**Goblin Punch** and **LV4 Holy**), while Twister is fairly good but very random. I personally would take the balanced path; Quina him/herself is built to be balanced, so having a Quina that can attack both magically and physically is very advantageous.

Synthesis Shops

Throughout the game, you'll encounter Synthesis shops. These will be your main source of **Thief Swords** and **Add-Ons**, as well as a few other specific but highly useful items. Early on, Synth Shops will mostly just provide you with **Add-ons** and a new **Thief Sword** here and there, but they will become indispensable sources of equipment later.

Synthesis is actually very easy; just bring the two items and some Gil needed for creating an item, and the Synth Shop will sell it to you (note that both items are destroyed in the process). Frankly, the hardest parts are finding the needed ingredients and avoiding missing items. For the former, the **list of wares** for the shop in question will tell you what you need (click on the item in question to see where to find it), while the latter is covered in the main walkthrough.

Characters

(Note: Each character will have a table listing their Support Abilities, in the order they appear in the menu. If you're missing a Support Ability, or want to see how much AP they cost, you can refer to the tables.)

Zidane Tribal

How Joins	Initial character
Commands	Steal, Skill
Weapon Type	Daggers, Thief Swords
Armor Type	Light Armor
Initial Equipment	Dagger, Wrist, Leather Hat, Leather Shirt
Ultimate Weapon	Ultima Weapon
Strong Stats	Strength, Speed, Spirit, HP
Weak Stats	None

Zidane is the main character of the game, and a decent one throughout. In boss battles, Zidane's main purpose will be **Stealing** items. Many bosses throughout the game carry great items and are just waiting to have their pockets picked, and since Zidane will usually be in your party you'll be doing a lot of stealing. In other battles, you can Steal if you want to try to snag some common items, but mostly Zidane will just be a physical attacker.

Generally, it should be pretty obvious what Zidane is: a physical character. In terms of base stats, Zidane actually has no real weak points relative to the others; even Magic, which he hardly uses, is fairly average. His equipment is fairly average, though; while he'll hardly ever have issues offensively, Light Armor tends to be a bit lacking defensively. Since Zidane is forced into your party most of the time, it's not really worth debating whether he's worthwhile or not; suffice it to say that he is.

Zidane's Trance: Dyne

When Zidane achieves Trance, his **Skill** command changes to Dyne. He'll have a new list of very strong physical attacks based upon available abilities (from equipment or mastered), as shown in the table below:

Dyne Skill	Skill Needed	Effect	MP
Free Energy	Flee	1.5x normal weapon damage to one enemy	10
Tidal Flame	Detect	1.5x normal weapon damage to all enemies	12
Scoop Art	What's That?!	2x normal weapon damage to one enemy	14
Shift Break	Soul Blade	2x normal weapon damage to all enemies	16
Stellar Circle 5	Annoy	2.5x normal weapon damage to one enemy	24
Meo Twister	Sacrifice	2.5x normal weapon damage to all enemies	32
Solution 9	Lucky Seven	3x normal weapon damage to one enemy	48
Grand Lethal	Thievery	4x normal weapon damage to all enemies	60

Zidane's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	95	Auto-Float	6	20
Auto-Haste	9	55	Auto-Regen	10	25

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Life	12	130	HP+20%	8	40
Accuracy+	2	30	Distract	5	30
Long Reach	16	170	MP Attack	5	45
Bird Killer	3	25	Bug Killer	2	35
Stone Killer	4	35	Undead Killer	2	45
Devil Killer	2	25	Beast Killer	4	30
Man Eater	2	25	Master Thief	5	50
Steal Gil	5	40	Add Status	3	35
Gamble Defense	1	20	High Tide	8	35
Counter	8	70	Protect Girls	4	35
Eye 4 Eye	5	60	Body Temp	4	25
Alert	4	40	Level Up	7	75
Ability Up	3	95	Flee-Gil	3	45
Insomniac	5	30	Antibody	4	20
Bright Eyes	4	35	Restore HP	8	85
Jelly	4	35	Auto-Potion	3	30
Locomotion	4	30	Clear Headed	5	25
Mug	3	65	Bandit	5	40

Vivi Ornitier

How Joins	In Alexandria
Commands	Blk Mag, Focus
Weapon Type	Staves
Armor Type	Light Armor, Mage Armor
Initial Equipment	Mage Staff, Leather Hat, Leather Shirt
Ultimate Weapon	Mace of Zeus
Strong Stats	Magic, MP
Weak Stats	Speed, Strength, HP

Vivi is very easy to categorize: a purely offense-focused mage, and it shows both in abilities and stats. Vivi has the highest base Magic in the game, while having the worst Strength and second-worst Speed paired with **Blk Mag**, which is strictly for use on offense, and **Focus**, which further inflates Vivi's magic stat for the duration of a battle.

Generally, you'll want to use Vivi when you just need a damage-dealer, especially a magic-focused one. Vivi's equipment further emphasizes Vivi's mage-ness, typically providing bonuses to Magic at the expense of other stats. As a mage, Vivi naturally belongs in the Back Row, and be sure to teach Vivi as many spells as you can, because they're his only real strength. Vivi does have some status attacks as well, but if you're using Vivi, it's because you want high damage, and Vivi delivers from beginning to end in this category.

Vivi's Trance: Dbl Blk

When Vivi enters Trance, his **Blk Mag** command changes to Dbl Blk. Dbl Blk allows Vivi to cast two spells in one turn. He will only be able to use normally-available spells, and there's no option to only cast one spell (though you can **Osiose** or something as one of the spells if you're worried about MP). All spells will cost their normal MP amounts, so keep that in mind if Vivi is in Trance.

Vivi's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	70	Auto-Float	6	20
Auto-Haste	9	55	Auto-Regen	10	30
Auto-Life	12	70	MP+20%	8	30
Healer	2	20	Add Status	3	25
Reflect-Null	7	30	Reflectx2	17	110
Mag Elem Null	13	85	Half MP	11	140
High Tide	8	25	Body Temp	4	15
Level Up	7	75	Ability Up	3	55
Insomniac	5	25	Antibody	4	30
Loudmouth	4	40	Jelly	4	25

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Return Magic	9	90	Auto-Potion	3	10
Locomotion	4	35	Clear Headed	5	15

Adelbert Steiner

How Joins	In Alexandria
Commands	Swd Art, Swd Mag
Weapon Type	Swords, Knight Swords
Armor Type	Heavy Armor
Initial Equipment	Broadsword, Bronze Helm, Bronze Armor
Ultimate Weapon	Excalibur II*/Ragnarok
Strong Stats	Strength, Spirit, HP
Weak Stats	Speed, Magic, MP

*Special requirements to obtain; for this reason, Steiner's second-best weapon is also listed.

Steiner is, for all practical purposes, the opposite of Vivi: massive physical strength, but horrible magic. Heavy Armor gives Steiner great physical Defense as well, making him a massively-damaging tank that has few other tricks to rely upon.

For most of the game, Steiner will just be using the Attack command; he doesn't get any good tricks in his **Swd Art** skillset until very late in the game, and **Swd Mag** is only available with Vivi in the party (though it does provide Steiner with some very nice attack options, should you be looking to boost power even further). Steiner's bane is magical attacks; due to his using Heavy Armor his Magic Defense will lag somewhat compared to the light armor users, and his low speed combined with his skillset make him very poorly suited to utility, support, or healing roles. Like Vivi, Steiner is your go-to if all you're looking for is heavy damage (this time of the physical variety).

Steiner's Trance: Trance Attack

In Trance, Steiner gains no new abilities, but his Attack command's power is tripled as opposed to the normal 1.5x power multiplier (except with the **Blood Sword**, which only gives a Trance bonus of 1.5x).

Steiner's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	95	Auto-Float	6	20
Auto-Haste	9	65	Auto-Regen	10	75
Auto-Life	12	155	HP+10%	4	20
HP+20%	8	60	Accuracy+	2	40
Distract	5	30	Long Reach	16	200
MP Attack	5	50	Bird Killer	3	25
Bug Killer	2	50	Stone Killer	4	20
Undead Killer	2	30	Devil Killer	2	30
Beast Killer	4	55	Man Eater	2	20
Add Status	3	50	Chemist	4	20
High Tide	8	35	Counter	8	65
Cover	6	20	Eye 4 Eye	5	35
Body Temp	4	35	Alert	4	50
Level Up	7	75	Ability Up	3	70
Insomniac	5	25	Antibody	4	35
Bright Eyes	4	25	Restore HP	8	100
Jelly	4	30	Auto-Potion	3	20
Locomotion	4	35	Clear Headed	5	30

Dagger

How Joins	In Alexandria
Commands	Summon, Wht Mag
Weapon Type	Rods, Rackets
Armor Type	Light Armor, Mage Armor, Female Equipment
Initial Equipment	Rod, Silk Shirt
Ultimate Weapon	Whale Whisker, Tiger Racket

Strong Stats	Speed, Magic, MP
Weak Stats	Strength, HP

Dagger (initially known as Princess Garnet Til Alexandros and often referred to as such throughout the game) is an interesting character. Early-game she'll mostly be serving as your party's healer; her **Summons** will cost too much MP to be usable unless you're really power-leveling. Later on, her **Whit Mag** begins to become seriously outdated, but she takes a sudden turn towards the offensive side with a variety of Summons.

A common question later in the game is whether to use Dagger or **the other White Mage character**. Generally, Dagger is inferior as a healer, but has superior offense, being able to hit a number of elements (five at the end of the game) with some power in addition to massive non-elemental attacks, so if you just need basic HP healing go with Dagger. On the other hand, if you're going to be facing status attacks or expect a lot of **KO's** (or need to hit the Holy element), go with the dedicated White Mage.

Dagger's Trance: Eidolon

Upon attaining Trance, Dagger's **Summon** command changes to Eidolon. Eidolon works exactly the same as Summon, but once Eidolon has been used, Dagger will randomly Summon her most recently-summoned Eidolon during the battle (even when it's not her turn) for no MP cost. Eidolons Summoned this way are weaker than their normal versions and always the short animation.

A key point to keep in mind about Eidolon is that the random summons don't deplete Dagger's Trance gauge, so you can just use Eidolon once with your preferred Summon, then let Dagger sit there and she'll just keep Summoning periodically until the battle ends.

Dagger's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	75	Auto-Float	6	20
Auto-Haste	9	55	Auto-Regen	10	35
Auto-Life	12	105	MP+20%	8	45
Healer	2	30	Chemist	4	15
Reflect-Null	7	45	Concentrate	10	55
Half MP	11	125	High Tide	8	30
Body Temp	4	25	Level Up	7	75
Ability Up	3	60	Insomniac	5	25
Antibody	4	15	Loudmouth	4	20
Jelly	4	40	Auto-Potion	3	20
Locomotion	4	30	Clear Headed	5	25
Boost	12	190	Odin's Sword	5	50

Freya Crescent

How Joins	In Lindblum
Commands	Jump, Dragon
Weapon Type	Spears
Armor Type	Heavy Armor, Female Equipment
Initial Equipment	Javelin, Bronze Gloves, Rubber Helm, Linen Cuirass
Ultimate Weapon	Dragon's Hair
Strong Stats	Strength, Spirit, HP
Weak Stats	Magic, MP

Freya is a bit like Steiner, but much more oriented toward support and defense rather than pure offense. **Dragon** is mediocre as a skill, but it does give Freya some decent options in support roles (for example, MT Regen and MP restoration). Her main source of offense for much of the game will be **Jump**, which doubles Freya's attack power and makes her untargetable for a period of time (which can be used to evade strong MT attacks later on in addition to the obvious offensive uses).

Early on, Freya is nothing short of a powerhouse. Her **Spears** already have decent power, and combining them with **Jump** equates to death from above. Combine this with the fact that Jump makes her unhittable and Heavy Armor's physical defense and you have a great character. Later on, Freya's damage begins to dip relative to the other characters; her Spears are no longer quite as powerful, and the others will begin to gain their good damage skills and equipment, but it's not bad. In the end game, Freya really needs **High Jump** to be useful; even **Dragon's Hair**, her ultimate weapon, isn't all that spectacular in power, and the time between Jump attacks will really start to be a hindrance, while other characters will begin to outclass her in terms of support. Her damage will be somewhat lower than the others in all likelihood (barring a maxed-out **Dragon's Crest**), but Jump's defensive properties should not be forgotten.

Freya's Trance: Trance Jump

While not receiving a name change, **Jump** powers up under Freya's Trance. Once Freya Trances and then Jumps, she will remain in the air and periodically rain down spears until her Trance ends. During this time she is untargetable as normal with Jump; just bear in mind that you won't be able to issue any further commands to Freya until her Trance gauge expires, so keep her on the ground if you need her doing something other than attacking.

Freya's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
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Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	95	Auto-Float	6	20
Auto-Haste	9	75	Auto-Regen	10	25
Auto-Life	12	125	HP+10%	4	30
HP+20%	8	75	MP+10%	4	35
Accuracy+	2	30	Distract	5	25
Long Reach	16	210	MP Attack	5	20
Bird Killer	3	30	Bug Killer	2	25
Stone Killer	4	20	Undead Killer	2	20
Dragon Killer	3	70	Devil Killer	2	30
Beast Killer	4	25	Man Eater	2	20
High Jump	4	75	Add Status	3	25
Gamble Defense	1	25	Chemist	4	35
High Tide	8	20	Counter	8	85
Cover	6	30	Eye 4 Eye	5	35
Body Temp	4	20	Initiative	5	95
Level Up	7	75	Ability Up	3	65
Insomniac	5	30	Antibody	4	15
Bright Eyes	4	10	Restore HP	8	85
Jelly	4	30	Auto-Potion	3	30
Locomotion	4	25	Clear Headed	5	35

Quina Quen

How Joins	After Lindblum (<i>optional</i>), After second visit to Lindblum
Commands	Eat, Blu Mag
Weapon Type	Forks
Armor Type	Light Armor, Mage Armor
Initial Equipment	Fork
Ultimate Weapon	Gastro Fork
Strong Stats	Magic, MP
Weak Stats	Spirit, Speed

Quina is nothing short of odd, no matter how you slice it. As is the case in many other Final Fantasies, **Blu Mag** is a ragtag collection of abilities, ranging from buffs to status attacks to damage moves, while Quina's equipment is just plain bizarre. Quina gets light armor and robes, as well as a few female-only equips and the **Glutton's Robe**, a decent option end-game for your Quina if you're short on the higher-level robes. His Forks, meanwhile, do extremely random damage.

On Discs 1 and 2, Quina will be extremely strong provided you took the time to pick up his/her good **Forks**, and will also have **Limit Glove** and **Matra Magic** for situational but massive damage. Even considering the random damage they will be far ahead of the other weapons available at the time, so take advantage of it. On Discs 3 and 4, however, Quina's physical damage will be mediocre while Limit Glove will cause Quina to die too often and Matra Magic misses too much, making him/her more reliant on **Blue Magic** for usage. Quina at this stage will basically be the ultimate utility character; you want Quina to do it, s/he probably can do a decent job, even if someone else might be able to do it better. S/He can attack physically (**Forks**, **Frog Drop**), magically (**Earth Shake**, **Twister**), heal HP (**White Wind**), heal status (**Angel's Snack**), apply buffs (**Mighty Guard**, **Auto-Life**, **Vanish**), or use status attacks (**Bad Breath**, **LV5 Death**, **Mustard Bomb**, **Frost**, **Night**). This versatility makes Quina an exceptionally good fourth character against the game's hardest bosses; in these battles Quina will almost always have something to help you, especially Angel's Snack and its MT status healing.

Quina's Trance: Cook

In Trance, **Eat** becomes **Cook**. **Cook** functions exactly the same as **Eat**, but it only requires the enemy to have 50% or less of max HP as compared to 25% for **Eat**.

Quina's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	75	Auto-Float	6	40
Auto-Haste	9	70	Auto-Regen	10	30
Auto-Life	12	165	MP+10%	4	50
Healer	2	60	Add Status	3	35
Gamble Defense	1	40	Half MP	11	90
High Tide	8	250	Counter	8	50
Body Temp	4	20	Level Up	7	75

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Ability Up	3	40	Millionaire	5	100
Insomniac	5	40	Antibody	4	20
Loudmouth	4	30	Jelly	4	35
Absorb MP	6	80	Auto-Potion	3	30
Locomotion	4	20	Clear Headed	5	25

Eiko Carol

How Joins	In Madain Sari
Commands	Wht Mag, Summon
Weapon Type	Flutes, Rackets
Armor Type	Light Armor, Mage Armor, Female Equipment
Initial Equipment	Golem's Flute, Glass Armlet, Feather Hat, Silk Shirt, Sapphire
Ultimate Weapon	Angel's Flute, Tiger Racket
Strong Stats	Magic, MP
Weak Stats	Strength, HP

Eiko is a pure White Mage with a few Summons tossed in for flavor. As a pure healer she's the best in the game, far superior to both Dagger and Quina in most cases, and her Holy-elemental attacks pack a punch as well. Magic and female equipment further help her case on the defensive side.

A note about Eiko: due to a glitch, Marcus's levels and stats transfer to Eiko, so you can give Eiko massive stats by power-leveling Marcus.

Eiko's disadvantage isn't that she's lacking offense (she's not), it's that she's completely one-dimensional on the offensive side, reliant almost entirely on two attacks with the same element (Holy) that cost huge amounts of MP. You'll be using Eiko a lot once you have her, just remember that there are cases where Dagger is better, and others where there's really no need for a healer at all. On the other hand, many of the most difficult bosses will demand a devoted healer and are weak to Holy to boot, so Eiko becomes an obvious choice, even if Dagger is often better in random encounters.

Eiko's Trance: Dbl Wht

When Eiko enters Trance, her **Wht Mag** command changes to Dbl Wht. Dbl Wht allows Eiko to cast two spells in one turn. She will only be able to use normally-available spells, and there's no option to only cast just one spell. All spells will cost their normal MP amounts, so keep that in mind if Eiko is in Trance.

Eiko's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	70	Auto-Float	6	25
Auto-Haste	9	65	Auto-Regen	10	35
Auto-Life	12	100	MP+10%	4	15
MP+20%	8	50	Healer	2	20
Reflect-Null	7	55	Concentrate	10	35
Half MP	11	120	High Tide	8	30
Body Temp	4	20	Level Up	7	65
Ability Up	3	55	Guardian Mog	3	30
Insomniac	5	25	Antibody	4	20
Loudmouth	4	15	Jelly	4	35
Auto-Potion	3	30	Locomotion	4	15
Clear Headed	4	15	Boost	12	150

Amarant Coral

How Joins	In Madain Sari (<i>after lifa Tree</i>)
Commands	Flair, Throw
Weapon Type	Claws
Armor Type	Light Armor
Initial Equipment	Cat's Claws, Leather Wrist, Adaman Vest, Germinas Boots
Ultimate Weapon	Rune Claws
Strong Stats	Strength, Speed, HP
Weak Stats	Spirit, Magic, MP

Amarant is a great character. He does heavy damage, and **Flair** is a very diverse skillset, giving Amarant a ton of options to work with in battle (probably only **Blu Mag** is more diverse). **Throw** is better on paper than in practice, but it can give you some extra power if you need.

Amarant really only has two disadvantages: his low base Spirit stat, and how late in the game he joins. The former isn't a huge deal, since it's easy to max out Spirit with correct equipment choices. The latter, however, will be a major thorn in his (and your) side throughout the game. It causes Amarant to lose out on ability-learning time and stat-boosting levels compared to the others, meaning he'll need to see a lot of work on Disc 3 if you intend to use him. It's well worth it though, because Amarant can do almost everything you'll need in most battles.

Amarant's Trance: Elan

When in Trance, Amarant's **Flair** command changes to Elan. Elan is exactly the same as Flair, except that all abilities are now multi-target instead of single-target like usual. This is extremely powerful, given that Flair abilities are very effective even without being MT.

Amarant's Support Abilities

Ability	Magic Stones	AP to Master	Ability	Magic Stones	AP to Master
Auto-Reflect	15	85	Auto-Float	6	35
Auto-Haste	9	70	Auto-Regen	10	35
Auto-Life	12	140	HP+10%	4	10
HP+20%	8	40	Accuracy+	2	30
Long Reach	16	210	MP Attack	5	60
Bird Killer	3	10	Bug Killer	2	10
Stone Killer	4	10	Undead Killer	2	10
Devil Killer	2	10	Beast Killer	4	10
Man Eater	2	10	Healer	2	40
Add Status	3	20	Gamble Defense	1	35
Power Throw	19	50	Power Up	3	30
High Tide	8	60	Counter	8	240
Cover	6	90	Eye 4 Eye	5	50
Body Temp	4	30	Alert	4	30
Level Up	7	50	Ability Up	3	80
Flee-Gil	3	30	Insomniac	5	20
Antibody	4	25	Bright Eyes	4	25
Restore HP	8	75	Jelly	4	15
Return Magic	9	170	Auto-Potion	3	30
Locomotion	4	20	Clear Headed	5	30

Party Strategies

On Disc 1 and most of Disc 2, your parties will be fixed, meaning you cannot choose who is in it for the most part. You should use this time to work on teaching abilities primarily, and boosting stats second if you find an opening to do so. Power-leveling solely for the sake of leveling is not advisable at this point (except perhaps to exploit the Marcus/Eiko glitch); you don't have good stat-boosting equipment yet, so it basically wastes the levels later.

Late Disc 2, you'll find that Eiko makes a far superior healer to Dagger, but that Dagger has better offense. The choice of who to use is up to you; I personally recommend Eiko, but if you prefer sheer summon carnage, be my guest. Once Amarant becomes available, you should definitely make use of him. He has a lot of abilities that cost a lot of AP to master, and the levels and sheer attack power never hurt either. You can swap out Dagger quite nicely; Amarant's offense balances nicely alongside Eiko's healing prowess.

The next key consideration is the Desert Palace. You'll have to form two parties, and the area is subject to a number of key quirks (namely, Oeilvert blocks Magic commands, while Desert Palace proper has a number of very powerful, magic-focused monsters, and Dagger still can't concentrate and will waste a lot of turns). Zidane's party should be more physically-focused, while the other party should be more magically-oriented and stronger overall. Personally, I make parties of Zidane/Dagger/Freya/Amarant and Steiner/Vivi/Eiko/Quina, but the choice will also depend on whether you have well-raised characters. Freya can also get her ultimate weapon if you've been keeping up with Chocobo Hot & Cold, making her even better with Zidane (it's conveniently located on the way to the next area).

In Mt. Gulug, you won't have access to Eiko and Dagger still has her serious inferiority, meaning Quina is practically mandatory as a healer alongside Zidane (Quina is the only one besides the white mages with MT healing abilities). The other two characters are up to you. Amarant is very powerful and still needs AP time, while Vivi and Freya will both be very nice offensively. Steiner will be weaker than Vivi or Freya (assuming you kept up with Freya's weapons), so I can't recommend him unless both Vivi and Freya are very poorly raised.

In Ipsen's Castle, party formation is basically whomever you want to use, but remember to give your physical characters their weakest weapons. Dagger is quite good here, given her offensive prowess, while Steiner with a **Broadsword** will quickly make mincemeat of the opposition. Terra is likewise a case of use who you see fit, while Pandemonium tends to call for Eiko over Dagger.

On Disc 4, Memoria mostly just calls for a reasonably-balanced party. If you've been diligent about collecting equipment and teaching abilities, most characters should have most abilities learned by now, so you can either equip to boost stats, or just equip the best equipment and watch your party smite.

Abilities

Abilities are divided into two categories: Action Abilities, which can be selected in battle, and Support Abilities, which are always active. Note that AP to master each ability is dependent on the character, not the ability; this information is listed under each character.

Action Abilities

Below is a list of available Action Abilities. Note that the abilities listed cost no MP unless otherwise noted.

Steal

Available To	Zidane, Marcus, Blank, Cinna
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Allows you to Steal enemy items. This skill is extremely useful throughout the game, so take advantage of it, especially against bosses.

Skill

Available To	Zidane
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Thieving-related skills.

Flee

Learned From	Dagger, Mage Masher, Zorlin Shape, Ultima Weapon, Germinas Boots
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Flees battle. Always succeeds unless the battle is inescapable.

Detect

Learned From	Mage Masher, Orichalcon
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Displays a list of an enemy's remaining Steal-able items.

What's That?!

MP Cost	2	Learned From	Butterfly Sword
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If successful, party gains a back attack against the enemy party.

Soul Blade

MP Cost	6	Learned From	The Ogre
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Inflicts equipped **thief sword's** Add Status status on one enemy. Fails if Zidane is equipped with a **dagger**.

Annoy

MP Cost	6	Learned From	Gladius, Sargantas
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Inflicts **Trouble** status on one enemy.

Sacrifice

MP Cost	32	Learned From	Exploda, Masamune
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Inflicts **KO** status on self to replenish party's HP and MP.

Lucky Seven

MP Cost	6	Learned From	Gladius, Exploda, Rune Tooth, The Tower, Thief Hat
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If user's HP ends in 7, deals 7, 77, 777, or 7777 damage to one enemy (damage amount chosen at random).

Thievery

MP Cost	8	Learned From	Angel Bless, The Tower
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Attack deals 1 point physical damage per successful Steal attempt on the file (includes steals from Marcus, Blank, and Cinna as well). Damage caps at 9,999.

Blk Mag

Available To	Vivi
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Black Magic is a primarily offensive skill set, featuring powerful attacks at the cost of MP. This will be Vivi's primary source of offense throughout the game.

Fire

MP Cost	6	Learned From	Mage Staff, Leather Hat
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Deals low (14 base power) Fire-elemental damage to one or multiple targets.

Fira

MP Cost	12	Learned From	Flame Staff, Mage's Hat, Power Belt, Topaz
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Deals medium (29 base power) Fire-elemental damage to one or multiple targets.

Firaga

MP Cost	24	Learned From	Octagon Rod
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Deals high (72 base power) Fire-elemental damage to one or multiple targets.

Sleep (Spell)

MP Cost	10	Learned From	Flame Staff
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Inflicts **Sleep** status on one or multiple targets with 50% base accuracy.

Blizzard

MP Cost	6	Learned From	Leather Wrist
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Deals low (14 base power) Ice-elemental damage to one or multiple targets.

Blizzara

MP Cost	12	Learned From	Ice Staff, Opal
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Deals medium (29 base power) Ice-elemental damage to one or multiple targets.

Blizzaga

MP Cost	24	Learned From	Octagon Rod
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Deals high (72 base power) Ice-elemental damage to one or multiple targets.

Slow (Spell)

MP Cost	6	Learned From	Ice Staff, Magus Hat
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Inflicts **Slow** status on one target with 60% base accuracy.

Thunder

MP Cost	6	Learned From	Silk Shirt, Glass Buckle
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Deals low (14 base power) Thunder-elemental damage to one or multiple targets.

Thundara

MP Cost	12	Learned From	Lightning Staff, Peridot
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Deals medium (29 base power) Thunder-elemental damage to one or multiple targets.

Thundaga

MP Cost	24	Learned From	Octagon Rod
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Deals high (72 base power) Thunder-elemental damage to one or multiple targets.

Stop (Spell)

MP Cost	8	Learned From	Oak Staff
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Inflicts **Stop** status on one target with 40% base accuracy.

Poison (Spell)

MP Cost	8	Learned From	Lightning Staff
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Inflicts **Poison** status on one or multiple targets with 60% base accuracy.

Bio

MP Cost	18	Learned From	Oak Staff
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Inflicts medium (42 base power) non-elemental damage plus **Poison** status (20% base status accuracy). Note that the spell can still hit for damage even if Poison is not set.

Osmose

MP Cost	2	Learned From	High Mage Staff, Gaia Gear
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Drains MP (15 base power) from one target and gives it to Vivi. If target is Undead, Vivi will lose MP instead.

Drain

MP Cost	14	Learned From	Oak Staff
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Drains HP (32 base power) from one target and gives it to Vivi. If target is Undead, Vivi will lose HP instead.

Demi

MP Cost	18	Learned From	Cypress Pile, Amethyst, Black Belt
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Reduces target's HP by 1/4 of its maximum HP with 40% base accuracy. Fails against bosses.

Comet

MP Cost	16	Learned From	Cypress Pile
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Deals random defense-ignoring non-elemental damage (56 base power, however this effectively serves as the upper damage limit due to the spell's mechanics) to one target with 66.4% accuracy.

Death

MP Cost	20	Learned From	Black Hood
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Inflicts **KO** status on one target with 35% base accuracy. Heals Undeads to full HP.

Break

MP Cost	18	Learned From	Cypress Pile
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Inflicts **Petrify** status on one target with 40% base accuracy.

Water

MP Cost	22	Learned From	N-Kai Armlet
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Inflicts high (64 base power) Water-elemental damage on one or multiple targets.

Meteor

MP Cost	42	Learned From	High Mage Staff
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Inflicts random defense-ignoring non-elemental damage (88 base power, however this effectively serves as the upper damage limit due to the spell's mechanics) on all enemies. Sometimes misses; as the target's Spirit stat rises, so does the probability of a miss.

Flare

MP Cost	40	Learned From	Black Robe
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Inflicts extreme (119 base power) non-elemental damage on one target.

Doomsday

MP Cost	72	Learned From	Mace of Zeus
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Inflicts extreme (112 base power) Shadow-elemental damage to all targets (friend and foe).

Focus

Available To	Vivi
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Focus increases Vivi's Magic stat by 25% for the duration of the battle, up to a total maximum of 99 Magic. This ability can be used multiple times to "stack" the effect.

Swd Art

Available To	Steiner
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Swd Art is, as the name suggests, a collection of sword skills. Most of the early skills are little more than novelty, but the "big four" (actually three, due to the Thunder Slash bug) skills deal very heavy damage and make Steiner a prime damage-dealer late game.

Darkside

Learned From	Blood Sword
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Darkside is an interesting attack: it deals fairly-heavy Shadow-elemental damage at no MP cost and ignores **Mini** status on Steiner and **Protect** on the target, but each use knocks off 1/8 of Steiner's maximum HP. It's mostly useless, though there are a few situations where it's highly useful.

Minus Strike

MP Cost	8	Learned From	Iron Sword, Excalibur II, Rubber Helm
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Inflicts damage equal to Steiner's Max HP - Steiner's Current HP.

Iai Strike

MP Cost	16	Learned From	Rune Blade
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Inflicts **KO** status on target with 30% base accuracy.

Power Break

MP Cost	8	Learned From	Diamond Sword
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Reduces Strength stat of one enemy by 25% with 50% base accuracy. Can be used repeatedly to "stack" the effect.

Armor Break

MP Cost	4	Learned From	Mythril Sword
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Reduces Defense stat of one enemy by half with 50% base accuracy. Can be used repeatedly to "stack" the effect.

Mental Break

MP Cost	8	Learned From	Ice Brand
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Reduces Magic Defense stat of one enemy by half with 50% base accuracy. Can be used repeatedly to "stack" the effect.

Magic Break

MP Cost	4	Learned From	Flame Saber
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Reduces Magic stat of one enemy by 25% with 50% base accuracy. Can be used repeatedly to "stack" the effect.

Charge!

MP Cost	10	Learned From	Coral Sword, Aegis Gloves
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Causes all characters in **Critical HP** to attack with standard physical attacks.

Thunder Slash

MP Cost	24	Learned From	Defender, Ragnarok
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Thunder Slash was supposed to hit for heavy Thunder-elemental damage, but due to the Thunder Slash Bug only hits for 19% of the enemy's max HP and usually misses. Stay away from this skill, unless you're using a patch or cheat code to fix the bug. Note that the bug only affects Steiner...

Stock Break

MP Cost	26	Learned From	Ultima Sword, Excalibur II
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Hits all enemies for heavy damage in the element of the equipped weapon.

Climhazard

MP Cost	32	Learned From	Excalibur, Excalibur II
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Hits all enemies for double normal weapon power in **magical** non-elemental damage. Note that **Mini** status on the user and **Shell** will both halve damage.

Shock

MP Cost	32	Learned From	Ragnarok
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Deals extreme physical damage to one target in the element of your equipped weapon.

Swd Mag

Available To	Steiner (<i>Vivi must be in your active party</i>)
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Swd Mag is only available when Vivi is in your party alongside Steiner (and Vivi must not be **Silenced**, **Sleeping**, under **Mini**, or flagged "dead"). In these cases, Steiner will gain Swd Mag, which adds a great deal of power to Steiner's sword depending on the selected skill, in addition to elemental effects of the spell in question. You will only have access to the Swd Mag skills that correspond to skills Vivi has available to him at the moment (both mastered spells and spells on currently-equipped items). See the table below for a listing of the available abilities and their effects (all skills are single-target unless otherwise marked). MP is deducted from Steiner only when one of these skills is used.

Skill Name	Power Bonus	MP	Element
Fire Sword	5	6	Fire
Fira Sword	10	12	Fire
Firaga Sword	30	30	Fire
Blizzard Sword	5	6	Ice
Blizzara Sword	10	12	Ice
Blizzaga Sword	30	30	Ice
Thunder Sword	5	6	Thunder

Skill Name	Power Bonus	MP	Element
Thundara Sword	10	12	Thunder
Thundaga Sword	30	30	Thunder
Bio Sword	20	20	Non-elemental
Water Sword	25	26	Water
Flare Sword	60	60	Non-elemental
Doomsday Sword	40 (<i>Multi-Target</i>)	50	Shadow

Summon

Available To	Dagger, Eiko
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Summon is the first major skillset available to multiple characters. Note that Dagger and Eiko each have completely unique Summon skill sets; for this reason, each Summon will be marked with who can use it.

All offensive Summons gain one point of power per associated **gem** in your inventory (except Odin, who see an increased Zantetsuken hit rate but a lowered Gugnir power as you add **Ore** to your inventory, and Madeen, which simply adds Eiko's level to its power). The associated Gem is always the one that teaches the Summon. The only other exception is Ark, which is not taught by a gem; it gains one point of power per **Lapis Lazuli** gem in your inventory (**Pumice/Pumice Pieces** you're carrying are irrelevant). As such, the base power numbers given below are the power numbers with no such gem effects.

Finally, the animation has a major impact on strength. The first time a given Eidolon is Summoned, it will be with the long animation; after that, the chance of seeing the long animation is 33% if the Summoner has (before deducting the current Summon's cost) enough MP for two or less Summons of that type, or 10% if she has more MP than that. The short animation is only 2/3 as strong as the long-animation version (except for the random free Summons from Dagger's Eidolon Trance, which is always the short animation but uses its own power calculation ignoring both gems and the summon length penalty). Equipping the Boost Support Ability will cause the long animation to appear 100% of the time for Summons.

(Note: For Dagger's Summons, MP costs listed are the costs of the summons at the end of the game. You'll notice a different MP cost at the beginning of the game.)

Shiva

Available To	Dagger		
MP Cost	24	Learned From	Opal

Deals medium (36 base power) Ice-elemental damage to all enemies.

Ifrit

Available To	Dagger		
MP Cost	26	Learned From	Topaz

Deals medium (42 base power) Fire-elemental damage to all enemies.

Ramuh

Available To	Dagger		
MP Cost	22	Learned From	Peridot

Deals medium (32 base power) Thunder-elemental damage to all enemies.

Atomos

Available To	Dagger		
MP Cost	32	Learned From	Amethyst

Deals 30% of maximum HP as damage to all enemies. Each **Amethyst** in your inventory adds 1% to the initial 30% damage figure, meaning with 70 or more Amethysts in inventory and the long animation Atomos will OHKO all enemies with 9,999 HP or less, and deal 9,999 a shot to all enemies with more. Fails against bosses.

Odin

Available To	Dagger		
MP Cost	28	Learned From	Dark Matter

Odin's attack is strongly influenced by the Odin's Sword Support Ability. First, Odin will attempt to inflict **KO** status on all enemies. The base chance is the amount of **Ore** in your inventory divided by 2 and expressed as a percentage, then modified by the difference between one-quarter Dagger's Magic stat and her Level minus the enemy's Level. At this point, if Odin's Sword is not equipped, or if all enemies were KO'd successfully, the attack ends; otherwise, the Odin's Sword ability causes Odin to use a damage attack (base power = 145 - Ore in inventory) on all enemies that weren't KO'd. With a low Ore count this can potentially out-power even Ark, but you may not want to spend the stones on **Odin's Sword**, depending on your strategy.

Leviathan

Available To	Dagger		
MP Cost	42	Learned From	Aquamarine

Deals heavy (59 base power) Water-elemental damage to all enemies.

Bahamut

Available To	Dagger		
MP Cost	56	Learned From	Garnet

Deals heavy (88 base power) non-elemental damage to all enemies.

Ark

Available To	Dagger		
MP Cost	80	Learned From	Pumice

Deals extreme (106 base power) Shadow-elemental damage to all enemies. With even a small stack of **Lapis Lazuli** in your inventory and the long animation, Ark is the strongest normal-damage-formula attack in the game and hits all enemies (it even outpowers **Madeen**, although Ark is of an inferior element). You can also cheese out the long animation version especially: equip everyone with **Auto-Regen** and Dagger with **Boost**, then Summon Ark anytime your HP gets low and don't enter the menu. Everyone will Regen most of their lost HP, after which the enemy will take heavy damage. This attack rocks, and is frankly one of the only reasons to bother with Dagger after Eiko joins up (the other is **Bahamut**, which is likewise capable of out-powering Madeen and is non-elemental).

Fenrir

Available To	Eiko		
MP Cost	30	Learned From	Sapphire

Normally, Fenrir deals medium (42 base power) Earth-elemental damage to all enemies. However, if Eiko has a **Maiden Prayer** equipped, Fenrir deals medium (44 base power) Wind-elemental damage to all enemies.

Phoenix

Available To	Eiko		
MP Cost	32	Learned From	Phoenix Pinion

Revives all **KO'd** allies (the amount of HP they will have is dependent on the ally's Spirit stat) and hits all enemies for medium (40 base power) Fire-elemental damage (not increased by any Gem). In addition, if the entire party is KO'd and Eiko is in the party, there is a chance Phoenix will be Summoned as a final attack (the chance increases depending on the number of **Phoenix Pinions** in your inventory), reviving all allies but dealing no damage to the enemy party and costing no MP.

Carbuncle

Available To	Eiko		
MP Cost	24	Learned From	Ruby

Summons Carbuncle, which buffs your party based upon Eiko's equipped Add-On:

If Eiko has ____ equipped in her Add-On slot...	...____ will be the move used...	...which casts ____ on the party...	...as well as ____ if the Long Animation is used
Moonstone	Pearl Light	Shell	Protect
Emerald	Emerald Light	Haste	Protect
Diamond	Diamond Light	Vanish	Protect
Anything else	Ruby Light	Reflect	Protect

Madeen

Available To	Eiko		
MP Cost	54	Learned From	Ribbon

Deals heavy (71 base power) Holy-elemental damage to all enemies.

Wht Mag

Available To	Dagger, Eiko		
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White Magic is, true to form in other FF titles, primarily healing magic, although Dagger especially does have some offensive status spells in her set as well. Eiko, meanwhile, has **Holy**, which deals very heavy Holy-elemental damage. Looking at the ability lists, you'll note that Dagger is primarily a Summoner (focused on her Eidolons as opposed to her magic) while Eiko is just the opposite. The spells are listed here in menu order (treated as a single skill set); be sure to look at the spell in question to see who can cast it.

Cure

Available To	Dagger, Eiko		
MP Cost	6	Learned From	Rod, Magic Racket, Silk Shirt

Heals a small amount of HP (16 base power) to one or multiple targets. Damages Undeads.

Cura

Available To	Dagger, Eiko		
MP Cost	10	Learned From	Healing Rod, Golem's Flute, Barette

Heals a moderate amount of HP (38 base power) to one or multiple targets. Damages Undeads.

Curaga

Available To	Dagger, Eiko		
MP Cost	22	Learned From	Wizard Rod, Whale Whisker, Hamelin, Angel's Flute

Heals an extreme amount of HP (107 base power) to one or multiple targets. Damages Undeads.

Regen (Spell)

Available To	Eiko		
MP Cost	14	Learned From	Fairy Flute, Fairy Earrings

Sets **Regen** status on one target.

Life

Available To	Dagger, Eiko		
MP Cost	8	Learned From	Mythril Rod, Healing Rod, Whale Whisker, Golem's Flute, Rebirth Ring, Cachusha

Revives one target from **KO** status. Reduces Undeads to single-digit HP.

Full-Life

Available To	Eiko		
MP Cost	24	Learned From	Siren's Flute, Light Robe

Revives one target from **KO** status, typically restoring them to full HP. Instantly **KO**'s Undeads.

Scan

Available To	Dagger		
MP Cost	4	Learned From	Air Racket, Desert Boots

Shows one target's HP, MP, and elemental weaknesses (if any). Fails on many bosses.

Panacea

Available To	Dagger, Eiko		
MP Cost	4	Learned From	Rod, Air Racket

Removes **Poison** and **Venom** from one target.

Stona

Available To	Dagger, Eiko		
MP Cost	8	Learned From	Multina Racket, Lamia's Flute

Removes **Petrify** and **Gradual Petrify** from one target.

Esuna

Available To	Eiko		
MP Cost	6	Learned From	Fairy Flute, Siren's Flute, Angel's Flute, Rubber Suit

Removes most Status Ailments (except **KO**, **Doom**, and **Zombie**) from one target.

Shell (Spell)

Available To	Dagger, Eiko		
MP Cost	6	Learned From	Multina Racket, Mythril Racket, Mythril Rod, Wizard Rod, Cotton Robe, Gold Choker, Moonstone

Applies **Shell** status to one target.

Protect (Spell)

Available To	Dagger, Eiko		
MP Cost	6	Learned From	Mythril Racket, Rod, Wizard Rod, Steepled Hat, Desert Boots

Applies **Protect** status to one target.

Haste (Spell)

Available To	Eiko		
MP Cost	8	Learned From	Fairy Flute, Running Shoes, Emerald

Applies **Haste** status to one target.

Silence (Spell)

Available To	Dagger, Eiko		
MP Cost	8	Learned From	Priest's Racket, Mythril Rod, Asura's Rod, Lamia's Flute, Magic Armlet

Inflicts **Silence** on one target with 50% base accuracy.

Mini (Spell)

Available To	Dagger, Eiko		
MP Cost	8	Learned From	Magic Racket, Asura's Rod, Feather Boots

Inflicts **Mini** on one target with 50% base accuracy.

Reflect (Spell)

Available To	Dagger, Eiko		
MP Cost	6	Learned From	Mythril Racket, Stardust Rod, Reflect Ring, Ruby

Applies **Reflect** status to one target.

Confuse (Spell)

Available To	Dagger		
MP Cost	8	Learned From	Asura's Rod, Lamia's Tiara

Inflicts **Confuse** on one target with 50% base accuracy.

Berserk (Spell)

Available To	Dagger		
MP Cost	6	Learned From	Magic Racket

Inflicts **Berserk** status on one target with 50% base accuracy.

Blind

Available To	Dagger		
MP Cost	6	Learned From	Multina Racket, Magician Shoes

Inflicts **Darkness** status on one target with 75% base accuracy.

Float (Spell)

Available To	Dagger, Eiko		
MP Cost	6	Learned From	Stardust Rod, Lamia's Flute, Feather Boots

Applies **Float** status to one target.

Dispel

Available To	Eiko		
MP Cost	16	Learned From	Tiger Racket, Siren's Flute

Removes **Shell**, **Protect**, **Haste**, **Reflect**, **Regen**, **Float**, **Vanish**, and **Auto-Life** statuses from one target.

Might

Available To	Eiko		
MP Cost	14	Learned From	Priest's Racket, Hamelin

increases one target's Strength stat by 25% for the duration of the battle, up to a total maximum of 99 Strength. This ability can be used multiple times to "stack" the effect.

Jewel

Available To	Eiko		
MP Cost	4	Learned From	Hamelin

Extracts one **Ore** from target and adds it to inventory (50% base accuracy). This can be done as often as you like (enemies will never "run out").

Holy

Available To	Eiko		
MP Cost	36	Learned From	Angel's Flute, White Robe

Inflicts extreme (113 base power) Holy-elemental damage on one target.

Jump

Available To	Freya
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Jump is Freya's signature move. It causes her to jump in the air for a period of time, during which she is untargetable. When she lands, she deals double normal weapon damage to the target regardless of row. Jump is incredibly effective in the early and middle stages of the game, and still fairly solid even in the endgame. Be aware that -Killer abilities do not have any effect on Jump damage, so if you're using Freya to Jump, put the magic stones into other things.

Dragon (Command)

Available To	Freya
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This command contains a variety of dragon-related abilities. While somewhat underwhelming, Dragon skills do add some variety to Freya. **White Draw** is decent early on for restoring MP, while **Reis's Wind** is nice for target-all **Regen** status and **Cherry Blossom** is a quick, no-delay attack. But the real gem here is **Dragon's Crest**, which can be powered-up to deal 9,999 by killing 100 or more dragon enemies.

Lancer

MP Cost	10	Learned From	Partisan, Dragon Wrist, Coral Ring
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Deals 120% normal weapon damage, and drains 1/6th of the damage done as MP added to Freya's current MP.

Reis's Wind

MP Cost	12	Learned From	Mythril Spear, Holy Lance, Gold Helm, Angel Earrings
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Applies **Regen** status on all characters.

Dragon Breath

MP Cost	78	Learned From	Dragon's Hair
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Deals damage to all enemies equal to target's max HP - target's current HP.

White Draw

MP Cost	36	Learned From	Ice Lance, Kain's Lance, Emerald
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Damages an enemy's MP and restores to each party member a small amount of MP.

Luna

MP Cost	12	Learned From	Trident
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Inflicts **Berserk** on all targets (friends and foes).

Six Dragons

MP Cost	28	Learned From	Heavy Lance
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For each ally, randomly restores to maximum or reduces to 1 HP and/or MP.

Cherry Blossom

MP Cost	46	Learned From	Obelisk, Kain's Lance
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Deals 150% normal weapon damage to one target.

Dragon's Crest

MP Cost	16	Learned From	Holy Lance, Kain's Lance
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Deals damage equal to the square of the total number of Dragons you've defeated (for example, if you kill 50 dragons, this will deal $50^2 = 2,500$ damage) to one enemy.

Eat

Available To	Quina
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The Eat command's primary purpose is to allow Quina to learn **Blue Magic** skills. Eat will only work if the targeted has 25% or less of its maximum HP (and some enemies are immune to Eat entirely). If Quina does successfully manage to Eat an enemy, s/he will gain the Blue Magic skill carried by the eaten enemy, if the enemy has one and Quina doesn't already know it. Otherwise, the enemy will be defeated but you'll receive a "Taste bad!" message.

Blu Mag

Available To	Quina
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Blue Magic skills are learned through the Eat command rather than through equipment. While generally lacking on damage, Blue Magic skills do provide Quina with a good variety of possibilities, making Quina ideal as a support character later on. The first monster that can be Eaten to acquire the skill is listed first.

Goblin Punch

MP Cost	4	Learned From	Goblin Mage, Goblin
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Inflicts a low (20 base power) amount of non-elemental magic damage to one target. Should Quina's level be the same as the target's, damage is increased.

LV5 Death

MP Cost	20	Learned From	Whale Zombie, Dracozombie, Lich (random encounter)
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Inflicts **KO** status on all enemies with a level that is a multiple of 5.

LV4 Holy

MP Cost	22	Learned From	Feather Circle, Amdusias (Treno), Torama
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Inflicts medium (34 base power) Holy-elemental damage on all enemies with a level that is a multiple of 4.

LV3 Def-less

MP Cost	12	Learned From	Carve Spider, Lamia, Lizard Man, Sand Scorpion, Ochu, Grand Dragon
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Reduces Defense and Magic Defense by a random amount (between 0 and the enemy's total Defense/Magic Defense) for all enemies with a level that is a multiple of 3.

Doom (Spell)

MP Cost	12	Learned From	Veteran, Ash
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Inflicts **Doom** status on one target with 25% base accuracy.

Roulette

MP Cost	18	Learned From	Zombie, Ghost, Hecteyes
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Inflicts unblockable **KO** status on a random target (can be character or monster, can also hit caster).

Aqua Breath

MP Cost	14	Learned From	Axolotl, Clipper, Sahagin, Vepal (Lost Continent)
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Inflicts Water-elemental damage equal to 25% of all enemies' maximum HP. Fails against bosses.

Mighty Guard

MP Cost	64	Learned From	Serpion, Myconid, Antlion (Kiera Desert), Gargoyle
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Applies **Protect** and **Shell** statuses to all characters.

Matra Magic

MP Cost	8	Learned From	Dragonfly, Trick Sparrow, Ogre, Land Worm
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Reduces one target's HP to 1 with 20% base accuracy. Ideal for Eating enemies.

Bad Breath

MP Cost	16	Learned From	Anemone, Worm Hydra, Malboro
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Inflicts **Confuse**, **Darkness**, **Poison**, **Slow**, and **Mini** on one enemy with a base accuracy of 40%.

Limit Glove

MP Cost	10	Learned From	Axe Beak, Mu, Mandragora, Blazer Beetle, Jabberwock, Catoblepas
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If caster's HP is greater than 1, attack misses. If caster's HP equals 1, inflicts 9,999 unblockable non-elemental damage to one target.

1,000 Needles

MP Cost	8	Learned From	Cactuar
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Inflicts 1,000 fixed non-elemental damage to one target.

Pumpkin Head

MP Cost	12	Learned From	Hedgehog Pie, Python, Ladybird, Skeleton, Yeti, Basilisk, Bandersnatch
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Inflicts damage to one target equal to caster's maximum HP - caster's current HP.

Night

MP Cost	14	Learned From	Nymph, Abomination, Seeker Bat, Grimlock
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Inflicts **Sleep** status on all targets (allies and enemies) with 100% accuracy (misses if target is immune to status).

Twister

MP Cost	22	Learned From	Red Dragon, Abadon, Tiamat (random encounter)
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Inflicts random Wind-elemental damage to all enemies, capped at 55x the total of caster's level and Magic stat (before elemental effects are considered).

Earth Shake

MP Cost	20	Learned From	Adamantoise, Shell Dragon (random encounter), Earth Guardian (boss)
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Inflicts heavy (75 base power) Earth-elemental damage on all enemies.

Angel's Snack

MP Cost	4	Learned From	Ironite, Epitaph, Mistodon (both types), Behemoth (Memoria)
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Uses 1 **Remedy** item on each party member. If there are Remedy items in inventory but not enough for the entire party, all remaining Remedy items are used on a random party member (but never on the same party member twice). If no Remedy items are in inventory, the move cancels and your turn is lost. Highly useful in fights where statuses come into play.

Frog Drop

MP Cost	10	Learned From	Gigan Toad (any type)
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Inflicts damage equal to caster's level times the number of **frogs Quina has caught** to one enemy.

White Wind

MP Cost	14	Learned From	Zuu, Garuda, Zemzelett
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Every party member recovers HP equal to 1/3 of the caster's maximum HP.

Vanish (Spell)

MP Cost	8	Learned From	Vice, Hornet, Troll, Drakan, Gnoll
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Applies **Vanish** status to one target.

Frost

MP Cost	8	Learned From	Wraith (blue), Chimera, Kraken (random encounter)
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Inflicts **Freeze** status on one target with 30% base accuracy.

Mustard Bomb

MP Cost	10	Learned From	Bomb, Vepal (Mt. Gulug), Grenade, Wraith (red), Maliris (random encounter)
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Inflicts **Heat** status on one target with 30% base accuracy.

Magic Hammer

MP Cost	2	Learned From	Magic Vice, Ring Leader
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Damages target's MP by a random amount up to the target's **current** HP total.

Auto-Life (Spell)

MP Cost	14	Learned From	Carrion Worm, Cerberus, Gimme Cat, Yan, Stilva
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Applies **Auto-Life** status to one target.

Flair

Available To	Amarant
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Flair consists of a number of monk-style skills. Generally considered one of the game's better skill sets, Flair has a number of useful abilities, ranging from healing in **Chakra** and **Revive** to damage in **No Mercy**, **Spare Change**, and **Demi Shock** to status attacks in **Countdown** and **Curse** to two great buffs in **Aura**.

Aura

MP Cost	12	Learned From	Scissor Fangs, Duel Claws
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Applies **Regen** and **Auto-Life** to one target.

Chakra

MP Cost	4	Learned From	Cat's Claws, Leather Plate
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Restores 20% each of one character's HP and MP. If Power Up is equipped, this doubles to 40%.

Countdown

MP Cost	16	Learned From	Kaiser Knuckles
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Inflicts **Doom** status on one target with 50% base accuracy.

Curse

MP Cost	12	Learned From	Mythril Claws, Kaiser Knuckles
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Makes one enemy weak to a random element. Can be used repeatedly.

Demi Shock

MP Cost	20	Learned From	Rune Claws, Avenger
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Damages one enemy for 20% of its maximum HP. Fails against bosses.

No Mercy

MP Cost	12	Learned From	Dragon Claws, Duel Claws
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Inflicts 1.5x normal weapon damage in the element of Amaran's equipped weapon.

Revive

MP Cost	20	Learned From	Tiger Fangs, Rune Claws, Rebirth Ring
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Revives one target from **KO** status.

Spare Change

Learned From	Poison Knuckles, Rune Claws
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Throws Gil at one enemy, dealing damage. The amount of damage and Gil lost depend on Amaran's Level (and the damage also upon his Spirit).

Throw

Available To	Amarant
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Throws a weapon from your inventory at one enemy, damaging it for double the damage normally dealt by that weapon. Note that the weapon is lost if you do this, so don't save after Throwing unique weapons.

Support Abilities

Support abilities cannot be selected in battle; rather, each costs a certain number of "Magic Stones" (and each character's stack of Magic Stones increases as they level), and abilities can be activated and deactivated at will outside of battle by going into the menu. Support Abilities perform a wide variety of functions, ranging from status protections to increasing offense against certain types of foes to improving the effectiveness of various attacks. Be sure to keep up on your party's Support Abilities--they will help you enormously over the course of the game.

Support Abilities are listed here in alphabetical order.

Ability Up

Available To	Everyone		
Magic Stones	3	Learned From	Stardust Rod, Diamond Gloves, Green Beret, Brigandine, Silk Robe, Diamond Armor, Cachusha, Ribbon, Lapis Lazuli

Doubles AP gained after battle for character(s) on which it's equipped.

Absorb MP

Available To	Quina		
Magic Stones	6	Learned From	Promist Ring

If hit with a enemy spell, absorb as MP the MP cost of the spell cast.

Accuracy+

Available To	Zidane, Steiner, Freya, Amaran		
Magic Stones	2	Learned From	Power Wrist, Black Hood, Diamond Helm, Genji Armor, Lapis Lazuli

Physical attacks never miss (even if the target is under **Vanish**).

Add Status

Available To	Zidane, Vivi, Steiner, Freya, Quina, Amarant	
Magic Stones	3	Learned From Bone Wrist, Chimera Armet, Bracer, Thunder Gloves, Feather Hat, Twist Headband, Glass Buckle

Adds weapon status effect to regular weapon attacks (except **Thief Swords**). Base chance of inflicting a status depends on the specific weapon.

Alert

Available To	Zidane, Steiner, Amarant	
Magic Stones	4	Learned From Barbut, Ninja Gear, Germinas Boots

Prevents Back Attacks against your party (does not work with forced Back Attacks).

Antibody

Available To	Everyone	
Magic Stones	4	Learned From Glass Armet, Bronze Gloves, Mantra Band, Mythril Helm, Survival Vest, Glutton's Robe, Glass Buckle

Prevents **Poison** and **Venom**.

Auto-Float

Available To	Everyone	
Magic Stones	6	Learned From Venetia Shield, Feather Boots

Gives character inherent, unremovable **Float** status while equipped.

Auto-Haste

Available To	Everyone	
Magic Stones	9	Learned From Running Shoes

Gives character inherent, unremovable **Haste** status while equipped. This also grants immunity to the **Slow** status.

Auto-Life (Ability)

Available To	Everyone	
Magic Stones	12	Learned From Rebirth Ring

Character receives **Auto-Life** status at the beginning of battle. The status can be removed through the normal means.

Auto-Potion

Available To	Everyone	
Magic Stones	3	Learned From Mythril Vest, Demon's Vest, Magician Robe, White Robe, Running Shoes, Gold Choker, Extension

If character is damaged, they automatically use the lowest-level **Potion** available in inventory.

Auto-Reflect

Available To	Everyone	
Magic Stones	15	Learned From Reflect Ring

Gives character inherent, unremovable **Reflect** status while equipped.

Auto-Regen

Available To	Everyone	
Magic Stones	10	Learned From Golem's Flute, Golden Hairpin, Brave Suit, Glutton's Robe, Light Robe, Carabini Mail, Angel Earrings, Maiden Prayer

Gives character inherent, unremovable **Regen** status while equipped.

Bandit

Available To	Zidane	
Magic Stones	5	Learned From Mythril Dagger, N-Kai Armet

Causes **Steal** command to never miss. Does not affect the probability of actually getting an item.

Beast Killer

Available To	Zidane, Steiner, Freya, Amarant	
Magic Stones	4	Learned From Broadsword, Leather Wrist, Egoist's Armet, Platina Armor, Black Belt, Moonstone

Deals 1.5x normal damage to Beast-type enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Bird Killer

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	3	Learned From	Adaman Vest, Bronze Armor, Chain Mail, Yellow Scarf

Deals 1.5x normal damage to Bird-type (flying) enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Body Temp

Available To	Everyone		
Magic Stones	4	Learned From	Jade Armet, Holy Miter, Glutton's Robe, Genji Armor, Fairy Earrings, Madain's Ring, Diamond

Prevents **Heat** and **Freeze** statuses.

Boost

Available To	Dagger, Eiko		
Magic Stones	12	Learned From	Pumice Piece

Causes all **Summons** (except the random free Summons during Dagger's Trance) to be the long animation.

Bright Eyes

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	4	Learned From	Feather Hat, Ritual Hat, Iron Helm, Cachusha

Prevents **Darkness** status. Does not remove the status if it was present when the ability was equipped.

Bug Killer

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	2	Learned From	Mythril Armet, Mythril Gloves, Bronze Helm

Deals 1.5x normal damage to Bug-type (insect) enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Chemist

Available To	Steiner, Dagger, Freya		
Magic Stones	4	Learned From	Cotton Robe, Grand Armor, Barette, Madain's Ring

Doubles the power of **Potion**, **Hi-Potion**, and **Ether**.

Clear Headed

Available To	Everyone		
Magic Stones	5	Learned From	Magic Armet, Lamia's Tiara, Green Beret, Circlet, Gold Helm, Dark Gear, Magician Shoes

Prevents **Confuse** status.

Concentrate

Available To	Dagger, Eiko		
Magic Stones	10	Learned From	Robe of Lords, Rosetta Ring

Cure, **Cura**, and **Curaga** heal 1.5x normal healing, and power of **Life**, **Full-Life**, and **Phoenix** (the revival portion) is doubled. Contrary to the in-game description, this does **not** affect other spells.

Counter

Available To	Zidane, Steiner, Freya, Quina, Amarant		
Magic Stones	8	Learned From	All Claws (except Rune Claws), Venetia Shield, Ritual Hat, Power Vest, Anklet, Power Belt

If attacked physically (regardless of whether the attack hit or not), character has a percentage chance equal to their Spirit stat to counter with a basic physical attack.

Cover

Available To	Steiner, Freya, Amarant		
Magic Stones	6	Learned From	Gauntlets, Red Hat, Linen Cuirass, Mythril Armor

Takes physical damage for any character with 1/6 or less of their max HP remaining.

Devil Killer

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	2	Learned From	Thunder Gloves, Demon's Vest, Chain Plate

Deals 1.5x normal damage to Demon-type enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Distract

Available To	Zidane, Steiner, Freya		
Magic Stones	5	Learned From	Judo Uniform, Shield Armor, Reflect Ring, Diamond

Cuts enemies' physical attack accuracy against the character by 1/2.

Dragon Killer

Available To	Freya		
Magic Stones	3	Learned From	Javelin, Barbut

Deals 1.5x normal damage to Dragons. Does not stack with other -Killer abilities if enemy is in more than one category.

Eye 4 Eye

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	5	Learned From	Flash Hat, Kaiser Helm, Ninja Gear, Rubber Suit

Doubles the chance to counter. **Counter** must be equipped as well, or this ability will do nothing.

Flee-Gil

Available To	Zidane, Amarant		
Magic Stones	3	Learned From	Wrist, Desert Boots, Gold Choker

Party still wins Gil is battle escaped. Does not affect the **Flee Skill**.

Gamble Defense

Available To	Zidane, Freya, Quina, Amarant		
Magic Stones	1	Learned From	Twist Headband, Adaman Hat, Power Vest, Barette

Character's Defense is randomly set between 0 and 2x normal when attacked.

Guardian Mog

Available To	Eiko		
Magic Stones	3	Learned From	Madain's Ring, Ribbon

At the end of battle, removes all status ailments (except **KO**) from Eiko before Exp and AP are awarded. Does not work until party has obtained its first **Ribbon** item (but Eiko can learn the ability earlier), so don't bother equipping it until then.

Half MP

Available To	Vivi, Dagger, Quina, Eiko		
Magic Stones	11	Learned From	Light Robe, Protect Ring

Cuts MP cost for all abilities by 1/2.

Healer

Available To	Vivi, Dagger, Quina, Eiko, Amarant		
Magic Stones	2	Learned From	Healing Rod, Anklet, Garnet

Physical attacks heal the target. Undead targets will still take damage.

High Jump

Available To	Freya		
Magic Stones	4	Learned From	Dragon Mail

Doubles damage dealt by Jump command.

High Tide

Available To	Everyone		
Magic Stones	8	Learned From	Partisan, All Forks, Jade Armlet, Genji Gloves, Dark Hat, Grand Helm, Gaia Gear, Minerva's Plate, Demon's Mail, Sapphire

Trance gauge fills (on average) twice as fast (High Tide causes it to fill by the character's Spirit stat, as opposed to a random number up to the character's Spirit stat like normal).

HP+10%

Available To	Steiner, Freya, Amarant		
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Magic Stones	4	Learned From	Judo Uniform, Chain Plate, Germinas Boots, Aquamarine
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Increases character's maximum HP by 10%.

HP+20%

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	8	Learned From	Defense Gloves, Mantra Band, Genji Helm, Maximillian, Battle Boots, Black Belt

Increases character's maximum HP by 20%.

Initiative

Available To	Freya		
Magic Stones	5	Learned From	Obelisk, Battle Boots

Greatly increases party's chance of a Pre-Emptive Strike.

Insomniac

Available To	Everyone		
Magic Stones	5	Learned From	Bandana, Holy Miter, Mythril Helm, Diamond Helm, Magician Cloak, Gaia Gear, Coral Ring

Prevents **Sleep** status.

Jelly

Available To	Everyone		
Magic Stones	4	Learned From	Dragon Wrist, Diamond Gloves, Dark Hat, Circlet, Bronze Vest, Dark Gear, Mythril Armor

Prevents **Gradual Petrify** and **Petrify** statuses. Does not remove the status if it was present when the ability was equipped.

Level Up

Available To	Everyone		
Magic Stones	7	Learned From	Egoist's Armet, Iron Helm, Fairy Earrings, Rosetta Ring, Extension, Pearl Rouge

Character on which ability is equipped gains 1.5x normal Exp from battles.

Locomotion

Available To	Everyone		
Magic Stones	4	Learned From	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Mythril Armor, Anklet

Prevents **Stop** status.

Long Reach

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	16	Learned From	Thief Hat, Protect Ring

All physical attacks do normal damage from the Back Row and are able to hit out-of-reach targets. (*Note: This effect is innate on **Rackets**.*)

Loudmouth

Available To	Vivi, Dagger, Quina, Eiko		
Magic Stones	4	Learned From	Mage's Hat, Golden Hairpin, Silk Robe, White Robe, Pearl Rouge

Prevents **Silence** status. Does not remove the status if it was present when the ability was equipped.

Mag Elem Null

Available To	Vivi		
Magic Stones	13	Learned From	Promist Ring, Protect Ring

Causes spells cast by Vivi to be non-elemental.

Man Eater

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	2	Learned From	Mythril Gloves, Bandana, Coronet, Coral Ring

Deals 1.5x normal damage to Human enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Master Thief

Available To	Zidane		
Magic Stones	5	Learned From	Thief Gloves

Raises chances for **Stealing** items in the Rare and Semi-Rare slots to 1/8 chance for each. Also causes the Steal ability to ignore empty slots when trying to Steal.

Millionaire

Available To	Quina		
Magic Stones	5	Learned From	Yellow Scarf

Multiplies Gil earned after battle by 1.5x. Does not impact other sources of Gil (such as selling items or completing quests).

MP+10%

Available To	Freya, Quina, Eiko		
Magic Stones	4	Learned From	Magician Cloak, Magician Robe, Magician Shoes, Extension, Emerald

Increases character's maximum MP by 10%.

MP+20%

Available To	Vivi, Dagger, Eiko		
Magic Stones	8	Learned From	Black Robe, Angel Earrings

Increases character's maximum MP by 20%.

MP Attack

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	5	Learned From	Red Hat, Cross Helm, Battle Boots, Power Belt

Regular attacks use 1/8 of character's maximum MP but are 1.5x more powerful.

Mug

Available To	Zidane		
Magic Stones	3	Learned From	Chimera Armlet, Thief Hat, Survival Vest

Deal damage while Stealing.

Odin's Sword

Available To	Dagger		
Magic Stones	5	Learned From	Ancient Aroma

If **Odin's** Zantetsuken fails to kill a target, deals damage to it instead.

Power Throw

Available To	Amarant		
Magic Stones	19	Learned From	Bracer

Causes **Throw** to be powered up by 2.5x instead of 2x.

Power Up

Available To	Amarant		
Magic Stones	3	Learned From	Golden Skullcap

Doubles power of **Chakra**. (Other abilities are not affected.)

Protect Girls

Available To	Zidane		
Magic Stones	4	Learned From	Butterfly Sword, Leather Shirt

Takes physical damage for female characters who have 50% or less of their maximum HP remaining.

Reflect-Null

Available To	Vivi, Dagger, Eiko		
Magic Stones	7	Learned From	Robe of Lords, Pearl Rouge

Ignores **Reflect** status on spells cast by character.

Reflectx2

Available To	Vivi		
Magic Stones	17	Learned From	Black Robe, Rosetta Ring

Doubles the power of spells cast by Vivi and bounced off **Reflect** barriers.

Restore HP

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	8	Learned From	Platinum Helm, Minerva's Plate, Brave Suit, Grand Armor, Promist Ring

If character has less than 1/6 of maximum HP remaining and they take damage and survive, 50% of their max HP will be restored.

Return Magic

Available To	Vivi, Amarant		
Magic Stones	9	Learned From	Coronet, Brigandine

If hit by an offensive spell, the character will counter with the same spell. No MP is used, and the character does not need to know the spell.

Steal Gil

Available To	Zidane		
Magic Stones	5	Learned From	Bracer, Yellow Scarf

Steal Gil along with **Items**.

Stone Killer

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	4	Learned From	Platinum Helm, Adaman Vest, Power Vest, Gold Armor

Deals 1.5x normal damage to Stone-based enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Undead Killer

Available To	Zidane, Steiner, Freya, Amarant		
Magic Stones	2	Learned From	N-Kai Armlet, Silver Gloves, Headgear, Ritual Hat, Plate Mail

Deals 1.5x normal damage to Undead enemies. Does not stack with other -Killer abilities if enemy is in more than one category.

Status Effects

Here you'll find a list of the status effects present in Final Fantasy IX.

Status Ailments

These are negative effects, most of which can be inflicted both upon your party and your enemies.

Darkness

Physical accuracy is greatly reduced, causing physical hits to miss much more often.

Silence

Unit is unable to use magic.

Poison

Unit takes damage periodically until the status is removed (Poison wears off after a period of time).

Trouble

If afflicted unit is hit with a physical attack, all others in that party will suffer half the damage the first unit took.

Sleep

Unit's ATB is halted, and they are unable to act until the status is removed. Will awaken if hit with a physical attack, or after a period of time.

Slow

ATB gauge is slowed. Can be removed using curative spells/items or by inflicting **Haste**.

Mini

The unit's physical damage is decreased severely, and magic power is halved.

Virus

Unit is unable to gain Exp or AP at the end of battle.

Zombie

Unit's HP and MP cannot be healed (except by instant KO skills, which fully heal the unit). If **KO'd**, a Zombified unit can never be revived. If the status is present at the end of battle, the unit cannot gain Exp or AP. In addition, Zombified party members cannot use Trance, and their Trance gauge will be reduced to zero.

Berserk

Unit attacks uncontrollably, and attack power is doubled.

Confuse

Character will attack allies and enemies alike.

Heat

Unit dies if it takes an action while the status is active. If inflicted on a character, simply skip the character's turn until it wears off. You can also remove it by using an Ice- or Water-elemental ability on the unit.

Freeze

Unit dies if struck by a physical attack. Removed if the unit is hit by a Fire-elemental attack.

Gradual Petrify

A timer appears above the unit, starting at 10. When it reaches zero, **Petrify** is inflicted.

Petrify

Unit has been turned to stone, and is unable to act. Petrified units are flagged as "dead;" note that petrified enemies will drop AP but not Exp, making the status extremely useful in low-level challenges.

Stop

Halts the unit's ATB bar and flags the unit as "dead." Note that Stopped enemies will not drop Exp, Gil, or Items.

Venom

Unit cannot act and takes HP and MP damage until healed (the status never wears off on its own). Unit is flagged as "dead." Enemies under Venom at the end of battle drop AP but not Exp.

Doom

A timer appears above the unit, starting at 10. When it reaches zero, **KO** is inflicted.

Critical HP

Character has under 25% of max HP and will appear kneeling.

KO

Unit is KO'd and cannot participate in battle. This can be inflicted by certain abilities (will miss if immune to the KO status), or if HP is reduced to 0 (ignores immunity).

Positive Statuses

These statuses generally aid the unit they're set on.

Haste

Unit's ATB increases much more rapidly.

Regen

Unit periodically regenerates HP dependent on its Spirit stat. The regenerates fairly large amounts of HP for characters, and continues to work during battle animations (but not while the ATB is stopped).

Protect

Physical damage taken is halved.

Shell

Magical damage taken is halved.

Float

Unit floats above the ground, causing Earth-elemental abilities to miss but increasing damage from Wind-elemental attacks. Ejection effects will also appear more often against targets with Float status.

Vanish

The unit's physical attacks always hit, while physical attacks against the unit will miss. Being hit with magical abilities will remove this status, and it also wears off over time.

Reflect

Most spells targeting the unit are bounced onto the opposing party.

Auto-Life

Unit is automatically revived with 1 HP if inflicted with **KO** status.

Items

This section covers the different items found throughout the game. Note that missable items (as well as Synth recipes the item is used in and abilities taught by them) are colored in red. For Synthed items, remember that all Synthable items can be Synthed on Disc 4, so long as you have the ingredients. Item entries in orange indicate items that are not technically missable, but that are only available in limited quantities at the end of the game (note that these items may be available in unlimited quantities at earlier stages of the game, depending on the item). **Sell Value** indicates how much you can sell a given item for (in most cases, shop costs will be double the Sell Value). Note that in all cases, if nothing is listed by the shop it means the item is offered there anytime the shop is accessible.

For all items, the specific methods of obtaining them are marked in red if the method is missable, or orange if it's not missable but limited-quantity at the end of the game (or forced at some point, but not unlimited in the endgame).

Steals and Drops in these lists will be marked with letters, to help you see at a glance the likelihood of the Steal/Drop. For Steals: (C) Common, (U) Uncommon, (S) Semi-Rare, and (R) Rare; for Drops: (A) Always, (C) Common, (U) Uncommon, and (R) Rare.

Consumable Items

These are your run-of-the-mill items. Some recover HP, MP, or status, while others have miscellaneous effects when used. For almost all of these items, only the easiest places to obtain the item in the endgame will be listed, due to space constraints.

Restorative Items

Item Name	Effect	Where Found	Sell Value
Potion	Restores 100 HP in the field, or 150 HP in battle	Start with 7 in inventory; Buy in most item shops	25
Hi-Potion	Restores 300 HP in the field, or 550 HP in battle	Start with 2 in inventory; Buy in most late-game item shops	100
Ether	Restores 100 MP in the field, or 150 MP in battle	Start with 2 in inventory; Steal from/Dropped by many enemies (usually rare); Synth (Echo Screen + Vaccine) at Master Synthesist	1,000
Elixir	Fully restores one character's HP and MP	Steal from Red Dragon (S/R) , Shell Dragon (fixed encounter) (U) , Yan (R) ; Steal from/Dropped by some bosses	1

Status Recovery Items

These items are used to heal **Status Ailments**.

Item Name	Effect	Where Found	Sell Value
Phoenix Down	Revives one character from KO status with 1-10 HP. Reduces Undead enemies' HP to 1-10 HP.	Start with 2 in inventory; Buy in most item shops	75
Remedy	Removes Poison , Darkness , Silence , Mini , Gradual Petrify , Petrify , Stop , and Venom statuses from one target. These are also used as part of Quina's Angel's Snack ability.	Start with 2 in inventory; Buy in most late-game item shops	150
Antidote	Removes Poison and Venom statuses from one target.	Buy in most item shops	25
Eye Drops	Removes Darkness status from one target.	Buy in most item shops	25
Echo Screen	Removes Silence status from one target.	Buy in most item shops	25
Soft	Removes Gradual Petrify and Petrify statuses from one target. Instantly KO's Stone-based enemies.	Buy in most item shops	25
Magic Tag	Removes Zombie status from one target. Instantly KO's Undead enemies.	Buy in most late-game item shops	50
Annoyntment	Removes Trouble status from one target.	Buy in most item shops	75
Vaccine	Removes Virus status from one target.	Buy in most late-game item shops	50

Miscellaneous Items

Item Name	Effect	Abilities	Where Found	Sell Value
Gysahl Greens	Used to call Chocobo (on the World Map) or remove Berserk status from one target (in battle)	N/A	Sold by Mene (<i>any Chocobo Hot & Cold location</i>)	30
Phoenix Pinion	Revives one character from KO status with 1-10 HP. Reduces Undead enemies' HP to 1-10 HP. Can be equipped as an Add-On .	Phoenix	Start with 1 in inventory; Steal from/Dropped by some enemies; Synth (Phoenix Down + Gysahl Greens) at Master Synthesist	1,000
Dead Pepper	Use while on Chocobo to open access to treasure troves and new areas, or in battle to deal 30 damage per Dead Pepper in inventory.	N/A	Prize for Chocobo Hot & Cold (<i>must have Mountain ability or better</i>); Given by Chocobo left of Fat Chocobo in Chocobo's Paradise (<i>will max out your stash</i>)	50
Tent	At a Save Moogle heals 60% of maximum HP and MP, or in battle fully heals target's HP and MP with a 50% chance of inflicting Darkness , Silence , and Poison	N/A	Start with 1 in inventory; Buy in most item shops	400
Dark Matter	Deals 9,999 unblockable damage to one enemy. Can be equipped as an Add-On .	Odin	Steal from Ozma (S) (<i>Chocobo's Air Garden</i>); Dropped by Ozma (C/U/R) (<i>Chocobo's Air Garden</i>); Sold in the Treno Auction (<i>Disc 3, once only</i>)	1

Throwing Items

These Items are used as throwing ammo for Amaranth.

Item Name	Power	Where Found	Sell Value
Pinwheel	26	Prize for Chocobo Hot & Cold ; Buy from Madain Sari, Alexandria, Lindblum (Disc 3-4), Oilvert (Mogshop), Desert Palace (Mogshop)	100
Rising Sun	36	Reward for Chocograph #11: Small Beach ; Prize for Chocobo Hot & Cold ; Steal from Grand Dragon (R) ; Buy from Desert Palace (Mogshop), Esto Gaza (after Desert Palace), Ipsen's Castle (Mogshop), Bran Bal (Mogshop)	250
Wing Edge	64	Prize for Chocobo Hot & Cold , exchanging 3,500 Chocobo Hot & Cold points; Chest in Bran Bal ; Found in Esto Gaza, Mount Gulug ; Steal from Tiamat (random encounter) (S/R) ; Dropped by many late-game bosses	1,500

Weapons

For weapons, Special Effects denotes any unique properties of the weapon (stat boosts, elemental properties, etc.) not mentioned elsewhere.

Hammer

The Hammer is Cinna's weapon, which can also be obtained later. No one else is able to equip it at all (though why they'd want to is beyond me).

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Hammer	12	None	None	None	Initially equipped on Cinna (<i>cannot be unequipped</i>); Reward for turning in 13 Stellazio	125

Daggers

Daggers can only be used by **Zidane**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Dagger	12	None	None	Flee	Initially equipped on Zidane ; Chest in Ipsen's Castle ; Buy from Dali, Lindblum (Disc 1-2), Treno, Madain Sari, Bran Bal (Mogshop)	160
Mage Masher	14	Silence (20%)	None	Flee, Detect	Chest in Ice Cavern ; Steal from Masked Man ; Buy from Dali, Lindblum, Treno, BMV (Disc 2-3), Madain Sari, Daguerreo, Ipsen's Castle (Mogshop), Bran Bal (Mogshop)	250
Mythril Dagger	18	None	None	Bandit	Chest in Treno ; Steal from Sealion (U) ; Buy from Lindblum, Treno, BMV (Disc 2-3), Madain Sari, Alexandria, Esto Gaza (before Desert Palace), Daguerreo, Bran Bal (Mogshop)	475
Gladius	30	Slow (35%)	None	Annoy, Lucky Seven	Steal from Lani (Fossil Roo) (S) ; Buy from BMV (Disc 2-3), Madain Sari, Alexandria, Treno (Disc 3-4), Esto Gaza (after Desert Palace), Daguerreo, Bran Bal (Mogshop)	1,150
Zorlin Shape	42	None	None	Flee	Buy from Esto Gaza (after Desert Palace), Daguerreo, Bran Bal (Mogshop)	3,000
Orichalcon	71	None	Speed +1	Detect	Steal from Taharka (S) ; Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	8,500

Thief Swords

Note that Thief Swords' statuses can only be inflicted with **Zidane's Soul Blade** ability; **Add Status** will not work with them (flip side, they tend to be more powerful than Daggers). Only **Zidane** can use these weapons.

Weapon Name	Atk Power	Soul Blade	Special Effects	Abilities	Where Found	Sell Value
Butterfly Sword	21	Silence	None	What's That!?, Protect Girls	Synth (Dagger + Mage Masher) at Lindblum (Disc 1-2), Treno (Disc 2), BMV	650
The Ogre	24	Darkness	None	Soul Blade	Found in Pinnacle Rocks ; Synth (Mage Masher x2) at Lindblum, Treno, BMV, Alexandria	850
Exploda	31	Trouble	None	Sacrifice, Lucky Seven	Given by Moco in Madain Sari ; Synth (Mage Masher + Mythril Dagger) at Lindblum (Disc 2-4), BMV, Alexandria, Treno (Disc 3-4)	1,400
Rune Tooth	37	Poison	None	Lucky Seven	Synth (Mythril Dagger x2) at BMV, Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4)	1,900
Angel Bless	44	Confuse	None	Thievery	Synth (Mythril Dagger + Gladius) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo, BMV (Disc 4)	3,500
Sargatanas	53	Petrify	None	Annoy	Synth (Gladius + Zorlin Shape) at Daguerreo, BMV (Disc 4)	4,750
Masamune	62	Doom	Magic +2	Sacrifice	Steal from Maliris (S) ; Synth (Zorlin Shape + Orichalcon) at BMV (Disc 4)	6,500
The Tower	86	Mini	None	Lucky Seven, Thievery	Found in Memoria , in "Recollection" in a small outcrop on the top part of the area	15,000
Ultima Weapon	100	Sleep	None	Flee	Reward for Dive Spot #5 (Disc 4 only)	20,000

Swords

Swords can be used by **Steiner**, **Blank**, and **Marcus**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Broadsword	12	None	None	Beast Killer	Initially equipped on Steiner ; Chest in Ipsen's Castle ; Steal from Prison Cage (C) ; Buy from Dali	165
Iron Sword	16	None	None	Minus Strike	Initially equipped on Blank (<i>cannot be unequipped</i>), Marcus ; Steal from Baku (U) ; Buy from Dali , Lindblum (before Cleyra) , Ipsen's Castle (Mogshop)	330
Mythril Sword	20	None	None	Armor Break	Steal from Beatrix (R) (Disc 1) ; Buy from Treno (Disc 2) , Esto Gaza (before Desert Palace)	650
Blood Sword	24	None	Absorbs HP from target (if target is Undead, HP is taken from user and given to target)	Darkside	Reward for turning in 4 Stellazzio ; Steal from Tiamat (C)	950
Ice Brand	35	Freeze (10%)	Ice-elemental	Mental Break	Chest in Alexandria Castle (Disc 2) ; Steal from Beatrix (S) (Cleyra) , Beatrix (U) (Alexandria) ; Buy from Lindblum (Disc 2) , Dragon's Gate Merchant (Disc 2) , Fossil Roo (Treasure Hunter) , Alexandria , Treno (Disc 3-4)	1,890
Coral Sword	38	None	Lightning-elemental	Charge!	Steal from Lani (U) (Fossil Roo) ; Buy from Treno (Disc 3-4) , Lindblum (Disc 3-4)	2,000
Diamond Sword	42	None	None	Power Break	Chest in Oeilvert ; Buy from Oeilvert (Mogshop) , Desert Palace (Mogshop) , Esto Gaza (after Desert Palace)	2,350
Flame Saber	46	Heat (10%)	Fire-elemental	Magic Break	Buy from Esto Gaza (after Desert Palace)	2,595
Rune Blade	57	Darkness (25%)	None	Iai Strike	Buy from Daguerreo (Disc 3)	4,450
Defender	65	None	Half Ice-, Lightning-elemental damage; Spirit +3	Thunder Slash	Buy from Bran Bal (Mogshop) , Daguerreo (Disc 4)	4,670

Knight Swords

Knight Swords can only be used by **Steiner** (except Save the Queen, which Steiner is unable to equip).

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Save the Queen	32	None	Halves Fire-elemental damage; Strength +2, Speed +1, Magic +2, Spirit +5	None	Initially equipped to Beatrix (Cannot be unequipped) ; Synth (Javelin + Silver Gloves) at Master Synthesist	25,000
Ultima Sword	74	Sleep (20%)	None	Stock Break	Steal from Maliris (U) ; Buy from Daguerreo (Disc 4)	7,000
Excalibur	77	None	Holy-elemental	Climhazzard	Reward for completing Magical Fingertip sidequest	9,500
Ragnarok	87	Slow (30%)	None	Shock, Thunder Slash	Reward for Chocograph #21: Outer Island	14,500
Excalibur II	108	None	Holy-elemental	Minus Strike, Climhazzard, Stock Break	Found in Memoria , in Gate to Space near the doorway if the game clock has less than 12 hours	19,500

Spears

Spears can only be used by **Freya**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Javelin	18	None	None	Dragon Killer	Initially equipped on Freya ; Chest in Ipsen's Castle ; Buy from Lindblum (before Cleyra)	440
Mythril Spear	20	None	None	Reis's Wind	Found in Burmecia ; Buy from Treno (Disc 2) , Esto Gaza (before Desert Palace) , Ipsen's Castle (Mogshop)	550
Partisan	25	None	None	High Tide, Lancer	Steal from Zorn (C) (Alexandria) ; Buy from Cleyra , Lindblum (Disc 2-4) , Dragon's Gate Merchant (Disc 2) , Fossil Roo (Treasure Hunter) , Alexandria , Treno (Disc 3-4)	800
Ice Lance	32	Freeze (10%)	Ice-elemental	White Draw	Buy from Alexandria , Treno (Disc 3-4) , Lindblum (Disc 3-4)	1,215
Trident	37	Darkness (20%)	None	Luna	Buy from Oeilvert (Mogshop) , Desert Palace (Mogshop)	1,790
Heavy Lance	42	Stop (10%)	None	Six Dragons	Buy from Esto Gaza (after Desert Palace)	2,350
Obelisk	52	Petrify (10%)	None	Cherry Blossom, Initiative	Buy from Daguerreo (Disc 3)	3,000
Holy Lance	62	None	Holy-elemental	Dragon's Crest, Reis's Wind	Steal from Ark (S) ; Buy from Bran Bal (Mogshop) , Daguerreo (Disc 4)	5,500

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Kain's Lance	71	Confuse (15%)	None	Cherry Blossom, Dragon's Crest, White Draw	Found in Memoria's Entrance room, in a hidden alcove to the right of the path leading further into the area	7,500
Dragon's Hair	77	None	None	Dragon Breath	Reward for Mountain Crack #2	11,750

Claws

Claws can only be used by **Amarant**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Cat's Claws	23	None	None	Chakra, Counter	Initially equipped on Amarant; Chest in Ipsen's Castle; Buy from Alexandria, Treno (Disc 3-4)	2,000
Poison Knuckles	33	Poison (40%)	None	Spare Change, Counter	Steal from Scarlet Hair (U) (Madain Sari); Buy from Conde Petie, Madain Sari, Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Ipsen's Castle (Mogshop)	2,500
Mythril Claws	39	None	None	Curse, Counter	Steal from Taharka (U); Buy from Esto Gaza (before Desert Palace), Oeilvert (Mogshop), Desert Palace (Mogshop)	3,250
Scissor Fangs	45	Venom (15%)	None	Aura, Counter	Buy from Esto Gaza (after Desert Palace)	4,000
Dragon's Claws	53	None	Water-elemental	No Mercy, Counter	Reward for Chocograph #7: Forgotten Lagoon	5,180
Tiger Fangs	62	None	None	Revive, Counter	Buy from Daguerreo (Disc 3)	6,750
Avenger	70	KO (15%)	None	Demi Shock, Counter	Steal from Earth Guardian (C); Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	8,000
Kaiser Knuckles	75	Trouble (15%)	Wind-elemental	Countdown, Curse, Counter	Reward for Chocograph #15: Dusk Plains; Steal from Silver Dragon (S) (Pandemonium); Buy from Daguerreo (Disc 4)	9,000
Duel Claws	79	Berserk (25%)	None	Aura, No Mercy, Counter	Steal from Deathguise (R); Synth (Dragon's Claws + Tiger Fangs) at BMV (Disc 4)	10,750
Rune Claws	83	Darkness (30%)	None	Spare Change, Demi Shock, Revive	Found in Memoria, in the Time Interval screen (has a long ladder leading to an eye) to the left of the stairs	14,400

Rackets

Rackets are long-range weapons that can be equipped by **Dagger** and **Eiko**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Air Racket	13	None	Long Reach; Wind-elemental	Scan, Panacea	Found in Ipsen's Castle; Buy from Summit Station, Treno (Disc 2)	200
Multina Racket	17	None	Long Reach; Wind-elemental	Blind, Stona, Shell	Chest in Bohden's Gate; Buy from Clegra, Lindblum (Disc 2), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), Conde Petie, Madain Sari, Treno (Disc 3-4), Ipsen's Castle (Mogshop)	375
Magic Racket	23	None	Long Reach; Wind-elemental; Magic +2	Berserk, Mini, Cure	Buy from Lindblum (Disc 3-4), Oeilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace)	675
Mythril Racket	27	None	Long Reach; Wind-elemental	Reflect, Shell, Protect	Chest in Terra; Buy from Esto Gaza (before Desert Palace), Daguerreo, Bran Bal (Mogshop)	1,125
Priest's Racket	35	None	Long Reach; Wind-elemental	Silence, Might	Synth (Air Racket + Cachusa) at BMV (Disc 4)	4,000
Tiger Racket	45	None	Long Reach; Wind-elemental	Dispel	Reward for Dive Spot #2	2,900

Rods

Rods can only be used by **Dagger**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Rod	11	None	None	Cure, Panacea, Protect	Initially equipped on Garnet; Chest in Ipsen's Castle; Buy from Dali, Lindblum (before Clegra)	130

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Mythril Rod	14	None	None	Life, Silence, Shell	Buy from Summit Station, Treno (Disc 2) , Cleyra, Esto Gaza (before Desert Palace) , Ipsen's Castle (Mogshop)	280
Stardust Rod	16	None	Spirit +2	Ability Up, Reflect, Float	Steal from Zorn (U) (Alexandria) ; Buy from Lindblum (Disc 2) , Dragon's Gate Merchant (Disc 2) , Fossil Roo (Treasure Hunter) , Conde Petie, BMV (Disc 2-3) , Alexandria, Treno (Disc 3-4)	380
Healing Rod	23	None	Heals target's HP	Healer, Cura, Life	Chest in Iifa Tree ; Buy from Alexandria, Treno (Disc 3-4) , Lindblum (Disc 3-4) , Oeilvert (Mogshop) , Desert Palace (Mogshop)	885
Asura's Rod	27	None	None	Mini, Confuse, Silence	Buy from Esto Gaza (after Desert Palace) , Daguerreo (Disc 3)	1,590
Wizard Rod	31	None	None	Curaga, Protect, Shell	Steal from Kraken (U) ; Buy from BMV (Disc 4)	1,995
Whale Whisker	36	None	None	Curaga, Life	Reward for Chocograph #18: Ocean	5,140

Flutes

Flutes can only be used by **Eiko**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Golem's Flute	17	None	None	Auto-Regen, Cura, Life	Initially equipped on Eiko ; Chest in Ipsen's Castle ; Buy from Madain Sari	1,350
Lamia's Flute	21	None	None	Float, Stona, Silence	Chest in Iifa Tree ; Buy from Alexandria, Treno (Disc 3-4) , Lindblum (Disc 3-4) , Ipsen's Castle (Mogshop)	1,900
Fairy Flute	24	None	None	Esuna, Haste, Regen	Steal from Hilgigars (R) ; Buy from Oeilvert (Mogshop) , Desert Palace (Mogshop)	2,250
Hamelin	27	None	None	Curaga, Might, Jewel	Buy from Esto Gaza (after Desert Palace) , Daguerreo (Disc 3)	2,850
Siren's Flute	30	None	None	Full-Life, Dispel, Esuna	Steal from Lich (U) ; Buy from BMV (Disc 4)	3,500
Angel Flute	33	None	None	Holy, Esuna, Curaga	Found in Memoria , in the screen called "The Past" on the altar	4,150

Staves

Staves can only be used by **Vivi**.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Mage Staff	12	None	None	Fire	Initially equipped on Vivi ; Chest in Ipsen's Castle ; Buy from Dali, BMV (Disc 2-3)	160
Flame Staff	16	None	Fire-elemental	Fira, Sleep	Chest in Cleyra ; Steal from Black Waltz 3 (S) (Disc 2) ; Buy from Treno (Disc 2) , Cleyra, Lindblum (Disc 2) , Conde Petie, BMV (Disc 2-3) , Alexandria	490
Ice Staff	16	None	Ice-elemental	Blizzara, Slow	Chest in Cleyra ; Steal from Gizamaluke (S) ; Buy from Treno (Disc 2) , Cleyra, Lindblum (Disc 2) , Conde Petie, BMV (Disc 2-3) , Alexandria	600
Lightning Staff	16	None	Lightning-elemental	Thundara, Poison	Found in Burmecia ; Steal from Black Waltz 3 (U) (Disc 2) ; Buy from Treno (Disc 2) , Lindblum (Disc 2) , Conde Petie, BMV (Disc 2-3) , Alexandria	550
Oak Staff	23	Slow (20%)	Water-elemental	Stop, Bio, Drain	Reward for Chocograph #11: Small Beach ; Steal from Ralvuimago (S) , Soulcage (C) ; Buy from Conde Petie, BMV (Disc 2-3) , Alexandria, Treno (Disc 3-4) , Ipsen's Castle (Mogshop)	1,200
Cypress Pile	27	Confuse (20%)	None	Demi, Break, Comet	Buy from Lindblum (Disc 3-4) , Oeilvert (Mogshop) , Desert Palace (Mogshop) , Esto Gaza (after Desert Palace)	1,600
Octagon Rod	29	Trouble (10%)	Absorbs Wind-/Water-elemental damage; Raises Water-elemental attack	Firaga, Blizzaga, Thundaga	Buy from Esto Gaza (after Desert Palace) , Daguerreo (Disc 3)	2,250
High Mage Staff	32	Silence (15%)	Wind-elemental	Meteor, Osmose	Reward for Chocograph #13: Forbidden Forest ; Buy from BMV (Disc 4)	3,000
Mace of Zeus	35	Mini (15%)	None	Doomsday	Found in Memoria , in "Stairs" in the left corner of the mid-level platform	5,000

Forks

Forks can only be used by **Quina**. Note that when attacking with a Fork, the game picks a random Strength level between 1 and Quina's current Strength, which severely limits Quina late-game.

Weapon Name	Atk Power	Add Status (Chance)	Special Effects	Abilities	Where Found	Sell Value
Fork	21	None	None	High Tide	Initially equipped on Quina ; Chest in Ipsen's Castle ; Buy from Lindblum (before Cleyra), Treno (Disc 2), Daguerreo (Disc 4)	550
Needle Fork	34	Petrify (10%)	None	High Tide	Found in Cleyra ; Steal from Zaghnol (U) (<i>Festival of the Hunt</i>); Buy from Burmecia (Mogshop), Treno (Disc 2), Cleyra , Ipsen's Castle (Mogshop)	1,550
Mythril Fork	42	None	None	High Tide	Steal from Ralvurahva (U), Hilgigars (U); Buy from Conde Petie , BMV (Disc 2-3), Lindblum (Disc 3-4), Esto Gaza (before Desert Palace)	2,350
Silver Fork	53	Slow (15%)	None	High Tide	Reward for catching 23 frogs; Steal from Tantarian (S); Buy from Oeilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace)	3,700
Bistro Fork	68	Sleep (20%)	None	High Tide	Reward for catching 33 frogs; Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	5,150
Gastro Fork	77	Stop (10%)	None	High Tide	Reward for catching 99 frogs	6,650

Armor - Arms

Armor pieces are broadly divided into two categories: Light (for Zidane, Vivi, Dagger, Quina, Eiko, and Amarant), and Heavy (for Steiner and Freya). Both the in-game menus and this guide utilize this distinction.

Armlets (Light)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Pearl Armlet	Everyone	0	0	None	None	Reward for Dive Spot #3 (x8)	490
Wrist	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (5)	0 (3)	None	Flee-Gil	Initially equipped on Zidane , Marcus ; Chest in Prima Vista ; Buy from Dali	65
Leather Wrist	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (7)	0 (5)	Spirit +1	Beast Killer, Blizzard	Initially equipped on Amarant ; Chest in Dali Underground ; Found in Lindblum's Industrial District ; Steal from Prison Cage (U); Buy from Dali , Lindblum (Disc 1-2), Treno (Disc 2), BMV (Disc 2-3)	100
Glass Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (10)	0 (7)	Half Water-elemental damage	Steal Gil, Antibody	Initially equipped on Eiko ; Chest in Lindblum Castle (Disc 1); Buy from Lindblum (Disc 1-2), Treno (Disc 2), BMV (Disc 2-3), Alexandria	125
Bone Wrist	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (13)	0 (9)	Raises Earth-elemental attack; Strength +1	Add Status	Steal from Ralvurahva (C), Buy from Cleyra , Treno (Disc 2), Lindblum (Disc 2), BMV (Disc 2-3), Alexandria , Daguerreo (Disc 3)	165
Mythril Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (17)	0 (11)	Spirit +1	Bug Killer	Chest in Pinnacle Rocks ; Steal from Thorn (U) (<i>Alexandria</i>); Buy from Cleyra , Lindblum (Disc 2), Dragon's Gate Merchant , Fossil Roo (<i>Treasure Hunter</i>), Conde Petie , BMV (Disc 2-3), Alexandria , Esto Gaza (before Desert Palace)	250
Magic Armlet	Vivi, Dagger, Quina, Eiko	0 (18)	0 (16)	Magic +2	Clear Headed, Silence	Buy from Conde Petie , BMV (Disc 2-3), Madain Sari , Alexandria , Treno (Disc 3-4), Daguerreo	500
Chimera Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (22)	0 (14)	Nullifies Holy-elemental damage	Add Status, Mug	Obtained during "City People" ATE (Treno , Disc 3); Found in Lindblum's Serpent's Gate (Disc 3-4); Buy from Lindblum (Disc 3-4), Oeilvert (Mogshop), Desert Palace (Mogshop), Daguerreo (Disc 3)	600
Egoist's Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (20)	0 (20)	Nullifies Shadow-elemental damage	Beast Killer, Level Up	Found in Lindblum Castle (Disc 3-4); Buy from Oeilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace), Daguerreo	1,000

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
N-Kai Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	2 (27)	0		Spirit +2	Reward for Chocograph #9: Abandoned Lagoon ; Found in Desert Palace ; Buy from Esto Gaza (after Desert Palace), Daguerreo (Disc 3), Ipsen's Castle (Mogshop)	1,500
Jade Armlet	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0	0 (29)	Raises Holy-elemental attack	Body Temp, High Tide	Reward for Chocograph #3: Uncultivated Land ; Buy from Esto Gaza (after Desert Palace), Daguerreo (Disc 3), Ipsen's Castle (Mogshop)	1,700
Thief Gloves	Zidane, Amarant	0 (26)	0 (13)	Speed +1	Master Thief	Sold in the Treno Auction (after Card Tournament, once only); Synth (Sargatanas + Mythril Armlet) at Daguerreo	25,000
Dragon Wrist	Zidane, Vivi, Dagger, Freya, Quina, Eiko, Amarant	0 (29)	0 (12)	Half Shadow-elemental damage; Spirit +1	Jelly, Lancer	Chest in Terra ; Steal from Nova Dragon (U) ; Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	2,400
Power Wrist	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (30)	0 (10)	Strength +2	Accuracy+	Buy from Daguerreo (Disc 4)	2,550
Bracer	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (35)	0 (18)	Raises Wind-elemental attack; Strength +1	Add Status, Power Throw	Synth (Battle Boots + Venetia Shield) at BMV (Disc 4)	4,000

Gloves (Heavy)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Bronze Gloves	Steiner, Freya	0 (8)	0 (2)	Spirit +1	Antibody	Initially equipped on Freya ; Chest in Prima Vista ; Buy from Dali, Lindblum (before Cleyra)	240
Silver Gloves	Steiner, Freya	0 (10)	0 (5)	Half Ice-elemental damage	Undead Killer	Found in Lindblum Synthesis Shop ; Steal from Black Waltz 3 (S) ; Buy from Lindblum (before Cleyra), Summit Station	360
Mythril Gloves	Steiner, Freya	0 (13)	0 (7)	Spirit +1	Bug Killer, Man Eater	Initially equipped on Beatrix (Disc 2); Chest in Cleyra ; Found in Gizamaluke's Grotto ; Steal from Zagnol (C) (Festival of the Hunt); Buy from Burmecia (Mogshop), Summit Station, Treno, Cleyra, Lindblum (Disc 2), Alexandria, Esto Gaza (before Desert Palace)	490
Thunder Gloves	Steiner, Freya	0 (16)	0 (10)	Half Thunder-elemental damage; Raises Thunder-elemental attack	Add Status, Devil Killer	Initially equipped on Beatrix (Disc 3); Steal from Beatrix (U) (Cleyra); Buy from Lindblum (after Cleyra), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), Alexandria, Treno (Disc 3-4), Oilvert (Mogshop)	600
Diamond Gloves	Steiner, Freya	0 (19)	0 (13)	Nullifies Water-elemental damage	Ability Up, Jelly	Reward for Chocograph #5: Abandoned Beach ; Buy from Oilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace)	1,000
Venetia Shield	Steiner, Freya	0 (17)	1 (26)	Magic Defense +1; Strength +1; Magic +1	Auto-Float, Counter	Found in Desert Palace ; Buy from Esto Gaza (after Desert Palace), Daguerreo (Disc 3), Ipsen's Castle (Mogshop)	1,400
Defense Gloves	Steiner, Freya	1 (25)	1 (20)	Half Fire-/Ice-/Lightning-elemental damage	HP+20%	Buy from Daguerreo, Bran Bal (Mogshop)	3,000
Genji Gloves	Steiner, Freya	0 (27)	0 (17)	Magic +2	High Tide	Reward for Dive Spot #1 ; Steal from Lich (C)	1
Aegis Gloves	Steiner	1 (30)	0 (10)	Nullifies Fire-elemental damage	Charge!	Buy from Daguerreo (Disc 4)	7,000
Gauntlets	Steiner, Freya	0 (36)	0 (7)	Half Fire-/Water-/Earth-/Wind-elemental damage; Speed +1	Cover	Reward for Mountain Crack #2 ; Synth (Mythril Gloves + Dragon Wrist) at BMV (Disc 4)	4,400

Armor - Head

Hats (Light)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
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Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Leather Hat	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0	6	None	Fire	Initially equipped on Zidane, Cinna, Vivi, Blank; Steal from Steiner (C); Buy from Dali, BMV (Disc 2-3)	75
Straw Hat	Everyone	0	0	None	None	Reward for Dive Spot #3 (x8)	750
Feather Hat	Zidane, Vivi, Dagger, Quina, Eiko	0	7	Raises Wind-elemental attack; Spirit +1	Add Status, Bright Eyes	Initially equipped on Marcus, Eiko; Buy from Dali, BMV (Disc 2-3)	100
Steepled Hat	Zidane, Vivi, Dagger, Quina, Eiko	0	9	Strength +1	Protect	Found in Lindblum's Industrial District; Steal from Black Waltz 2 (C), Black Waltz 3 (C), Black Waltz 3 (C) (Disc 2); Buy from Lindblum (before Cleyra), Burmecia (Mogshop), Summit Station, BMV (Disc 2-3)	130
Headgear	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	2	6	Half Water-elemental damage	Undead Killer	Buy from Lindblum (Disc 1-2), Burmecia (Mogshop), Summit Station, BMV (Disc 2-3)	165
Magus Hat	Zidane, Vivi, Dagger, Quina, Eiko	0	10	Raises Ice-elemental attack	Slow	Found in Gizamaluke's Grotto; Steal from Gizamaluke (U); Buy from Burmecia (Mogshop), Summit Station, Treno (Disc 2), Cleyra, Lindblum (Disc 2), BMV (Disc 2-3)	200
Bandana	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0 (2)	12	Spirit +1; Speed +1	Insomniac, Man Eater	Found in Lindblum's Dragon's Gate (Disc 2); Buy from Treno (Disc 2), Cleyra, Lindblum (Disc 2), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), BMV (Disc 2-3)	200
Mage's Hat	Vivi, Dagger, Quina, Eiko	0	14	Raises Holy-/Shadow-elemental attack; Magic +1	Fira, Loudmouth	Buy from Cleyra, Lindblum (Disc 2), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), BMV (Disc 2-3), Daguerreo (Disc 4)	300
Lamia's Tiara	Dagger, Freya, Quina, Eiko	0	17	Half Wind-elemental damage; Magic +1; Spirit +1	Clear Headed, Confuse, Float	Chest in Fossil Roo; Buy from Conde Petie, BMV (Disc 2-3), Madain Sari, Alexandria, Treno (Disc 3-4), Daguerreo (Disc 4)	400
Ritual Hat	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	1	16	Strength +1	Bright Eyes, Counter, Undead Killer	Buy from Conde Petie, BMV (Disc 2-3), Madain Sari, Alexandria, Treno (Disc 3-4)	500
Twist Headband	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0	17	Raises Earth-elemental attack; Strength +1	Add Status, Gamble Defense	Buy from Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo (Disc 3)	600
Mantra Band	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	1	19	Magic +1; Spirit +1	Antibody, HP+20%	Buy from Lindblum (Disc 3-4), Oeilvert (Mogshop), Desert Palace (Mogshop)	750
Dark Hat	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0	21	Nullifies Ice-elemental damage	High Tide, Jelly	Buy from Lindblum (Disc 3-4), Oeilvert (Mogshop), Desert Palace (Mogshop)	900
Green Beret	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	0	23	Speed +1; Strength +1	Ability Up, Clear Headed	Buy from Oeilvert (Mogshop), Desert Palace (Mogshop)	1,090
Black Hood	Zidane, Vivi, Dagger, Quina, Eiko	0	27	Half Fire-/Ice-/Lightning-elemental damage	Accuracy+, Death, Locomotion	Found in Desert Palace; Buy from Esto Gaza (after Desert Palace)	1,275

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Red Hat	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	1	26	Raises Fire-elemental attack	Cover, MP Attack	Found in Mount Gulug ; Buy from Esto Gaza (after Desert Palace), Ipsen's Castle (Mogshop)	1,500
Golden Hairpin	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	0	32 (2)	Raises Water-elemental attack; Magic +1; Magic Evasion +2	Auto-Regen, Loudmouth	Found in Mount Gulug ; Steal from Melti gemini (U); Buy from Daguerreo , Ipsen's Castle (Mogshop)	1,850
Coronet	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	1	35	Nullifies Wind-elemental damage	Man Eater, Return Magic	Chest in Terra ; Buy from Daguerreo , Bran Bal (Mogshop)	2,200
Flash Hat	Zidane, Vivi, Dagger, Eiko, Amaranth	0 (2)	37	Raises Lightning-/Holy-elemental attack; Speed +1	Beast Killer, Eye 4 Eye	Chest in Terra ; Buy from Daguerreo , Bran Bal (Mogshop)	2,600
Adaman Hat	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	3	33	Nullifies Lightning-elemental damage	Gamble Defense, HP+20%	Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	3,050
Thief Hat	Zidane	0 (3)	38	Speed +2	Long Reach, Lucky Seven, Mug	Buy from BMV (Disc 4)	3,350
Holy Miter	Vivi, Dagger, Quina, Eiko	0	39	Magic +1; Spirit +2	Body Temp, Insomniac	Reward for Chocograph #23: Fairy Island ; Found in Pandemonium ; Buy from BMV (Disc 4)	4,150
Golden Skullcap	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	2	47	Half Earth-elemental damage; Raises Water-elemental attack	Locomotion, Power Up	Synth (Gold Helm + Golden Hairpin) at BMV (Disc 4)	6,000
Circlet	Zidane, Vivi, Dagger, Quina, Eiko, Amaranth	0	51	Nullifies Earth-elemental damage	Clear Headed, Jelly	Reward for Chocograph #22: Outer Island 2 , defeating Behemoth in Treno's Weapon Shop (Disc 4); Synth (Coronet + Rosetta Ring) at BMV (Disc 4)	6,500

Helmets (Heavy)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Rubber Helm	Steiner, Freya	0	5	Half Thunder-elemental damage	Minus Strike	Initially equipped on Freya ; Found in Prima Vista ; Buy from Dali , Summit Station	125
Bronze Helm	Steiner, Freya	0	6	Half Water-elemental damage	Bug Killer	Initially equipped on Steiner ; Buy from Dali	165
Iron Helm	Steiner, Freya	0	7	Spirit +1	Bright Eyes, Level Up	Initially equipped to Beatrix (Disc 2, cannot be unequipped); Chest in Dali Underground ; Steal from Plant Brain (U); Buy from Lindblum (before Cleyra), Summit Station	225
Barbut	Steiner, Freya	0	9	Spirit +2	Alert, Dragon Killer	Buy from Burmecia (Mogshop), Summit Station , Treno (Disc 2), Alexandria	300
Mythril Helm	Steiner, Freya	0	11	Raises Holy-elemental attack; Spirit +1	Antibody, Insomniac	Buy from Cleyra , Lindblum (Disc 2), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), Alexandria , Treno (Disc 3-4), Esto Gaza (before Desert Palace)	500
Gold Helm	Steiner, Freya	0	13	Magic +1	Clear Headed, Mental Break, Reis's Wind	Steal from Antlion (S); Buy from Alexandria , Treno (Disc 3-4), Lindblum (Disc 3-4), Oeilvert (Mogshop)	900
Cross Helm	Steiner, Freya	0	16	Strength +1	Devil Killer, MP Attack	Initially equipped on Beatrix (Disc 3); Buy from Oeilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace), Ipsen's Castle (Mogshop)	1,100
Diamond Helm	Steiner, Freya	0	20	Spirit +1	Accuracy+, Insomniac	Buy from Daguerreo (Disc 3), Ipsen's Castle (Mogshop)	1,500
Platinum Helm	Steiner, Freya	0	23	Half Ice-elemental damage	Restore HP, Stone Killer	Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	2,300

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Kaiser Helm	Steiner, Freya	0	26	Strength +1; Magic +1	Eye 4 Eye	Buy from Daguerreo (Disc 4)	3,560
Genji Helm	Steiner, Freya	2	29	Magic +2	HP+20%	Reward for Mountain Crack #3 ; Steal from Kraken (C)	1
Grand Helm	Steiner, Freya	0	33	Speed +1	High Tide	Steal from Tiamat (R); Synth (Cross Helm + Power Belt) at BMV (Disc 4)	7,000

Armor - Body

Note that Body armor divides into a third category--Mage--in addition to the usual two categories.

Shirts (Light)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Aloha T-Shirt	Everyone	0	0	None	None	Reward for Dive Spot #3 (x7); Prize for giving Moguta a Kupo Nut (Disc 4, once only)	9,500
Leather Shirt	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	6	0	None	Protect Girls	Initially equipped to Zidane, Vivi ; Buy from Dali	135
Silk Shirt	Zidane, Vivi, Dagger, Quina, Eiko	7	0	Half Thunder-elemental damage	Cure, Thunder	Initially equipped to Garnet, Blank, Eiko ; Prize for impressing 80-99 nobles during the swordfighting scene ; Steal from Black Waltz 1 (U); Buy from Dali, Treno (Disc 2), Lindblum (Disc 2), BMV (Disc 2-3)	200
Leather Plate	Zidane, Amarant	8	0	Half Ice-elemental damage	Chakra	Found in Lindblum's Business District (before Cleyra); Steal from Black Waltz 2 (U); Buy from Lindblum (Disc 1-2), Treno (Disc 2), BMV (Disc 2-3)	265
Bronze Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	9	1	Spirit +1	Jelly	Found in Lindblum's Industrial District, Gizamaluke's Grotto ; Buy from Burmecia (Mogshop), Summit Station, Treno (Disc 2), Lindblum (Disc 2), BMV (Disc 2-3)	325
Chain Plate	Zidane, Amarant	10	0	Strength +1	Devil Killer	Chest in Gargan Roo ; Steal from Beatrix (U) (Disc 1); Buy from Cleyra, Lindblum (Disc 2), Fossil Roo (Treasure Hunter), BMV (Disc 2-3)	405
Mythril Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	12	0	Half Water-elemental damage	Auto-Potion	Found in Cleyra ; Chest in Pinnacle Rocks ; Steal from Antlion (U); Buy from Lindblum (Disc 2), Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), BMV (Disc 2-3), Esto Gaza (before Desert Palace)	590
Adaman Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	14	1	Half Fire-elemental damage	Bird Killer, Stone Killer	Initially equipped on Amarant ; Steal from Ralvuimago (U); Buy from Dragon's Gate Merchant (Disc 2), Fossil Roo (Treasure Hunter), Conde Petie, BMV (Disc 2-3), Madain Sari	800
Magician Cloak	Vivi, Dagger, Quina, Eiko	15	2	Raises Ice-elemental attack; Magic +1	Insomniac, MP+10%	Steal from Soulcage (U); Buy from Conde Petie, BMV (Disc 2-3), Madain Sari, Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4)	925
Survival Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	17	0	Spirit +2	Antibody, Mug, Locomotion	Found in Madain Sari ; Steal from Beatrix (S) (Alexandria); Buy from BMV (Disc 2-3), Madain Sari, Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4)	1,450

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Brigandine	Zidane, Amarant	20	0	Strength +1	Ability Up, Return Magic	Found in the Iifa Tree; Steal from Soulcage (S); Buy from Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Oeilvert (Mogshop), Desert Palace (Mogshop)	2,150
Judo Uniform	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	23	0	Strength +1; Spirit +1	Distract, HP+10%	Buy from Oeilvert (Mogshop), Desert Palace (Mogshop), Esto Gaza (after Desert Palace)	2,150
Power Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	27	0	Strength +2	Counter, Gamble Defense, Stone Killer	Chest in Oeilvert; Steal from Ark (U); Buy from Esto Gaza (after Desert Palace), Ipsen's Castle (Mogshop)	3,600
Gaia Gear	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	25	2	Absorbs Earth-elemental damage; Raises Earth-elemental attack	High Tide, Insomniac, Osmose	Reward for Chocograph #8: Faraway Lagoon; Chest in Oeilvert; Found in Mount Gulug; Buy from Daguerreo (Disc 3), Ipsen's Castle (Mogshop)	4,350
Demon's Vest	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	31	0	Speed +1; Strength +1	Auto-Potion, Devil Killer, Locomotion	Found in Terra; Steal from Melti gemini (S); Buy from Daguerreo, Bran Bal (Mogshop)	5,125
Minerva's Plate	Dagger, Freya, Eiko	34	1	Strength +1; Magic +2	High Tide, Restore HP	Found in Terra; Buy from Bran Bal (Mogshop), Daguerreo (Disc 4)	6,100
Ninja Gear	Zidane, Amarant	35	0	Speed +1	Alert, Eye 4 Eye, Locomotion	Steal from Quale (U) (Qu's Marsh), Garland (U) (Pandemonium); Buy from Daguerreo (Disc 4)	7,000
Dark Gear	Zidane, Vivi, Dagger, Quina, Eiko, Amarant	37	0	Spirit +3	Clear Headed, Jelly	Steal from Garland (S) (Pandemonium); Buy from BMV (Disc 4)	8,150
Rubber Suit	Dagger, Freya, Eiko	39	1	Nullifies Thunder-elemental damage	Esuna, Eye 4 Eye	Steal from Earth Guardian (U); Synth (Minerva's Plate + Egoist's Armlet) at BMV (Disc 4)	10,000
Brave Suit	Zidane, Amarant	42	0	Raises Fire-elemental attack; Spirit +1	Auto-Regen, Restore HP	Synth (Mythril Vest + Mythril Rod) at BMV (Disc 4)	11,250

Robes (Mage)

Note that while it's not indicated in-game, all robes (except Robe of Lords) give the wearer a weakness to Fire.

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Cotton Robe	Vivi, Dagger, Quina, Eiko	10	2	Weak to Fire; Strength +1, Magic +1	Chemist, Shell	Reward for Chocograph #2: Between Mountains; Synth (Wrist + Steeped Hat) at Lindblum, Treno, BMV (Disc 2-3), Alexandria	2,000
Silk Robe	Vivi, Dagger, Quina, Eiko	16	2	Weak to Fire; Strength +1, Magic +1	Ability Up, Loudmouth	Reward for catching 9 frogs; Chest in Cleyra; Synth (Silk Shirt + Bandana) at Treno, Lindblum (after Cleyra), BMV (Disc 2-3), Alexandria	2,900
Magician Robe	Vivi, Dagger, Quina, Eiko	21	3	Weak to Fire; Magic +2	Auto-Potion, MP+10%	Reward for Chocograph #10: Bird's-Eye Lagoon; Sold in Treno Auction; Synth (Mage Staff + Magician Cloak) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	4,000
Glutton's Robe	Quina	41	4	Weak to Fire; Strength +1, Magic +1	Antibody, Auto-Regen, Body Temp	Steal from Quale (S) (Qu's Marsh), Kraken (R); Synth (Mythril Fork + Cotton Robe) at Daguerreo	8,000
White Robe	Dagger, Eiko	42	4	Weak to Fire; Raises Holy-elemental attack; Magic +2	Auto-Potion, Holy, Loudmouth	Reward for Chocograph #17: Sea at Dusk; Steal from Trance Kuja (U); Synth (Gaia Gear + Jade Armlet) at Daguerreo	8,000
Black Robe	Vivi, Quina	43	4	Weak to Fire; Raises Shadow-elemental attack; Magic +2	Flare, MP+20%, Reflectx2	Reward for Dive Spot #1; Steal from Lich (S); Synth (Gaia Gear + N-Kai Armlet) at Daguerreo	8,000

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Light Robe	Vivi, Dagger, Quina, Eiko	41	6	Weak to Fire; Raises Holy-/Shadow-elemental attack; Strength +1; Magic +1; Spirit +1	Auto-Regen, Full-Life, Half MP	Reward for Chocograph #18: Ocean ; Steal from Kuja (R) (Pandemonium) ; Synth (Magician Robe + Glass Armet) at BMV (Disc 4)	20,000
Robe of Lords	Vivi, Dagger, Quina, Eiko	46	5	Nullifies Wind-elemental damage; Strength +1; Magic +1; Spirit +1; Speed +1	Concentrate, Reflect-Null	Reward for turning in 12 Stellazio ; Prize for exchanging 10,000 Chocobo Hot & Cold points; Steal from Quale (S) (Qu's Marsh) , Ozma (U) (Chocobo's Air Garden) , Hades (R) ; Synth (White Robe + Black Robe) at Master Synthesist	26,000

Armor (Heavy)

Armor Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Tin Armor	Steiner	62 (32)	27 (17)	None	None	Synth (Hammer + Ore) at Master Synthesist	10
Bronze Armor	Steiner, Freya	9	0	Half Wind-elemental damage	Bird Killer	Initially equipped on Steiner ; Buy from Dali	325
Linen Cuirass	Steiner, Freya	10	0	Magic +1	Cover	Initially equipped on Freya ; Steal from Black Waltz 3 (U) ; Buy from Lindblum (before Cleyra) , Burmecia (Mogshop) , Summit Station , Treno	400
Chain Mail	Steiner, Freya	12	0	Half Earth-elemental damage	Bird Killer, HP+10%	Initially equipped on Beatrix (Disc 2, cannot be unequipped) ; Buy from Treno (Disc 2) , Cleyra , Lindblum (Disc 2)	600
Mythril Armor	Steiner, Freya	15	0	Half Water-elemental damage	Cover, Jelly	Steal from Zorn (C) (Alexandria) ; Buy from Lindblum (Disc 2-4) , Dragon's Gate Merchant (Disc 2) , Alexandria , Treno (Disc 3-4) , Esto Gaza (before Desert Palace)	915
Plate Mail	Steiner, Freya	17	1	Spirit +1	Locomotion, Undead Killer	Initially equipped on Beatrix (Disc 3) ; Buy from Alexandria , Treno (Disc 3-4) , Oilvert (Mogshop)	1,160
Gold Armor	Steiner, Freya	19	0	Magic +1	Stone Killer	Buy from Oilvert (Mogshop) , Desert Palace (Mogshop) , Esto Gaza (after Desert Palace)	1,475
Shield Armor	Steiner, Freya	23	5	Half Fire-/Ice-/Lightning-elemental damage	Distract	Reward for Chocograph #8: Faraway Lagoon ; Chest in Oilvert ; Found in Desert Palace ; Buy from Esto Gaza (after Desert Palace) , Ipsen's Castle (Mogshop)	2,150
Demon's Mail	Steiner, Freya	27	0	Absorbs Shadow-elemental damage; Raises Shadow-elemental attack	High Tide	Reward for Chocograph #16: Forgotten Plains ; Steal from Tantarian (R) ; Found in Mount Gulug ; Buy from Ipsen's Castle (Mogshop) , Daguerreo (Disc 3)	2,950
Diamond Armor	Steiner, Freya	33	2	Strength +1; Magic +1	Ability Up	Buy from Daguerreo (Disc 3)	4,400
Platina Armor	Steiner, Freya	36	0	Nullifies Ice-elemental damage	Beast Killer	Buy from Bran Bal (Mogshop) , Daguerreo (Disc 4)	5,250
Carabini Mail	Steiner, Freya	39	1	Spirit +1; Speed +1	Auto-Regen	Chest in Pandemonium ; Steal from Kuja (U) (Pandemonium) ; Buy from Daguerreo (Disc 4)	6,150
Dragon Mail	Freya	42	0	Strength +1; Magic +1	High Jump	Steal from Silver Dragon (U) (Pandemonium) ; Buy from Daguerreo (Disc 4)	7,000
Genji Armor	Steiner, Freya	45	1	Magic +2	Accuracy+, Body Temp	Reward for Chocograph #21: Outer Island ; Steal from Maliris (C)	1
Maximillian	Steiner	54	0	Spirit +3	HP+20%	Reward for Dive Spot #5 (Disc 4)	11,300
Grand Armor	Steiner, Freya	59	0	Half Shadow-elemental damage; Strength +1	Chemist, Restore HP	Steal from Nova Dragon (R) ; Synth (Mythril Sword + Mythril Armor) at BMV (Disc 4)	14,000

Add-ons

Add-ons are FFX's equivalent of Accessories from many other FF titles. Note that the Add-Ons are arranged in this guide by category, then by order of appearance in the menu (using default sorting).

Footwear

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
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Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Desert Boots	Everyone	0 (2)	0	Half Earth-elemental damage; Magic +1; Speed +1	Flee-Gil, Protect, Scan	Initially equipped to Beatrix (Disc 2); Chest in Cleyra; Synth (Leather Hat + Leather Shirt) at Lindblum, Treno, BMV (Disc 2-3), Alexandria	750
Magician Shoes	Everyone	0	0 (6)	Magic +2	Blind, Clear Headed, MP+10%	Chest in Cleyra, Cleyra (must view "There's a Mushroom" ATE, then go to Settlement sandpit to access second chest); Synth (Germinas Boots + Bone Wrist) at Lindblum (after Cleyra), BMV (Disc 2-3), Alexandria, Treno (Disc 3-4), Daguerreo	3,750
Germinas Boots	Everyone	0 (2)	0	Strength +1	Alert, Flee, HP+10%	Initially equipped on Amarant; Reward for Chocograph #1: Streamside; Chest in Burmecia; Synth (Desert Boots + Fork) at Treno, Lindblum (after Cleyra), BMV, Alexandria	2,000
Sandals	Everyone	0	0	None	None	Reward for Dive Spot #3 (x8)	600
Feather Boots	Everyone	0 (3)	0	Absorbs Earth-elemental attack	Auto-Float, Float, Mini	Reward for Chocograph #9: Abandoned Lagoon; Chest in Oeilvert; Sold in Treno Auction (Disc 3-4, must be none in inventory); Steal from Tiamat (U); Synth (Magician Shoes + Phoenix Pinion) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	3,000
Battle Boots	Everyone	2	1	Strength +2	Initiative, MP Attack, HP+20%	Reward for catching 45 frogs; Chest in Pandemonium; Steal from Garland (C) (Pandemonium), Hades (S); Synth (Feather Boots + Wing Edge) at Daguerreo	10,500
Running Shoes	Everyone	0 (4)	0 (4)	Speed +2	Auto-Haste, Auto-Potion, Haste	Reward for defeating Amdusias in Treno's Weapon Shop (Disc 3, after Mount Gulug); Found in Quan's Dwelling grandfather clock (Disc 3, after Mount Gulug and a scene); Steal from Hades (U); Dropped by Tantarion (A); Synth (Battle Boots + Emerald) at BMV (Disc 4)	16,500

Belts

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value	
Anklet	Dagger, Freya, Eiko, Amarant	0 (5)	0		Magic +3; Spirit +1	Prize for Chocobo Hot & Cold; Found in Desert Palace; Sold in Treno Auction (Disc 3-4, must be none in inventory); Synth (Gold Choker + Peridot) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	1,600	
Power Belt	Everyone	2	0		Strength +3	Counter, Fira, MP Attack	Given by Four-Armed Man in Treno (Disc 2, must view "Treno Tradition" ATE); Synth (Glass Buckle + Chain Mail) at Lindblum (after Cleyra), BMV (Disc 2-3), Alexandria, Treno (Disc 3-4), Daguerreo	3,500
Black Belt	Everyone	1	0		Raises Wind-elemental attack; Strength +2; Spirit +2	Beast Killer, Demi, HP+20%	Reward for turning in 8 Stellazio; Chest in BMV; Steal from Deathguise (U); Synth (Twist Headband + Survival Vest) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	5,500
Glass Buckle	Everyone	0	0 (5)		Strength +1; Magic +1; Spirit +2	Add Status, Antibody, Thunder	Synth (Leather Wrist + Glass Armlet) at Lindblum, Treno, BMV, Alexandria	800

Rings

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Madain's Ring	Everyone	0	2		Body Temp, Chemist, Guardian Mog	Reward for Mountain Crack #3; Prize for Fossil Roo digging game; Sold in the Treno Auction; Synth (Bone Wrist + Stardust Rod) at BMV (Disc 2-3), Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	3,750
Rosetta Ring	Everyone	1 (2)	3 (2)		Concentrate, Level Up, Reflectx2	Reward for Mountain Crack #1, turning in 10 Stellazio; Dropped by friendly Yan (A); Synth (Madain's Ring + Holy Lance) at BMV (Disc 4)	18,000
Reflect Ring	Everyone	0	1		Auto-Reflect, Distract, Reflect	Steal from Hades (C); Sold in Treno Auction (once only); Synth (Anklet + Madain's Ring) at BMV (Disc 2-3), Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	3,500

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Coral Ring	Everyone	0	0 (3)	Absorbs Thunder-elemental damage; Spirit +2	Insomniac, Lancer, Man Eater	Reward for Freya winning the Festival of the Hunt ; Synth (Lightning Staff + Rod) at Treno, Lindblum (after <i>Cleyra</i>), BMV, Alexandria, Daguerreo	2,000
Promist Ring	Everyone	0 (3)	0	Strength +2	Absorb MP, Mag Elem Null, Restore HP	Sold in Treno Auction (must be none in inventory); Found in Desert Palace ; Synth (Chimera Armlet + Ruby) at Daguerreo	4,500
Rebirth Ring	Everyone	0	2	Raises Holy-elemental attack; Spirit +4	Auto-Life, Life, Revive	Reward for winning Card Tournament, Chocograph #24: Forgotten Island ; Steal from Trance Kuja (R) ; Synth (Diamond + Anklet) at Daguerreo	5,000
Protect Ring	Everyone	2 (4)	3 (6)	Half all elemental damage; Spirit +1	Half MP, Long Reach, Mag Elem Null	Reward for answering at least 13 of Ragtime Mouse's questions correctly, Mountain Crack #1, Nero Brothers sidequest; Prize for exchanging 8,500 Chocobo Hot & Cold points; Synth (Dark Matter + Promist Ring) at Master Synthesist	20,000

Pumice

A key question at the end of the game is whether to Synthesize a Pumice from your Pumice Pieces. As Add-Ons, Pumice Pieces are far and away superior to Pumice; they absorb two crucial end-game elements, while giving better stat boosts and teaching **Boost** to **Dagger** and **Eiko**. Pumice's only advantage is that it's the only way to teach **Dagger Ark**. Really, the decision depends mostly on whether you plan on taking on the game's toughest optional super-boss. If you plan to fight it, don't bother Synthesizing away your Pumice Pieces; the Pumice Pieces will aid you enormously in the fight, and the boss will Drop a Pumice upon defeat (and you can steal a third Pumice Piece from it as well, if you're feeling lucky). If not, it's the only way for **Dagger** to learn **Ark**, which is far and away her best attack and the only real reason to use her end-game, so you may as well go ahead and make a Pumice once she and **Eiko** both master **Boost**.

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Pumice Piece	Everyone	0 (5)	1	Absorbs Shadow-/Holy-elemental damage; Strength +2; Magic +2	Boost	Reward for Chocograph #22: Outer Island 2 ; Steal from Ozma (R) (<i>Chocobo's Air Garden</i>), Dropped by Ark (A) ; Synth (Pumice + Hammer) at Master Synthesist	1
Pumice	Everyone	1	2	Magic +1; Speed +1	Ark	Dropped by Ozma (A) (<i>Chocobo's Air Garden</i>); Synth (Pumice Piece x2) at Master Synthesist	25,000

Neck Adornments

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Yellow Scarf	Everyone	0	1	Strength +2	Bird Killer, Millionaire, Steal Gil	Initially equipped on Beatrix (Disc 3) ; Found in Cleyra ; Synth (Feather Hat + Steepled Hat) at Lindblum, Treno, BMV (Disc 2-3), Alexandria	900
Gold Choker	Everyone	0 (2)	1	Half Wind-elemental damage; Raises Shadow-elemental attack; Magic +2	Auto-Potion, Flee-Gil, Shell	Synth (Linen Cuirass + Soft) at Treno, Lindblum (after Cleyra), BMV, Alexandria	2,000

Earrings

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Angel Earrings	Dagger, Freya, Eiko	2	0	Raises Holy-elemental attack; Strength +2	Auto-Regen, MP+20%, Reis's Wind	Reward for assigning all Knights of Pluto correctly (<i>Disc 3</i>); Found in Bran Bal ; Synth (Fairy Earrings + Barette) at Daguerreo	10,000
Fairy Earrings	Everyone	0 (4)	0 (2)	Raises Wind-elemental attack; Spirit +2	Body Temp, Level Up, Regen	Chest in Fossil Roo, Desert Palace ; Sold in the Treno Auction ; Synth (Magic Armlet + Soft) at BMV (Disc 2-3), Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	3,000

Cosmetics

No idea how this is an Add-On, but meh...

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Pearl Rouge	Dagger, Freya, Eiko	0	0 (4)	Half Holy-elemental damage; Raises Water-elemental attack; Magic +2; Spirit +4	Level Up, Loudmouth, Reflect-Null	Sold in the Treno Auction ; Synth (Moonstone + Elixir) at Alexandria, Treno (Disc 3-4), Lindblum (Disc 3-4), Daguerreo	2,000

Hairpieces

This items can only be used by females, except for Ribbon which can be used by anyone.

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Cachusha	Dagger, Freya, Eiko	0	1	Raises Fire-elemental attack; Magic +2; Spirit +1; Speed +1	Ability Up, Bright Eyes, Life	Prize for Chocobo Hot & Cold ; Chest in Dali windmill (<i>Disc 3-4</i>); Synth (Magus Hat + Rubber Helm) at Treno, Lindblum (<i>after Cleyra</i>), BMV (<i>Disc 2-3</i>), Alexandria, Daguerreo	1,500
Barette	Dagger, Freya, Eiko	0	1	Raises Ice-elemental attack; Strength +3; Magic +1; Spirit +1	Chemist, Cura, Gamble Defense	Prize for Chocobo Hot & Cold ; Chest in Ipsen's Castle ; Synth (Needle Fork + Barbut) at Lindblum (<i>after Cleyra</i>), BMV (<i>Disc 2-3</i>), Alexandria, Treno (<i>Disc 3-4</i>), Daguerreo	3,500
Extension	Dagger, Freya, Eiko	1	1	Raises Thunder-elemental attack; Strength +1; Magic +2; Spirit +1	Auto-Potion, Level Up, MP+10%	Prize for Chocobo Hot & Cold , giving Moguta a Kupo Nut (<i>Disc 3, once only</i>); Synth (Lamia's Tiara + Multina Racket) at BMV (<i>Disc 2-3</i>), Alexandria, Treno (<i>Disc 3-4</i>), Lindblum (<i>Disc 3-4</i>), Daguerreo	5,000
Ribbon	Everyone	1 (5)	1 (4)	Absorbs Wind-/Water-elemental damage; Half Fire-/Ice-/Lightning-/Holy-elemental damage; Strength +1; Magic +3; Spirit +1	Ability Up, Concentrate, Madeen	Reward for Chocograph #24: Forgotten Island , buying all 8 of Siltzkin's offers; Given during scenes in Mount Gulug ; Sold in the Treno Auction (<i>Disc 4, once only</i>)	1

Scents

Add-On Name	Who Can Equip	Defense (Evasion)	Mag Def (Magic Evasion)	Special Effects	Abilities	Where Found	Sell Value
Maiden Prayer	Dagger, Freya, Eiko	0	1 (3)	Equipping on Eiko causes Fenrir to use Millennial Decay when Summoned; Raises Holy-elemental attack; Magic +1	Auto-Regen	Reward for Mountain Crack #2 ; Chest in Ipsen's Castle	1
Ancient Aroma	Dagger, Freya, Eiko	0 (4)	0	Raises Shadow-elemental attack; Strength +2	Odin's Sword	Reward for solving Ipsen's Castle "pot puzzle"	1

Jewels

These items can be equipped as Add-Ons or used in battle to heal HP (the amount healed is dependent on the number of the Gem in your inventory). Note that as Add-Ons Jewels only teach abilities; they do not provide stat boosts or other effects (except for Eiko, for whom equipping certain jewels will modify her **Carbuncle Summon**). For Dagger's Summons (as well as **Fenrir** for Eiko), the power increases as you have more of the relevant Gem in your inventory (**Odin** uses **Ore** with **Odin's Sword**, which decreases his power, while **Ark** uses Lapis Lazuli). Anyone can equip any Jewel.

Note that, for space reasons, not all locations will be given in detail for most of the unlimited-quantity Jewels. If a given Jewel is required to complete the **Friendly Creatures** sidequest, it will be indicated; remember that this will cost you one of that type of Jewel, as it must be given to one of the Friendly Creatures.

Item Name	HP Healed	Special Effects	Abilities	Where Found	Sell Value
Garnet	Garnets x12	None	Bahamut, Healer	Reward for Chocograph #21: Outer Island ; Given during scenes in Alexandria (<i>after Mount Gulug</i>); Synth (Ore + Remedy) at Daguerreo, BMV (<i>Disc 4</i>), Master Synthesist	1
Amethyst	Amethysts x28	None	Atomos, Demi	Reward for Chocograph #21: Outer Island, Chocograph #24: Forgotten Island ; Given during scenes in Alexandria (<i>Disc 3</i>); Found in Alexandria (<i>after obtaining Blue Narciss</i>); Stolen from/Dropped by some enemies; Synth (Ore + Annoyntment) at Daguerreo, BMV (<i>Disc 4</i>), Master Synthesist	1
Aquamarine	Aquamarines x20	None	Leviathan, HP+10%	Reward for Dive Spot #5 (<i>Disc 4</i>); Found in Iifa Tree (<i>after Amarant is recruited</i>); Prize for exchanging 4 Ore using the machine in Daguerreo	1
Diamond	Diamonds x36	Equipping on Eiko changes Carbuncle's ability to Diamond Light (Protect + Vanish); one is required to complete Friendly Creatures sidequest	Body Temp, Distract	Reward for Chocograph #17: Sea at Dusk ; Found in Conde Petie on kirkboat (<i>after ceremony</i>); Dropped by friendly Garuda (A); Sold by Stiltzkin in Bran Bal	1
Emerald	Emeralds x44	Equipping on Eiko changes Carbuncle's ability to Emerald Light (Protect + Haste); one is required to complete the Friendly Creatures sidequest	Haste, MP+10%, White Draw	Given by High Priest in Cleyra when spoken to as Freya; Dropped by friendly Nymph ; Sold by Stiltzkin in Oeilvert	1

Item Name	HP Healed	Special Effects	Abilities	Where Found	Sell Value
Moonstone	Moonstones x52	Equipping on Eiko changes Carbuncle's ability to Pearl Light (Protect + Shell); one is required to complete the Friendly Creatures sidequest	Beast Killer, Shell	Prize for impressing 100 nobles during the swordfighting scene ; Dropped by friendly Jabberwock (A) ; Sold by Stiltzkin in Alexandria (Disc 4)	1
Ruby	Ruby x60	None	Carbuncle, Reflect	Given during scene at Iifa Tree; Sold by Stiltzkin in Alexandria (Disc 4)	1
Peridot	Peridots x68	None	Ramuh, Thundara	Reward for solving Pinnacle Rocks puzzle, Chocograph #5: Abandoned Beach, Chocograph #19: Cold Lagoon ; Found in Alexandria (after obtaining Blue Narciss) ; Steal from/Dropped by many enemies; Synth (Ore + Soft) at Daguerreo, BMV (Disc 4), Master Synthesist	1
Sapphire	Sapphires x76	None	Fenrir, High Tide	Initially equipped on Eiko ; Reward for Chocograph #19: Cold Lagoon, Chocograph #22: Outer Island 2 ; Found in Alexandria (after obtaining Blue Narciss) ; Steal from/Dropped by many enemies; Synth (Ore + Antidote) at Daguerreo, BMV (Disc 4), Master Synthesist	1
Opal	Opals x84	None	Shiva, Blizzara	Reward for Chocograph #16: Forgotten Plains, Chocograph #19: Cold Lagoon ; Given during scenes in Alexandria (Disc 3) ; Found in Alexandria (after obtaining Blue Narciss) ; Stolen from/Dropped by some enemies; Synth (Ore + Potion) at Daguerreo, BMV (Disc 4), Master Synthesist	1
Topaz	Topaz x92	None	Ifrit, Fira	Reward for Chocograph #19: Cold Lagoon, Dive Spot #2 ; Given during scenes in Alexandria (Disc 3) ; Found in Alexandria (after obtaining Blue Narciss) ; Stolen from/Dropped by some enemies; Synth (Ore + Eye Drops) at Daguerreo, BMV (Disc 4), Master Synthesist	1
Lapis Lazuli	Lapis Lazuli x100	One is required to complete the Friendly Creatures sidequest	Ability Up, Accuracy+	Reward for Mountain Crack #1 ; Found in Alexandria (Disc 3, before Card Tournament) , Lindblum (Michael's House, Disc 3-4) ; Steal from/Dropped by many enemies; Dropped by friendly Feather Circle (A) ; Synth (Ore + Dead Pepper) at BMV (Disc 4), Master Synthesist	1

Ore

Ore is primarily used to craft **Jewels**. It cannot be equipped by anyone, though your Ore stockpile does affect **Odin's** abilities.

Item Name	HP Healed	Special Effects	Where Found	Sell Value
Ore	Ore x4	None	Extract from any enemy using Jewel spell (can be done repeatedly); Steal from/Dropped by many enemies	1

Shops

This section includes both normal shops and Synth Shops. For Synth Shops the required ingredients for each **Item** will be listed.

As usual with **Item** lists, missable wares will be listed in red, while limited-quantity (non-missable, but only obtainable in limited amounts end-game) will be in orange. Note that in both cases it isn't necessarily the case that the item cannot be obtained after that point; for information on final opportunities to obtain these items, consult the **Item List** or the main walkthrough. For Synth Shops, ingredients will be marked this way also, to help you keep track of what uses your rarities.

Note that many shops' inventories change over the course of the game; therefore, if you're further along in the game, be sure you're looking at the correct listing for the shop you want to visit.

Alexandria Shops

On your first visit to Alexandria, you'll see several different shops, but only the Item Shop will be open.

Alexandria Item Shop

Item	Price
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Prima Vista Shop

Item	Price
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50

Tent	800
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Melda Arch Shop

Item	Price
Potion	50

South (Dali) Gate Shop

Item	Price
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Dali Shops

Dali Weapon Shop

Being your first Weapon Shop in the game, this shop offers a number of nice upgrades. You can also buy Wrists here, which are used in the Cotton Robe trick (money-making trick). Be sure to take advantage of the new equipment!

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

Dali Item Shop

Item	Price
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Lindblum Shops

Dragoos' Weapon Shop

Item	Price
Dagger	320
Mage Masher	500
Mythril Dagger	950
Iron Sword	660
Javelin	880
Rod	260
Fork	1100

Item	Price
Leather Wrist	200
Glass Armlet	250
Bronze Gloves	480
Silver Gloves	720
Steepled Hat	260
Headgear	330
Iron Helm	450
Leather Plate	530
Linen Cuirass	800

Alice's Item Shop

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

Lindblum Synthesis Shop

This is the first Synth Shop in the game. For more information, click [here](#).

Item	Ingredients	Cost
Butterfly Sword	Dagger + Mage Masher	300
The Ogre	Mage Masher (x2)	700
Cotton Robe	Wrist + Steepled Hat	1000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500

Dragon's Gate Merchant

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

Bohden Gate Shop

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

Atla's Mogshop (Burmecia)

Item	Price
Needle Fork	3100

Item	Price
Glass Armlet	250
Mythril Gloves	720
Steepled Hat	260
Headgear	330
Magus Hat	400
Barbut	600
Bronze Vest	670
Linen Cuirass	800
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Tent	800

South Gate Shops

In addition to the shops listed below, there is also the shop near the Dali Gate, which can be accessed by clicking [here](#).

Summit Station Shop

Note that this shop will only be available your first time here; after that, you will never be able to return, so be sure to buy anything you don't already have, especially the missable items marked in red and orange-you will never be able to buy **Silver Gloves** or **Iron Helm** after this point (and there is only one copy of **Silver Gloves** obtainable outside of shops).

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

Alexandria Station Shop

Item	Price
Potion	50
Phoenix Down	150
Antidote	50
Eye Drops	50
Tent	800

Treno Shops

Treno Item Shop

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

Treno Weapon Shop

Be sure to buy the **Mythril Sword** here; it's the only source of Armor Break for Steiner and is also used for Synthesizing later. In addition, this is your last chance to buy an **Air Racket**, which will likewise be needed for Synthesis later.

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

Treno Synthesis Shop

Item	Ingredients	Cost
Butterfly Sword	Dagger + Mage Masher	300
The Ogre	Mage Masher (x2)	700
Cotton Robe	Wrist + Steepled Hat	1000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Gold Choker	Linen Cuirass + Soft	1300

Cleyra Settlement Shops

Burmeccian Soldier Dan's Weapon Shop

How he got all this great stuff up the trunk, we'll never know...

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

Star Maiden Nina's Item Shop

This is the first time **Annoyntment** Items are available for purchase (you can win them earlier through Chocobo Hot & Cold).

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

Lindblum Shops (Disc 2)

Once you leave Middle Lindblum only the Dragon's Gate Merchant will be available.

Dragoos' Weapon Shop (Disc 2)

This is you last shot at obtaining a **Chain Mail** armor, so be sure to buy some. You'll also need them to Synthesize later, so getting 15 (yes, 15) is recommended.

Item	Price
Dagger	320
Mage Masher	500
Mythril Dagger	950
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	750
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500

Item	Price
Mythril Gloves	980
Thunder Gloves	1200
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	600
Mythril Helm	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Linen Cuirass	800
Chain Mail	1200
Mythril Armor	1830

Alice's Item Shop (Disc 2)

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

Lindblum Synthesis Shop (Disc 2)

Item	Ingredients	Cost
Butterfly Sword	Dagger + Mage Masher	300
The Ogre	Mage Masher (x2)	700
Exploda	Mage Masher + Mythril Dagger	1000
Cotton Robe	Wrist + Steepled Hat	1000
Silk Robe	Silk Shirt + Bandana	2000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Coral Ring	Lightning Staff + Rod	1200
Gold Choker	Linen Cuirass + Soft	1300
Magician Shoes	Germinas Boots + Bone Wrist	1500
Barette	Needle Fork + Barbut	1800
Power Belt	Glass Buckle + Chain Mail	2000

Dragon's Gate Merchant (Disc 2)

Item	Price
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	750
Mythril Armlet	500

Item	Price
Thunder Gloves	1200
Bandana	500
Mage's Hat	1000
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Tent	800

Fossil Roo Shops

Mogki's Mogshop

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

Treasure Hunter's Shop

Item	Price
Ice Brand	3780
Partisan	1600
Multina Racket	750
Stardust Rod	750
Mythril Armlet	500
Thunder Gloves	1200
Bandana	500
Mage's Hat	1000
Mythril Helm	1000
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Tent	800

Kuppo's Mogshop

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

Conde Petie Shops

Wendy Grocer's Item Shop

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

Thomas Goldpiler's Weapon Shop

Item	Price
Poison Knuckles	5000
Multina Racket	750
Stardust Rod	750
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Mythril Armlet	500
Magic Armlet	1000
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Magician Cloak	1850

Black Mage Village Shops

The shops here will all serve you very well throughout the remainder of the game.

Black Mage Village Item Shop

Item	Price
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

Black Mage Village Weapon Shop

Item	Price
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Stardust Rod	750
Mage Staff	320
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Mythril Fork	4700
Leather Wrist	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Leather Hat	150
Feather Hat	200
Steepled Hat	260
Headgear	330
Magus Hat	400
Bandana	500
Mage's Hat	1000
Lamia's Tiara	800
Ritual Hat	1000
Silk Shirt	400
Leather Plate	530
Bronze Vest	670
Chain Plate	810
Mythril Vest	1180
Adaman Vest	1600
Magician Cloak	1850
Survival Vest	2900

Black Cat Synthesis Shop

Item	Ingredients	Cost
Butterfly Sword	Dagger + Mage Masher	300
The Ogre	Mage Masher (x2)	700
Exploda	Mage Masher + Mythril Dagger	1000
Rune Tooth	Mythril Dagger (x2)	1000
Cotton Robe	Wrist + Steepled Hat	1000
Silk Robe	Silk Shirt + Bandana	2000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Coral Ring	Lightning Staff + Rod	1200
Gold Choker	Linen Cuirass + Soft	1300
Magician Shoes	Germinas Boots + Bone Wrist	1500
Barette	Needle Fork + Barbut	1800
Power Belt	Glass Buckle + Chain Mail	2000

Item	Ingredients	Cost
Madain's Ring	Bone Wrist + Stardust Rod	3000
Fairy Earrings	Magic Armlet + Soft	3200
Extension	Lamia's Tiara + Multina Racket	3500

Madain Sairi Shop

Item	Price
Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Poison Knuckles	5000
Multina Racket	750
Golem's Flute	2700
Pinwheel	200
Magic Armlet	1000
Lamia's Tiara	800
Ritual Hat	1000
Adaman Vest	1600
Magician Cloak	1850
Survival Vest	2900
Potion	50
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Annoyntment	150
Magic Tag	100
Tent	800

Alexandria Shops (Disc 3/4)

Now that you're finally back, Alexandria's shops are all open with their final inventories.

Alexandria Item Shop (Disc 3/4)

Item	Price
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

Alexandria Weapon Shop (Disc 3/4)

Item	Price
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Partisan	1600
Ice Lance	2430

Item	Price
Cat's Claws	4000
Poison Knuckles	5000
Stardust Rod	750
Healing Rod	1770
Lamia's Flute	3800
Flame Staff	1100
Ice Staff	980
Lightning Staff	1200
Oak Staff	2400
Pinwheel	200
Glass Armlet	250
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	1000
Twist Headband	1200
Barbut	600
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Mythril Armor	1830
Plate Mail	2320

Alexandria Synth Shop (Disc 3/4)

Item	Ingredients	Cost
The Ogre	Mage Masher (x2)	700
Exploda	Mage Masher + Mythril Dagger	1000
Rune Tooth	Mythril Dagger (x2)	1000
Angel Bless	Mythril Dagger + Gladius	9000
Cotton Robe	Wrist + Steepled Hat	1000
Silk Robe	Silk Shirt + Bandana	2000
Magician Robe	Mage Staff + Magician Cloak	3000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Coral Ring	Lightning Staff + Rod	1200
Gold Choker	Linen Cuirass + Soft	1300
Magician Shoes	Germinas Boots + Bone Wrist	1500
Barette	Needle Fork + Barbut	1800
Power Belt	Glass Buckle + Chain Mail	2000
Madain's Ring	Bone Wrist + Stardust Rod	3000
Fairy Earrings	Magic Armlet + Soft	3200
Extension	Lamia's Tiara + Multina Racket	3500
Reflect Ring	Anklet + Madain's Ring	7000
Anklet	Gold Choker + Peridot	4000
Feather Boots	Magician Shoes + Phoenix Pinion	4000

Item	Ingredients	Cost
Black Belt	Twist Headband + Survival Vest	4000
Pearl Rouge	Moonstone + Elixir	5000

Treno Shops (Disc 3/4)

Treno Item Shop (Disc 3/4)

Item	Price
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Remedy	300
Annoyntment	150
Tent	800

Treno Weapon Shop (Disc 3/4)

Item	Price
Dagger	320
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Ice Brand	3780
Coral Sword	4000
Partisan	1600
Ice Lance	2430
Cat's Claws	4000
Poison Knuckles	5000
Multina Racket	750
Stardust Rod	750
Healing Rod	1770
Lamia's Flute	3800
Oak Staff	2400
Magic Armlet	1000
Mythril Gloves	980
Thunder Gloves	1200
Lamia's Tiara	800
Ritual Hat	1000
Twist Headband	1200
Mythril Helm	1000
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4300
Linen Cuirass	800
Mythril Armor	1830
Plate Mail	2320

Treno Synthesis Shop (Disc 3/4)

Item	Ingredients	Cost
The Ogre	Mage Masher (x2)	700

Item	Ingredients	Cost
Exploda	Mage Masher + Mythril Dagger	1000
Rune Tooth	Mythril Dagger (x2)	1000
Angel Bless	Mythril Dagger + Gladius	9000
Cotton Robe	Wrist + Steepled Hat	1000
Silk Robe	Silk Shirt + Bandana	2000
Magician Robe	Mage Staff + Magician Cloak	3000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Coral Ring	Lightning Staff + Rod	1200
Gold Choker	Linen Cuirass + Soft	1300
Magician Shoes	Germinas Boots + Bone Wrist	1500
Barette	Needle Fork + Barbut	1800
Power Belt	Glass Buckle + Chain Mail	2000
Madain's Ring	Bone Wrist + Stardust Rod	3000
Fairy Earrings	Magic Armlet + Soft	3200
Extension	Lamia's Tiara + Multina Racket	3500
Reflect Ring	Anklet + Madain's Ring	7000
Anklet	Gold Choker + Peridot	4000
Feather Boots	Magician Shoes + Phoenix Pinion	4000
Black Belt	Twist Headband + Survival Vest	4000
Pearl Rouge	Moonstone + Elixir	5000

Lindblum Shops (Disc 3/4)

Note that Alice's Weapon Shop is now fused with Dragoo's Weapon Shop, so go there if you're looking for **consumables**.

Dragoo's Weapon/Item Shop (Disc 3/4)

Item	Price
Coral Sword	4000
Partisan	1600
Ice Lance	2430
Poison Knuckles	5000
Magic Racket	1350
Healing Rod	1770
Lamia's Flute	3800
Cypress Pile	3200
Mythril Fork	4700
Pinwheel	200
Chimera Armlet	1200
Thunder Gloves	1200
Twist Headband	1200
Mantra Band	1500
Dark Hat	1800
Gold Helm	1800
Magician Cloak	1850
Survival Vest	2900
Brigandine	4300
Mythril Armor	1830
Plate Mail	2320
Potion	50

Item	Price
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Lindblum Synthesis Shop (Disc 3/4)

Item	Ingredients	Cost
The Ogre	Mage Masher (x2)	700
Exploda	Mage Masher + Mythril Dagger	1000
Rune Tooth	Mythril Dagger (x2)	1000
Angel Bless	Mythril Dagger + Gladius	9000
Cotton Robe	Wrist + Steepled Hat	1000
Silk Robe	Silk Shirt + Bandana	2000
Magician Robe	Mage Staff + Magician Cloak	3000
Desert Boots	Leather Hat + Leather Shirt	300
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Cachusa	Magus Hat + Rubber Helm	1000
Coral Ring	Lightning Staff + Rod	1200
Gold Choker	Linen Cuirass + Soft	1300
Magician Shoes	Germinas Boots + Bone Wrist	1500
Barette	Needle Fork + Barbut	1800
Power Belt	Glass Buckle + Chain Mail	2000
Madain's Ring	Bone Wrist + Stardust Rod	3000
Fairy Earrings	Magic Armlet + Soft	3200
Extension	Lamia's Tiara + Multina Racket	3500
Reflect Ring	Anklet + Madain's Ring	7000
Anklet	Gold Choker + Peridot	4000
Feather Boots	Magician Shoes + Phoenix Pinion	4000
Black Belt	Twist Headband + Survival Vest	4000
Pearl Rouge	Moonstone + Elixir	5000

Esto Gaza Shop

This charming little shop sells all the Mythril equipment in the game. Since some of it is missable, and this is your last chance for the **Sword**, be sure to stop by here before continuing on with the plot.

Item	Price
Mythril Dagger	950
Mythril Sword	1300
Mythril Spear	1100
Mythril Claws	6500
Mythril Racket	2250
Mythril Rod	560
Mythril Fork	4700
Mythril Armlet	500
Mythril Gloves	980

Item	Price
Mythril Helm	1000
Mythril Vest	1180
Mythril Armor	1830
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100
Remedy	300
Annoyntment	150
Tent	800

Hilde Garde 1 Shop

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

Mimoza's Mogshop (Oeilvert)

You'll notice a huge number of missable and limited-quantity items here. While you will have opportunities to buy them in the future, all of them make for great equipment options, so be sure to buy what you can.

Item	Price
Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500
Cypress Pile	3200
Silver Fork	7400
Pinwheel	200
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Gold Helm	1800

Item	Price
Cross Helm	2200
Brigandine	4300
Judo Uniform	5000
Plate Mail	2320
Gold Armor	2950
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Mojito's Mogshop (Desert Palace)

Other than the addition of the **Rising Sun**, this shop carries exactly the same wares as Mimoza's shop.

Item	Price
Diamond Sword	4700
Trident	3580
Mythril Claws	6500
Magic Racket	1350
Healing Rod	1770
Fairy Flute	4500
Cypress Pile	3200
Silver Fork	7400
Pinwheel	200
Rising Sun	500
Chimera Armlet	1200
Egoist's Armlet	2000
Thunder Gloves	1200
Diamond Gloves	2000
Mantra Band	1500
Dark Hat	1800
Green Beret	2180
Gold Helm	1800
Cross Helm	2200
Brigandine	4300
Judo Uniform	5000
Plate Mail	2320
Gold Armor	2950
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300

Item	Price
Annoyntment	150
Tent	800

Esto Gaza Shop (After Desert Palace)

Be absolutely sure to grab two **Octagon Rods** here. They're the only items that can teach Vivi his -aga spells, they're missable, and they can only be purchased here. Also buy two **Flame Saber** weapons (Magic Break), two **Heavy Lances** (Six Dragons), and two **Scissor Fangs**; they're the same situation as the Octagon Rod.

Item	Price
Gladius	2300
Zorlin Shape	2300
Diamond Sword	4700
Flame Saber	5190
Trident	3580
Heavy Lance	4700
Scissor Fangs	8000
Magic Racket	1350
Asura's Rod	3180
Hamelin	5700
Cypress Pile	3200
Octagon Rod	4500
Silver Fork	7400
Rising Sun	500
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Diamond Gloves	2000
Venetia Shield	2800
Mantra Band	1500
Black Hood	2550
Red Hat	3000
Cross Helm	2200
Judo Uniform	5000
Power Vest	7200
Gold Armor	2950
Shield Armor	4300
Hi-Potion	200
Phoenix Down	150
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Mogtaka's Mogshop (Mt. Gulug)

Item	Price
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Vaccine	100

Item	Price
Remedy	300
Annoyntment	150
Tent	800

Daguerreo Shops

Daguerreo Item Shop

Item	Price
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Annoyntment	150
Tent	800

Daguerreo Weapon Shop

You'll notice a number of missable weapons here; be sure to take advantage of them. Also be sure to buy 3 **Diamond Armors**--you can only get them here.

Item	Price
Mage Masher	500
Mythril Dagger	950
Gladius	2300
Zorlin Shape	2300
Rune Blade	8900
Obelisk	6000
Tiger Fangs	8000
Magic Racket	1350
Asura's Rod	3180
Hamelin	5700
Octagon Rod	4500
Rising Sun	500
Bone Wrist	330
Mythril Armlet	500
Magic Armlet	1000
Chimera Armlet	1200
Egoist's Armlet	2000
N-Kai Armlet	3000
Jade Armlet	3400
Venetia Shield	2800
Defense Gloves	6000
Lamia's Tiara	800
Twist Headband	1200
Golden Hairpin	3700
Coronet	4400
Diamond Helm	3000
Gaia Gear	8000
Demon's Vest	10250
Demon's Mail	5900
Diamond Armor	8800

Daguerreo Synthesis Shop

Like Daguerreo's other shops, the Synth Shop has lots of great new items. Most noteworthy are the **Summon Jewels**, which you can now make yourself instead of being wholly reliant upon finding them in the field or getting drops.

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

Kumool's Mogshop (Ipsen's Castle)

You'll notice that this shop sells each character's second-weakest weapon. Hmmm....

Item	Price
Mage Masher	500
Iron Sword	660
Mythril Spear	1100
Poison Knuckles	7000
Multina Racket	750
Mythril Rod	560
Lamia's Flute	3800
Oak Staff	2400
Rising Sun	500
N-Kai Armlet	3000
Jade Armlet	3400
Venetia Shield	2800

Item	Price
Red Hat	3000
Golden Hairpin	3700
Coronet	4400
Cross Helm	2200
Diamond Helm	3000
Power Vest	7200
Gaia Gear	8700
Shield Armor	4300
Demon's Mail	5900
Potion	50
Hi-Potion	200
Phoenix Down	150
Echo Screen	50
Soft	100
Antidote	50
Eye Drops	50
Magic Tag	100
Remedy	300
Vaccine	100
Annoyntment	150
Tent	800

Moorock's Mogshop (Bran Bal)

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

Item	Price
Remedy	300
Vaccine	100
Annoyntment	150
Tent	800

Black Mage Village Shops (Disc 4)

Definitely be sure to pay the village a visit on Disc 4; the shops' inventories are nothing short of spectacular.

Black Mage Village Item Shop (Disc 4)

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

Black Mage Village Weapon Shop (Disc 4)

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

Black Cat Synthesis Shop (Disc 4)

Item	Ingredients	Cost
Butterfly Sword	Dagger + Mage Masher	300
The Ogre	Mage Masher (x2)	700
Exploda	Mage Masher + Mythril Dagger	1000
Rune Tooth	Mythril Dagger (x2)	1000
Angel Bless	Mythril Dagger + Gladius	9000
Sargatanas	Gladius + Zorlin Shape	12000
Masamune	Zorlin Shape + Orichalcon	16000
Duel Claws	Dragon's Claws + Tiger Fangs	16000
Priest's Racket	Air Racket + Cachusa	11000
Bracer	Battle Boots + Venetia Shield	24000
Gauntlets	Mythril Gloves + Dragon Wrist	8000
Golden Skullcap	Gold Helm + Golden Hairpin	15000
Circlet	Cornet + Rosetta Ring	20000
Grand Helm	Cross Helm + Power Belt	20000
Rubber Suit	Minerva's Plate + Egoist's Armlet	20000
Brave Suit	Mythril Vest + Mythril Rod	20000
Light Robe	Magician Robe + Glass Armlet	20000
Grand Armor	Mythril Sword + Mythril Armor	45000
Desert Boots	Leather Hat + Leather Shirt	300

Item	Ingredients	Cost
Yellow Scarf	Feather Hat + Steepled Hat	400
Glass Buckle	Leather Wrist + Glass Armlet	500
Germinas Boots	Desert Boots + Fork	900
Gold Choker	Linen Cuirass + Soft	1300
Running Shoes	Battle Boots + Emerald	12000
Rosetta Ring	Madain's Ring + Holy Lance	24000
Garnet	Ore + Remedy	350
Amethyst	Ore + Annoyntment	200
Peridot	Ore + Soft	100
Sapphire	Ore + Antidote	200
Opal	Ore + Potion	100
Topaz	Ore + Eye Drops	100
Lapis Lazuli	Ore + Dead Pepper	400

Daguerreo Shops (Disc 4)

The **Synth** and **Item** Shops both retain their inventories from before. What's new is...

Daguerreo Weapon Shop (Disc 4)

This Weapon Shop effectively serves as the final Weapon Shop in the game, with a number of highly useful equipment options.

Item	Price
Orichalcon	17000
Defender	9340
Ultima Sword	14000
Holy Lance	11000
Avenger	16000
Kaiser Knuckles	18000
Mythril Racket	2250
Fork	1100
Bistro Fork	10300
Rising Sun	500
Magic Armlet	1000
Egoist's Armlet	2000
Dragon Wrist	4800
Power Wrist	5100
Defense Gloves	6000
Aegis Gloves	7000
Lamia's Tiara	800
Golden Hairpin	3700
Coronet	4400
Flash Hat	5200
Adaman Hat	6100
Platinum Helm	4600
Kaiser Helm	7120
Demon's Vest	10250
Minerva's Plate	12200
Ninja Gear	14000
Platina Armor	10500
Carabini Mail	12300
Dragon Mail	14000

Master Synthesist's Synthethis Shop

The Master Synthesist's shop is very well hidden, though its existence is hinted at by several NPCs. For more detailed information about gaining access, click [here](#) (note that there will be some spoilers for a sidequest).

Item	Ingredients	Cost
Robe of Lords	White Robe + Black Robe	30000
Tin Armor	Hammer + Ore	50000
Protect Ring	Dark Matter + Rebirth Ring	40000
Pumice	Pumice Piece (x2)	50000
Garnet	Ore + Remedy	350
Amethyst	Ore + Annoyntment	200
Peridot	Ore + Soft	100
Sapphire	Ore + Antidote	200
Opal	Ore + Potion	100
Topaz	Ore + Eye Drops	100
Lapis Lazuli	Ore + Dead Pepper	400
Pumice Piece	Pumice + Hammer	25000
Save the Queen	Javelin + Silver Gloves	50000
Phoenix Pinion	Phoenix Down + Gysahl Greens	300
Ether	Echo Screen + Vaccine	500

Enemy List

This section lists all the regular enemies in Final Fantasy IX. Bosses are covered as they are encountered in the **walkthrough/sidequests**.

These charts are in a standardized format. Most of the fields should be self-explanatory; the ones that aren't are explained below.

For **Steals**, assuming the **Steal** command hit (and **Bandit** will cause Steal to always hit), the game actually works in reverse slot order, checking the Rare slot first and moving up towards Common if the attempt fails in the previous slot. The **Rare** slot has a 1/256 chance (~0.391%), the **Semi-Rare** a 16/256 (6.25%) chance, the **Uncommon** a 1/4 (25%) chance, and the **Common** a 100% chance (but again, note that the game checks rarer slots first and can only Steal once per attempt). If the chosen slot is empty or was already stolen from, the attempt fails and no further slots are checked. The **Master Thief** ability increases the odds for the Rare and Semi-Rare slots to 32/256 (12.5%) each, and also causes Steal to ignore empty slots--equip it when it becomes available!

Drops are much simpler. Items in the **Always** slot will always drop no matter what; for other slots, the game checks probabilities. The item in the **Common** slot has a 96/256 (37.5%) chance of dropping, the **Uncommon** a 32/256 (12.5%) chance of dropping, and the Rare a 1/256 (~0.391%) chance of dropping. Items can Drop from multiple slots; if the enemy has multiple Drops possible and the checks succeed for more than one slot, you'll receive items from each slot successfully dropped. As such, it's possible, though extremely rare, to receive four drops from a single enemy. Enemies defeated through methods other than **KO** (either through HP or inflicting the status directly) drop no items.

Type refers to which -Killer abilities will increase damage against that enemy (remember that -Killer abilities don't stack, so if the enemy is weak to more than one type you'll only see an increase in damage for the first one equipped). In addition, some Types have special properties. **Undead** types are damaged by healing items and spells, reduced to 1 HP by **Phoenix Down**, killed instantly by **Life/Full-Life** spells, and restored to maximum by **KO** skills, while **Stone** enemies are defeated instantly by **Soft** items. **Card Drop** refers to the possible card drop for the enemy in question. Card drops are always a 32/256 (12.5%) chance. **Eat** indicates what **Blue Magic** skill will be learned if Quina successfully uses **Eat** on the enemy ("Taste Bad!" means no skill is granted but Eat will still defeat the enemy, and "Can't eat" means Eat will always fail). Finally, **Status Vulnerabilities** indicates which **status ailments** the enemy can be inflicted with. Note that most status attacks are not 100% accurate, so they may still miss even if the enemy is vulnerable (and some, like the **Death** spell for instance, will actually miss more often than not).

Additionally, some enemies have multiple variations under the same name, typically appearing in different areas. In these cases, the versions will be marked with a letter in brackets (for example, **[A]** or **[B]**) or some other differentiation after their names. If you see a letter/other differentiation after the enemy's name, be sure you're looking at the correct enemy.

Evil Forest Enemies

These enemies are the first ones you'll meet. They're all very weak, but remember your party is very weak too.

Dendrobium

HP	174	MP	186	Level	2
Exp	39	AP	2	Gil	99
Steal	Common	Eye Drops	Drop	Always	Nothing
	Uncommon	Tent		Common	Eye Drops
	Semi-Rare	Ore		Uncommon	Potion
	Rare	Nothing		Rare	Phoenix Down
Type	Aerial		Card Drop	Fang	
Eat	Taste bad!				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				



Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Wind is a magical attack with a bit more power than you're probably used to at this point, but outside of that there's not much to this floating flower.	

Fang [A]

HP	68	MP	170	Level	1
Exp	23	AP	1	Gil	90
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Phoenix Down		Common	Eye Drops
	Semi-Rare	Hi-Potion		Uncommon	Phoenix Down
	Rare	Phoenix Pinion		Rare	Nothing
Type	Beast		Card Drop	Fang	
Eat	Taste bad!				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Fang is extremely weak. It has little HP and only some physicals for crap damage. Beat the crap out of it and move on; Fire and Beast Killer are especially effective.					



Goblin

HP	33	MP	172	Level	5
Exp	23	AP	1	Gil	88
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Potion
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Phoenix Down
Type	None		Card Drop	Goblin	
Eat	Goblin Punch				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	None				
Another enemy barely capable of tickling you. Most attacks won't hit for more than 10 damage or so, so just dispatch them however you see fit.					



Plant Spider


HP	33	MP	173	Level	1
Exp	22	AP	1	Gil	91
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Ore		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Eye Drops
	Rare	Nothing		Rare	Potion
Type	Bug		Card Drop	Fang	
Eat	Taste bad!				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	None				
Just like the big master plant, these minions love their Thunder spells. Fortunately for you, they pack nowhere near the power of the master's. One attack from anyone should finish them off.					




Gunitas Basin Enemies

In addition to the enemies listed below, you'll also encounter **Goblin**.

Mu [A]


HP	77	MP	183	Level	2	
Exp	34	AP	1	Gil	104	
Steal	Common	Nothing	Drop	Always	Nothing	
	Uncommon	Potion		Common	Potion	
	Semi-Rare	Nothing		Uncommon	Echo Screen	
	Rare	Nothing		Rare	Phoenix Down	
Type	None		Card Drop	Skeleton		
Eat	Limit Glove					
Elemental Weaknesses	None					
Elemental Resistances	None					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
More weak cannon fodder. Their only real threat is their Stone attack, which can hit for around 40 damage. Take them out how you normally take out enemies at this stage.						

Python

HP	75	MP	184	Level	2	
Exp	40	AP	1	Gil	106	
Steal	Common	Potion	Drop	Always	Nothing	
	Uncommon	Ore		Common	Nothing	
	Semi-Rare	Hi-Potion		Uncommon	Phoenix Down	
	Rare	Phoenix Pinion		Rare	Nothing	
Type	None		Card Drop	Goblin		
Eat	Pumpkin Head					
Elemental Weaknesses	Ice					
Elemental Resistances	None					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Another enemy that loves its Thunder spell. There's not really much more to it, so just finish it however you want.						

Ice Cavern Enemies

Cave Imp

HP	74	MP	186	Level	2	
Exp	35	AP	1	Gil	118	
Steal	Common	Potion	Drop	Always	Nothing	
	Uncommon	Phoenix Down		Common	Ore	
	Semi-Rare	Nothing		Uncommon	Phoenix Down	
	Rare	Nothing		Rare	Tent	
Type	None		Card Drop	Flan		
Eat	Taste bad!					
Elemental Weaknesses	None					
Elemental Resistances	Ice (Half)					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Cave Imp is mostly a crappy opponent, but Sleeping Juice will set Sleep on one character. Physicals work great, as do Fire spells.						

Flan

HP	75	MP	183	Level	2
Exp	41	AP	2	Gil	110
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Ore		Common	Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop	Flan		
Eat	Taste bad!				
Elemental Weaknesses	Fire				
Elemental Resistances	Ice (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
The big threat here is their Blizzard spell, which will do around 50 damage if ST'd. Fire spells will mop the floor with them, or you can take them out one-by-one with physical attacks.					



Wyerd

HP	129	MP	183	Level	2
Exp	45	AP	1	Gil	116
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Tent		Common	Potion
	Semi-Rare	Phoenix Down		Uncommon	Ether
	Rare	Nothing		Rare	Nothing
Type	Beast	Card Drop	Flan		
Eat	Taste bad!				
Elemental Weaknesses	Fire				
Elemental Resistances	Ice (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Another brawler, a Fire spell or a few physicals will do the job.					



Nolrich Heights Enemies

This is the area around Dali.

Carve Spider

HP	129	MP	199	Level	3
Exp	48	AP	1	Gil	124
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Tent		Common	Ore
	Semi-Rare	Ore		Uncommon	Eye Drops
	Rare	Nothing		Rare	Phoenix Down
Type	Bug	Card Drop	Zaghnol		
Eat	LV3 Def-less				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
If you're meeting it before visiting Dali, you'll find that Carve Spider is pretty powerful. Its Fire spell can hit for around 75 damage, while Web sets Slow . Watch yourself and use Bug Killer to win more easily. Later, you can Eat it for LV3 Def-less .					



Dali Underground Enemies

Ghost

HP	118	MP	9,999	Level	4
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Exp	48	AP	1	Gil	126
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Ore		Common	Nothing
	Semi-Rare	Hi-Potion		Uncommon	Echo Screen
	Rare	Phoenix Pinion		Rare	Nothing
Type	Undead, Aerial		Card Drop	Skeleton	
Eat	Roulette				
Elemental Weaknesses	Shadow				
Elemental Resistances	Holy (Half), Earth (Nullifies)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Ghosts love their spells. Fire and Lightning hit one for around 75 damage in their respective elements, while Osmose saps someone's MP. Try to take them out before they get a chance to cast Osmose; Cure magic works extremely well.					



Vice

HP	129	MP	209	Level	4
Exp	48	AP	1	Gil	128
Steal	Common	Echo Screen	Drop	Always	Nothing
	Uncommon	Potion		Common	Potion
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Phoenix Down
Type	None		Card Drop	Goblin	
Eat	Vanish				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Vice are another fairly simple opponent. Fire is their big threat; it hits for around 75 Fire-elemental damage. They also have the ability to Steal items and use a weak physical. They don't have any easily-exploited weaknesses, so just take them out however you like.					



Festival of the Hunt Enemies

The enemies below only appear during the **Festival of the Hunt**. Note that all are special versions of regular enemies used specifically during the Festival.

Fang [B]

HP	216	MP	253	Level	5
Exp	0	AP	0	Gil	0
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Beast		Card Drop	None	
Eat	Taste bad!				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
The strongest of the regular Festival "animals," Fang hits for around 35-40 damage per hit. Not particularly frightening, but take it down first if you get it as part of a group.					



Mu [B]

HP	201	MP	253	Level	5
Exp	0	AP	0	Gil	0

Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop	None		
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Not much to say here. Outside of having more HP this is just like all the Mus you probably wasted outside Evil Forest.					



Trick Sparrow

(*Note: Trick Sparrow is the same monster regardless of where you encounter it; the Festival of the Hunt version is no different from an ordinary Trick Sparrow except that it drops nothing.*)

HP	191	MP	250	Level	5
Exp	65	AP	1	Gil	198
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	Aerial		Card Drop	Flan	
Eat	Matra Magic				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Aside from its Drain spell (around 50 damage against Zidane in the festival), this is just more weak cannon fodder.					



Lindblum Area Enemies

These enemies appear both on Lindblum Plateau and the area around Dragon's Gate and the Chocobo Forest. Of them, **Axe Beak** and **Bomb** appear on the plateau, while the others appear below. You'll also encounter **Vice** on the plains below Lindblum, and **Carve Spider** on the plateau.. They have a nice assortment of early-game Blue Magic skills, so try to **Eat** a few of them.

Axe Beak

HP	241	MP	267	Level	6
Exp	123	AP	1	Gil	224
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Potion
	Semi-Rare	Ether		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	Beast		Card Drop	Bomb	
Eat	Limit Glove				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Axe Beak isn't particularly strong, it just has Beak for weak damage, Thundara for much more, and Glowing Eyes, which inflicts Sleep . Beast Killer works very nicely, or Eat it for Limit Glove .					



Bomb

HP	526	MP	359	Level	10
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Exp	178	AP	1	Gil	235
Steal	Common	Ore	Drop	Always	Potion
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	Aerial	Card Drop	Bomb		
Eat	Mustard Bomb				
Elemental Weaknesses	Ice, Water, Wind				
Elemental Resistances	Fire (Absorbs), Earth (Nullifies)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Extremely powerful, Charge and Fire both deal heavy damage. The real danger here is Blow Up, which can be used after the Bomb Grows a few times; it deals the Bomb's remaining HP in damage to your party. Ice and Water moves are the way to go, and Eat is effective as well.

Clipper

HP	294	MP	278	Level	7
Exp	80	AP	1	Gil	190
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Ore
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop	Ironite		
Eat	Aqua Breath				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Clipper isn't all that exciting. Bubbles hits your whole party for moderate non-elemental magic damage, Crush for about the same in physical damage to one, and Water for around 130 damage if ST'd. It doesn't have that much HP and should fall quickly.

Hedgehog Pie

HP	295	MP	281	Level	7
Exp	119	AP	1	Gil	187
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Phoenix Pinion		Rare	Ether
Type	None	Card Drop	Zaghnol		
Eat	Pumpkin Head				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



This little guy mostly likes to use Fat Press for around 100 damage. Not terribly threatening, but take them down before they can start racking up too much damage.

Ironite

HP	889	MP	374	Level	11
Exp	577	AP	2	Gil	269
Steal	Common	Hi-Potion	Drop	Always	Hi-Potion

	Uncommon	Soft		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Soft
	Rare	Nothing		Rare	Ether
Type	Aerial, Dragon		Card Drop	Ironite	
Eat	Angel's Snack				
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>Ironite is extremely powerful. Wings hits for 135 damage, while Flame deals 30-45% of each character's max HP in Fire-elemental damage if it connects. There's also Thundara, which packs its usual punch. Keep your HP up and try to Eat one for Angel's Snack and a slightly faster kill. Dragon Killer, Bird Killer, and Ice-elemental attacks are also very helpful, as are status attacks if you're having trouble.</p>					



Ladybird

HP	244	MP	266	Level	6
Exp	89	AP	1	Gil	193
Steal	Common	Eye Drops	Drop	Always	Nothing
	Uncommon	Tent		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Tent
	Rare	Phoenix Pinion		Rare	Ether
Type	Aerial, Bug		Card Drop	Lizard Man	
Eat	Pumpkin Head				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>Among the weakest baddies here, Ladybird just has a Spear attack for around 45 damage, and Fire for a bit more. Bird and Bug Killer both waste the thing.</p>					



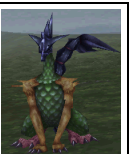
Mandragora

HP	662	MP	342	Level	9
Exp	307	AP	1	Gil	595
Steal	Common	Echo Screen	Drop	Always	Nothing
	Uncommon	Tent		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Tent
	Rare	Phoenix Pinion		Rare	Ether
Type	None		Card Drop	Mandragora	
Eat	Limit Glove				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>This weird little plant likes to make life difficult. Blizzara will hit for around 110 damage if you just left Lindblum, while Shriek will set Silence, giving the Vivis/Daggers in your party problems. Later in battle, beware of Chestnut; it will deal the Mandragora's lost HP as damage. Fire is very effective here; you can also Eat one for Limit Glove if you didn't pick it up from Axe Beak.</p>					



Serpion

HP	397	MP	295	Level	8
Exp	139	AP	1	Gil	184
Steal	Common	Antidote	Drop	Always	Nothing
	Uncommon	Nothing		Common	Eye Drops
	Semi-Rare	Nothing		Uncommon	Nothing




	Rare	Nothing		Rare	Ether
Type	Dragon		Card Drop	Flan	
Eat	Mighty Guard				
Elemental Weaknesses	Ice				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This serpent/scorpion cross (Scorpion, get it?) mostly just likes to use Stab for around 90 damage. You may also see Blizzard or Cure spells. If it enters Attacking Stance, it will counter any damage with Poison Stab, which, as you'd expect, can inflict Poison . Try to Eat one, Mighty Guard is a great skill you should not pass up (although you likely don't have the MP to use it just yet).					


Qu's Marsh Enemies

Note that **Anemone** and **Sahagin** do not appear in the first Qu's Marsh (the one on Mist Continent), while **Axolotl** only appears in the one on Mist Continent. So nice try, trying to pick up **Bad Breath** early. :p

Anemone


HP	3,586	MP	1,045	Level	31	
Exp	5080	AP	2	Gil	1137	
Steal	Common	Ore	Drop	Always	Nothing	
	Uncommon	Tent		Common	Hi-Potion	
	Semi-Rare	Nothing		Uncommon	Eye Drops	
	Rare	Nothing		Rare	Ether	
Type	None		Card Drop	Dragonfly		
Eat	Bad Breath					
Elemental Weaknesses	Lightning					
Elemental Resistances	Water (Half)					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Anemone mostly likes to spam Water and Muccus (sets Berserk). Blizzara can also appear, but it shouldn't be much of a threat to you anymore. Eat one for Bad Breath .						

Axolotl

HP	211	MP	266	Level	6	
Exp	106	AP	1	Gil	236	
Steal	Common	Potion	Drop	Always	Nothing	
	Uncommon	Hi-Potion		Common	Potion	
	Semi-Rare	Nothing		Uncommon	Phoenix Down	
	Rare	Phoenix Pinion		Rare	Nothing	
Type	None		Card Drop	Sahagin		
Eat	Aqua Breath					
Elemental Weaknesses	Lightning					
Elemental Resistances	Water (Nullifies)					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Axolotl loves to spam Water , but thankfully it's not much more than a wet fart. Aqua Breath , on the other hand, is much more of a threat (25% of your max HP if it connects). Blast it with physicals or Lightning.						

Gigan Toad [A]


(Note: There are two versions of Gigan Toad: the one below, and a slightly stronger one with different Steals and Drops (click here to view the other one).)

HP	242	MP	264	Level	6	
Exp	139	AP	1	Gil	292	
Steal	Common	Potion	Drop	Always	Nothing	

	Uncommon	Tent		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Ore
	Rare	Phoenix Pinion		Rare	Ether
Type	None		Card Drop	None	
Eat	Frog Drop				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Gigan Toads are annoying little critters. Water and Blizzara hit for much less damage than you'd expect, but can still leave a mark, while Glowing Eyes sets Sleep . Lightning takes them out quickly, and a well-placed Eat attack will net you Frog Drop .					


Gigan Toad [B]

HP	297	MP	280	Level	7
Exp	0	AP	0	Gil	0
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Nothing		Common	Potion
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	None		Card Drop	Frog	
Eat	Frog Drop				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Gigan Toads are annoying little critters. Water and Blizzara hit for much less damage than you'd expect, but can still leave a mark, while Glowing Eyes sets Sleep . Lightning takes them out quickly, and a well-placed Eat attack will net you Frog Drop .					



Sahagin

HP	1,375	MP	585	Level	18
Exp	1368	AP	2	Gil	684
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether
Type	None		Card Drop	Sahagin	
Eat	Aqua Breath				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
If you're meeting them your first time on the Outer Continent, these things hit really hard. Water-gun hits for around 400 damage, while Water packs its normal punch. Use Lightning to off them, since they can negate physicals by hiding in their shell.					



Gizamaluke's Grotto Enemies

Hornet

HP	293	MP	281	Level	7
Exp	89	AP	1	Gil	194
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Potion
	Semi-Rare	Nothing		Uncommon	Nothing

	Rare	Nothing		Rare	Ether
Type	Bug, Aerial		Card Drop	Flan	
Eat	Vanish				
Elemental Weaknesses	Lightning, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Not much to say here. Hornet mostly just tries to Berserk a character with Buzz; it also has a weak Stinger attack dealing around 60 damage.					



Lamia

HP	994	MP	358	Level	10
Exp	204	AP	2	Gil	494
Steal	Common	Ore	Drop	Always	Potion
	Uncommon	Phoenix Down		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Nothing		Rare	Nothing
Type	None		Card Drop	Zombie	
Eat	LV3 Def-less				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This ugly...woman...is by far the most dangerous enemy here. Slash is fairly weak, while Entice inflicts Confuse , which you really don't want. She can cast Cure on herself as well, but the real danger comes with her Might spell. If she manages multiple casts of it, Slash will probably begin to approach OHKO territory, so take her down before this happens. Lightning is her weakness, while Zidane, Freya, and Quina should all have respectable physicals at this point.					



Skeleton

HP	400	MP	293	Level	8
Exp	104	AP	1	Gil	209
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	Undead		Card Drop	Skeleton	
Eat	Pumpkin Head				
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Another basic enemy. Thunder is somewhat weak, while Whirl Slash hits for around 100 damage to front-row characters. Take advantage of their numerous weaknesses to return them to dust.					



Type A

HP	398	MP	293	Level	8
Exp	115	AP	2	Gil	199
Steal	Common	Phoenix Down	Drop	Always	Nothing
	Uncommon	Tent		Common	Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Ether
Type	Human		Card Drop	Skeleton	




Eat	Taste bad!
Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom

These guys aren't all they're hyped up to be. Their elemental spells aren't all that strong (around 60 damage to one in Fire, Ice, or Lightning), nor is Strike. Off these menaces so you can get on with life. **Silence** also works if you're having problems for whatever reason.

Popos Heights Enemies


Be careful up here, the enemies are extremely strong.

Garuda

HP	3,521	MP	1,216	Level	35	
Exp	6933	AP	2	Gil	1279	
Steal	Common	Ore	Drop	Always	Nothing	
	Uncommon	Hi-Potion		Common	Ore	
	Semi-Rare	Ether		Uncommon	Phoenix Down	
	Rare	Phoenix Pinion		Rare	Ether	
Type	Aerial		Card Drop	Gimme Cat		
Eat	White Wind					
Elemental Weaknesses	Wind, Shadow					
Elemental Resistances	Earth (Nullifies), Holy (Half)					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Sleep, Slow, Stop, Trouble, Venom					

These birds have a number of powerful attacks. **Firaga** will pound your party with Fire, and **Stop** inflicts **Stop**. There's also Maelstrom, which reduces a character to single-digit HP. **Bird Killer**, Wind, and Shadow attacks are your best bet.

Grand Dragon


HP	13,206	MP	2,550	Level	60	
Exp	35208	AP	3	Gil	2604	
Steal	Common	Tent	Drop	Always	Nothing	
	Uncommon	Ether		Common	Phoenix Down	
	Semi-Rare	Nothing		Uncommon	Ether	
	Rare	Rising Sun		Rare	Ether	
Type	Dragon		Card Drop	Grand Dragon		
Eat	LV3 Def-less					
Elemental Weaknesses	Ice					
Elemental Resistances	Lightning (Half)					
Status Vulnerabilities	Berserk, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Sleep, Slow, Stop, Trouble, Venom					

x

Burmecia Area Enemies

These monsters appear on the World Map in the areas surrounding Burmecia and Cleyra. In addition, you'll encounter **Skeletons** here.

Lizard Man

HP	589	MP	359	Level	10	
Exp	173	AP	1	Gil	218	
Steal	Common	Ore	Drop	Always	Nothing	
	Uncommon	Tent		Common	Ore	
	Semi-Rare	Nothing		Uncommon	Phoenix Down	
	Rare	Nothing		Rare	Ether	

Type	None	Card Drop	Lizard Man
Eat	LV3 Def-less		
Elemental Weaknesses	Ice, Lightning		
Elemental Resistances	Water (Half)		
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom		
Lizard Man is mostly unassuming; they're moderately damaging, though they do like casting Protect , so switch to Magic if it does this.			

Nymph

HP	458	MP	345	Level	9
Exp	329	AP	1	Gil	303
Steal	Common	Echo Screen	Drop	Always	Nothing
	Uncommon	Ore		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Annoyntment
	Rare	Phoenix Pinion		Rare	Ether
Type	None	Card Drop	Nymph		
Eat	Night				
Elemental Weaknesses	Fire, Shadow				
Elemental Resistances	Holy (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Nymph loves her Fira spells, which are very strong, and she's also fairly resistant to magic. Bring her down with physicals; you can also Eat one to learn Night .					



Sand Scorpion

HP	526	MP	360	Level	10
Exp	400	AP	1	Gil	315
Steal	Common	Ore	Drop	Always	Potion
	Uncommon	Antidote		Common	Annoyntment
	Semi-Rare	Nothing		Uncommon	Hi-Potion
	Rare	Ether		Rare	Hi-Potion
Type	None	Card Drop	Sand Scorpion		
Eat	LV3 Def-less				
Elemental Weaknesses	Ice				
Elemental Resistances	Water (Absorb)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Sand Scorpion's biggest threat is Fira , which hits for around 150 damage. Keep in mind that any non-fatal damage will be countered with Poison Counter (damage and Poison). Its other moves aren't overly threatening; take it out with Ice.					



Yeti

HP	463	MP	342	Level	9
Exp	133	AP	1	Gil	221
Steal	Common	Eye Drops	Drop	Always	Nothing
	Uncommon	Ore		Common	Potion
	Semi-Rare	Hi-Potion		Uncommon	Eye Drops
	Rare	Nothing		Rare	Ether
Type	Aerial	Card Drop	Yeti		
Eat	Pumpkin Head				
Elemental Weaknesses	Wind, Shadow				



Elemental Resistances	Earth (Nullifies), Holy (Half)
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
This weird floating furball has a Bite attack for around 100 damage, Blind Tail which sets Darkness (no damage), and Blizzara for heavy damage. Luckily, its defenses are awful, so just take it out quickly.	

Burmecia Enemies

You'll also find **Ironite** in addition to the enemies below.

Basilisk

HP	346	MP	267	Level	6
Exp	167	AP	1	Gil	233
Steal	Common	Soft	Drop	Always	Potion
	Uncommon	Hi-Potion		Common	Soft
	Semi-Rare	Nothing		Uncommon	Hi-Potion
	Rare	Nothing		Rare	Soft
Type	Beast		Card Drop	Lizard Man	
Eat	Pumpkin Head				
Elemental Weaknesses	Ice				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This guy has three attacks: Tongue, which is a basic physical for around 60 damage, Slow (sets Slow), and Gradual Petrify (sets Gradual Petrify). Try to end battle before the Gradual Petrify timer hits 0, or use a Soft to remove it. On offense, Ice is excellent, or just beat the crap out of it with your pointies.					



Magic Vice

HP	297	MP	278	Level	7
Exp	212	AP	1	Gil	239
Steal	Common	Echo Screen	Drop	Always	Nothing
	Uncommon	Ether		Common	Ether
	Semi-Rare	Ether		Uncommon	Nothing
	Rare	Ether		Rare	Nothing
Type	None		Card Drop	Bomb	
Eat	Magic Hammer				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Venom				
Weak, but annoying, Magic Vice has the Magic Hammer attack, which reduces one character's MP by between 0 and their current MP total. They can also Mug you for minor damage and a stolen item, and like to flee battle after Mugging. Try to Eat one for their Magic Hammer skill; they're fairly resistant to magic, so have your physical attacks deal with them.					



Mimic

HP	346	MP	295	Level	8
Exp	320	AP	2	Gil	777
Steal	Common	Hi-Potion	Drop	Always	Ether
	Uncommon	Antidote		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Ether
Type	None		Card Drop	Mimic	
Eat	Taste bad!				
Elemental Weaknesses	Holy				




Elemental Resistances	Shadow (Half)
Status Vulnerabilities	Darkness, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Mimic is easily dealt with, just don't open any chests that are actually Mimics; as you can see they have nothing of value for you (compare to FFX for instance). That said, if you do fight one, they have three attacks: Eat, which is a basic physical for weak damage, Poison, which sets Poison , and Call, which summons a Magic Vice .	

Treno Area Enemies


Treno's enemies all have been covered previously (**Mu**, **Trick Sparrow**, and **Mandragora**).

Gargan Roo Enemies

Crawler

HP	625	MP	358	Level	10	
Exp	480	AP	2	Gil	323	
Steal	Common	Antidote	Drop	Always	Nothing	
	Uncommon	Phoenix Down		Common	Ore	
	Semi-Rare	Hi-Potion		Uncommon	Ether	
	Rare	Phoenix Pinion		Rare	Nothing	
Type	Bug		Card Drop	Crawler		
Eat	Taste bad!					
Elemental Weaknesses	Ice					
Elemental Resistances	None					
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Crawler has a number of attacks (Claws, Stomach, Drain) that will all typically hit for around 100 damage each (Stomach and Drain are slightly stronger than Claws). Thankfully, they fall quickly to a well-equipped party, so take them down before they can damage you too much.						


Dragonfly

HP	348	MP	295	Level	8	
Exp	249	AP	1	Gil	307	
Steal	Common	Eye Drops	Drop	Always	Nothing	
	Uncommon	Tent		Common	Ore	
	Semi-Rare	Nothing		Uncommon	Echo Screen	
	Rare	Nothing		Rare	Nothing	
Type	Bug, Aerial		Card Drop	None		
Eat	Matra Magic					
Elemental Weaknesses	Ice, Wind					
Elemental Resistances	Earth (Nullifies)					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Dragonfly is basically an updated Hornet. Buzz (sets Berserk), Fira , and moderate-damage physicals make this a boring enemy, although Quina can Eat it for Matra Magic .						

Cleyra Enemies

In addition to the enemies listed here, you'll also run into **Dragonfly** and **Sand Scorpion**.

Carrion Worm


HP	259	MP	345	Level	9	
Exp	329	AP	2	Gil	319	
Steal	Common	Annoyntment	Drop	Always	Potion	
	Uncommon	Tent		Common	Eye Drops	
	Semi-Rare	Nothing		Uncommon	Phoenix Down	
	Rare	Nothing		Rare	Phoenix Down	
Type	Bug		Card Drop	Carrion Worm		

Eat	Auto-Life
Elemental Weaknesses	Ice, Water
Elemental Resistances	None
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Carrion Worms are weak cannon fodder. Trouble Juice is their most annoying attack (sets Trouble); Steal the common Annoyntment if Trouble is inflicted since you will likely have few (if any) Annoyntments and the status doesn't go away after battle. Their other attacks are far less dangerous, but try to Eat one for Auto-Life .	

Sand Golem


(*Note: The stats listed below are for the Core, not the main body. Defeating the Core will also defeat the body, giving you 677 Exp, 2 AP, and 589 Gil in addition to various item drops.*)

HP	1,091	MP	377	Level	11
Exp	0	AP	0	Gil	0
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Hi-Potion
	Rare	Nothing		Rare	Hi-Potion
Type	None	Card Drop	None		
Eat	Taste bad!				
Elemental Weaknesses	Ice				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	None				
Easily the most dangerous monster in the Trunk, Sand Golem packs a punch with all of its attacks. Ice-elemental attacks against the Core are recommended (attacking the main body will result in counters), but watch Vivi's MP.					




Soldier [A]

HP	523	MP	358	Level	10
Exp	400	AP	1	Gil	311
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Phoenix Down		Common	Potion
	Semi-Rare	Echo Screen		Uncommon	Hi-Potion
	Rare	Phoenix Pinion		Rare	Ether
Type	Human	Card Drop	Mythril Sword		
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
These girls are pitiful, especially if you equipped Man Eater . Just whack them and move on.					



Type B

HP	526	MP	361	Level	10
Exp	373	AP	1	Gil	321
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Potion
	Semi-Rare	Ether		Uncommon	Remedy
	Rare	Nothing		Rare	Phoenix Down
Type	Human	Card Drop	Mimic		
Eat	Can't Eat!				



Elemental Weaknesses	None
Elemental Resistances	None
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
More weak crap, these guys aren't much stronger than their Type A brethren, so just beat the crap out of them.	

Zuu

HP	1,149	MP	293	Level	8
Exp	320	AP	2	Gil	384
Steal	Common	Potion	Drop	Always	Potion
	Uncommon	Ore		Common	Phoenix Down
	Semi-Rare	Hi-Potion		Uncommon	Ether
	Rare	Phoenix Pinion		Rare	Hi-Potion
Type	Aerial		Card Drop	Zuu	
Eat	White Wind				
Elemental Weaknesses	Ice, Wind, Water				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
The signature large Final Fantasy bird, Zuu is most notable for its affinity with White Wind (it can counter damage with the spell also). Aera hurts badly, but despite Zuu's high HP count its defense is an absolute joke. Watch out for Swallow as well, it Ejects a character. Try to Eat it for White Wind .					



Alexandria Enemies

Bandersnatch

HP	899	MP	464	Level	14
Exp	787	AP	2	Gil	347
Steal	Common	Potion	Drop	Always	Phoenix Down
	Uncommon	Tent		Common	Ore
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Beast		Card Drop	Wyerd	
Eat	Pumpkin Head				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Bandersnatches are quite strong. Tongue sets Sleep, while Rush and Thundara both deal decent damage. Beast Killer will help you finish it quicker.					



Soldier [B]

HP	459	MP	342	Level	9
Exp	357	AP	1	Gil	292
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Phoenix Down		Common	Potion

	Semi-Rare	Hi-Potion		Uncommon	Hi-Potion
	Rare	Phoenix Pinion		Rare	Nothing
Type	Human		Card Drop	Mythril Sword	
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
These girls are pitiful, especially if you equipped Man Eater . Just whack them and move on.					



Type C

HP	623	MP	447	Level	13
Exp	629	AP	0	Gil	336
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Tent		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Ether
Type	Human		Card Drop	Yeti	
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
More weak crap, just with a lot more HP. An MT Bio spell takes them down nicely.					



Pinnacle Rocks Enemies

Seeker Bat

HP	594	MP	377	Level	12
Exp	449	AP	2	Gil	366
Steal	Common	Eye Drops	Drop	Always	Nothing
	Uncommon	Tent		Common	Echo Screen
	Semi-Rare	Nothing		Uncommon	Hi-Potion
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Wyerd	
Eat	Night				
Elemental Weaknesses	Fire, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Neither Scratch nor Absorb does heavy damage, but their sheer numbers can get annoying and their Darkness attack (sets Darkness , naturally) can make them hard to hit. Use MT Fire magic if you're having difficulties.					



Zaghnol [B]

HP	1,189	MP	489	Level	16
Exp	1261	AP	2	Gil	546
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Tent		Common	Eye Drops
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Ether		Rare	Nothing
Type	Beast		Card Drop	Zaghnol	
Eat	Matra Magic				



Elemental Weaknesses	Water
Elemental Resistances	Lightning (Half)
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
This is the point in the game at which it starts making a huge difference how much you've kept up on equipment. If you have everyone's best stuff, it's little threat; if not, it packs a major punch. You should be strong enough at this stage to defeat it without seeing its Thunder arsenal.	

Fossil Roo Enemies

Seeker Bats also appear in Fossil Roo.

Abomination

HP	879	MP	482	Level	15
Exp	913	AP	1	Gil	388
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Annoyntment
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	None	Card Drop	Ironite		
Eat	Night				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Here again is a case where your party's equipment and abilities really show. If you've been keeping current, Abomination is little threat; its physicals are meh and Silent Slap just adds Silence to the damage. If not, you'll find your fighters taking heavy damage while your mages are under Silence. You can also Eat one for Night if you missed it from Nymph .					



Feather Circle

HP	619	MP	448	Level	13
Exp	629	AP	2	Gil	378
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Annoyntment		Common	Nothing
	Semi-Rare	Hi-Potion		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	Aerial	Card Drop	Mandragora		
Eat	LV4 Holy				
Elemental Weaknesses	Lightning, Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Feather Circle is an enemy which relies almost exclusively on its sheer numbers for effect; it attacks in huge groups, but its attacks are weak. Trouble Tail inflicts Trouble , which exacerbates the numbers effect by causing their physicals to affect the whole party if the inflicted is attacked. Take them out quickly and cure Trouble to avoid these effects.					



Griffin

HP	1,470	MP	602	Level	16
Exp	1858	AP	2	Gil	602
Steal	Common	Ore	Drop	Always	Peridot
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Hi-Potion
	Rare	Nothing		Rare	Ether
Type	Aerial	Card Drop	Sand Scorpion		
Eat	White Wind				



Elemental Weaknesses	Wind
Elemental Resistances	Earth (Nullifies)
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Aera is the big threat here; it will hit one character for around 300 damage. Everything else it has is not worth worrying about, so take it down quickly to avoid eating too much damage.	

Outer Continent Enemies

You'll also find **Zaghnol** and **Griffin** here.

Cactuar

HP	1,939	MP	1,018	Level	1
Exp	4208	AP	2	Gil	1021
Steal	Common	Phoenix Down	Drop	Always	Hi-Potion
	Uncommon	Tent		Common	Phoenix Down
	Semi-Rare	Nothing		Uncommon	Tent
	Rare	Ether		Rare	Ether
Type	None	Card Drop	Cactuar		
Eat	1,000 Needles				
Elemental Weaknesses	Fire				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Sleep, Slow, Stop, Trouble, Venom				
These guys are a pain in the ass. The biggest difficulty here is their 1,000 Needles counter, which will probably be fatal at this stage of the game. Their Confuse crap is similarly annoying. Try to Eat one for 1,000 Needles .					



Goblin Mage

HP	983	MP	485	Level	15
Exp	913	AP	0	Gil	568
Steal	Common	Potion	Drop	Always	Nothing
	Uncommon	Ore		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop	Nymph		
Eat	Goblin Punch				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
They're not dangerous, just annoying. Their attacks are pretty average, but they like to cast Vanish on themselves, forcing you to use magic.					



Dead Forest Enemies

Note that the enemies below appear in the Dead Forest field area, not the forest on the World Map.

Myconid

HP	1,372	MP	584	Level	20
Exp	1368	AP	1	Gil	726
Steal	Common	Eye Drops	Drop	Always	Nothing
	Uncommon	Tent		Common	Echo Screen
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Carrion Worm	



Eat	Mighty Guard
Elemental Weaknesses	Fire, Wind
Elemental Resistances	Earth (Nullifies)
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom

Not much to see here. Saw does moderate physical damage (around 110), while **Blizzara** does around 180 Ice-elemental damage. Spore inflicts **Darkness** on all characters which is rather annoying. Fire-based attacks take care of them fast.

Zemzelett

HP	1,571	MP	625	Level	20
Exp	2093	AP	2	Gil	889
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Eye Drops
	Rare	Ether		Rare	Nothing
Type	Aerial	Card Drop	Zuu		
Eat	White Wind				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Zemzelett has several interesting attacks. **White Wind** is just the **Blu Mag** spell (heals it for 523 points) and can also be acquired through **Eat** for Quina. Rainbow Wind deals heavy (around 325) damage, but has every element except Earth, so any resistances will really help here. Psychokinesis is mainly used to counter physical attacks, while Aero is much less threatening.

Conde Petie Mountain Path Enemies

Gnoll

HP	1,375	MP	586	Level	18
Exp	1368	AP	1	Gil	691
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Sapphire
	Semi-Rare	Phoenix Pinion		Uncommon	Nothing
	Rare	Ether		Rare	Nothing
Type	None	Card Drop	Mimic		
Eat	Vanish				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Gnoll's direct attacks are **Blizzara** and Gnoll Attack, both of which hit for around 200 damage. It can cast **Vanish** and **Might** on itself, so try to defeat it before it gets the chance to do these spells.

Ochu

HP	3,568	MP	622	Level	16
Exp	2093	AP	2	Gil	845
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Phoenix Pinion		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether
Type	None	Card Drop	Ochu		
Eat	LV3 Def-less				



Elemental Weaknesses	Fire
Elemental Resistances	None
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Ochu has three attacks: Thorn Whip for around 140 damage, Blizzara for around 220, and Slow , which just sets Slow . Kill it with Fire!	

Troll

HP	1,469	MP	623	Level	20
Exp	2093	AP	1	Gil	854
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Tent		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	None	Card Drop		Troll	
Eat	Vanish				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Trolls are strong opponents. Spear hits for around 200, Solution for around 100 plus Berserk , and Blizzara can hit for close to 400 depending on equipment. It counters damage with Counter for around 200 damage.					



Madain Sari Area Enemies

Troll also appears in this area.

Blazer Beetle

HP	1,468	MP	603	Level	19
Exp	1548	AP	1	Gil	740
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Phoenix Down		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether
Type	Bug	Card Drop		Crawler	
Eat	Limit Glove				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Blazer Beetles are fairly standard. Fira and Charge each hit for around 300 damage, while Hit takes off around 100. Bug Killer makes offing them much easier.					



lifa Area Enemies

The enemies here are the same as the ones around Madain Sari.

lifa Tree Enemies

Dracozombie

HP	2,179	MP	760	Level	24
Exp	3229	AP	3	Gil	941
Steal	Common	Magic Tag	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether



Type	Dragon, Undead	Card Drop	Gargant
Eat	LV5 Death		
Elemental Weaknesses	Fire, Ice, Holy		
Elemental Resistances	Shadow (Half)		
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom		
Zombie Breath and LV5 Death are the primary threats here. The former inflicts Zombie on a character, while the latter KO's any character with a level that is a multiple of 5. Phoenix Down and Life spells both work wonders.			

Mistodon [A]

HP	1,473	MP	602	Level	19
Exp	2548	AP	2	Gil	747
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Peridot
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Nothing		Rare	Peridot
Type	Undead		Card Drop	Sand Golem	
Eat	Angel's Snack				
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Not impressive at all. Their only significant threat is Mist, which inflicts Sleep on the party. Everything else is just underpowered garbage, so take them down however you like.					



Stroper

HP	1,840	MP	697	Level	21
Exp	2346	AP	2	Gil	915
Steal	Common	Soft	Drop	Always	Nothing
	Uncommon	Peridot		Common	Peridot
	Semi-Rare	Phoenix Down		Uncommon	Phoenix Down
	Rare	Peridot		Rare	Peridot
Type	Stone		Card Drop	Mandragora	
Eat	LV5 Death				
Elemental Weaknesses	Fire				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This weird creature has Silence and Gradual Petrify , whose effects should be obvious. Slap hits one for about 400 damage, while Sweep hits all characters for 300 or so each. Take it down with a Soft .					



Zombie (Monster)

HP	973	MP	603	Level	19
Exp	1445	AP	2	Gil	708
Steal	Common	Magic Tag	Drop	Always	Nothing
	Uncommon	Tent		Common	Magic Tag
	Semi-Rare	Nothing		Uncommon	Soft
	Rare	Ether		Rare	Nothing
Type	Undead		Card Drop	Zombie	
Eat	Roulette				
Elemental Weaknesses	Fire, Holy				




Elemental Resistances	Shadow (Half)
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
While they deal little damage, they have two attacks that make them a problem. Melt kills the Zombie, but deals its lost HP as damage to one. The real fear, though, is Roulette --it inflicts KO on one random unit. If it hits a Zombie it heals it to max HP, while it just KO's any character it hits. Take them down fast to avoid this.	


Lost Continent Enemies

You'll also find Troll and Feather Circle on the continent in addition to the monsters below.


Gigan Octopus

HP	3,584	MP	1,044	Level	31	
Exp	6096	AP	3	Gil	1840	
Steal	Common	Eye Drops	Drop	Always	Nothing	
	Uncommon	Phoenix Down		Common	Phoenix Down	
	Semi-Rare	Nothing		Uncommon	Hi-Potion	
	Rare	Ether		Rare	Nothing	
Type	Aerial		Card Drop	Ragtime Mouse		
Eat	Mighty Guard					
Elemental Weaknesses	Lightning, Wind					
Elemental Resistances	Water (Half), Earth (Nullifies)					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
This weird creature has Ink (damage and Darkness), Blizzaga (900 damage if ST'd), 6 Legs (drains 300 HP from one), and Mighty Guard . It's weak to Lightning like most other sea creatures.						

Vepal [Green]

HP	4,363	MP	1,188	Level	34	
Exp	6434	AP	2	Gil	1270	
Steal	Common	Hi-Potion	Drop	Always	Nothing	
	Uncommon	Nothing		Common	Hi-Potion	
	Semi-Rare	Phoenix Pinion		Uncommon	Echo Screen	
	Rare	Ether		Rare	Nothing	
Type	Aerial		Card Drop	Vepal		
Eat	Aqua Breath					
Elemental Weaknesses	Fire, Wind					
Elemental Resistances	Ice (Nullifies), Earth (Nullifies)					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
These are very strong opponents. Their Body Ram attack does decent damage, while Blizzaga really packs a punch. They also like to cast Freeze (inflicts Freeze on one). Take them out with Fire.						

Whale Zombie

HP	3,730	MP	1,066	Level	32	
Exp	6609	AP	3	Gil	1528	
Steal	Common	Antidote	Drop	Always	Nothing	
	Uncommon	Magic Tag		Common	Hi-Potion	
	Semi-Rare	Nothing		Uncommon	Nothing	
	Rare	Nothing		Rare	Ether	
Type	Aerial, Undead		Card Drop	Cerberus		
Eat	LV5 Death					
Elemental Weaknesses	Fire, Lightning, Wind, Holy					

Elemental Resistances	Water (Half), Earth (Nullifies), Shadow (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Whale Zombie mostly relies upon status attacks-- Death (KO) , Zombie Powder (Zombie), Venom Breath (Venom), and Ultra Soundwave (Mini). It's Undead , so beat it quickly with healing abilities. Teaches Quina LV5 Death .					

Islands Enemies

Along others, you'll also encounter **Dracozombie** here.

Adamantoise

HP	3,587	MP	1,043	Level	31
Exp	5096	AP	3	Gil	4433
Steal	Common	Tent	Drop	Always	Potion
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Phoenix Down		Uncommon	Echo Screen
	Rare	Nothing		Rare	Ether
Type	None		Card Drop	Gargant	
Eat	Earth Shake				
Elemental Weaknesses	Lightning				
Elemental Resistances	Water (Half)				
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
The main threat here is Earth Shake , which does heavy Earth-elemental damage to the whole party (evade with Float status or Earth protection). Heave is a basic physical for 470 damage, while Thundara isn't all that impressive at this stage. There's also Limit Glove , but it only works if its HP is exactly 1, which is extremely rare unless you cast Matra Magic on it. Quina can learn the aforementioned Earth Shake, so do your best to Eat one.					



Kiera Desert Enemies

There are only two monsters that appear here...

Antlion [B]

HP	4,522	MP	1,216	Level	35
Exp	332	AP	1	Gil	54
Steal	Common	Annoyntment	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Sapphire
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	None		Card Drop	Sahagin	
Eat	Mighty Guard				
Elemental Weaknesses	Ice				
Elemental Resistances	Water (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This clown has the same attacks as the storyline boss you fought however long ago; its only difference is its stats. You can avoid it by selecting the sandpit without a random disturbances in the sand, which is what I suggest you do.					



Land Worm

HP	5,296	MP	997	Level	29
Exp	5151	AP	3	Gil	1316
Steal	Common	Ore	Drop	Always	Ore
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Phoenix Pinion		Rare	Ether
Type	Bug		Card Drop	Wyerd	



Eat	Matra Magic
Elemental Weaknesses	None
Elemental Resistances	Water (Absorbs)
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom

Land Worm has three main attacks. Sandstorm is an affect-all damage attack, while **Demi** reduces one character's max HP by 30% of their HP if it connects. The big danger is Maelstrom; it reduces one character to single-digit HP, meaning any other attacks received will be fatal. Whittle down its respectable HP stack and heal if hit by Maelstrom.

Forgotten Continent Enemies

Armstrong

HP	4,204	MP	1,165	Level	33
Exp	7150	AP	2	Gil	1456
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Phoenix Down
	Semi-Rare	Ether		Uncommon	Soft
	Rare	Nothing		Rare	Ether
Type	None	Card Drop		Armstrong	
Eat	Matra Magic				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Cannon (counter, deals half your max HP as damage) and **Matra Magic** are this odd opponent's main dangers; everything else is unimpressive at best. **Silence** will eliminate most of its arsenal.

Catoblepas

HP	3,727	MP	1,069	Level	32
Exp	6609	AP	2	Gil	1421
Steal	Common	Soft	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Soft
	Semi-Rare	Phoenix Pinion		Uncommon	Hi-Potion
	Rare	Ether		Rare	Hi-Potion
Type	Beast		Card Drop	Cerberus	
Eat	Limit Glove				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



This beast has a number of dangerous attacks. Devil's Bell sets **Petrify** on one, Heave, **Limit Glove**, and Earthquake deal heavy damage (Limit Glove only works if its HP is 1), and it casts **Thundara**. Its HP isn't all that high so off it fast to limit the threat.

Jabberwock

HP	3,442	MP	1,019	Level	30
Exp	4675	AP	2	Gil	1156
Steal	Common	Echo Screen	Drop	Always	Potion
	Uncommon	Hi-Potion		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Echo Screen
Type	None	Card Drop		Hedgehog Pie	
Eat	Limit Glove				



Elemental Weaknesses	Lightning, Shadow
Elemental Resistances	Water (Half), Holy (Half)
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom
Jabberwock is smart, only...not so much. It spends most of its time just adding/removing Float from your party. Earthquake and Aera can hurt depending on whether you're Floating or not, but overall the monster tends not to execute its strategy effectively.	


Oilvert Enemies

In addition to the monsters listed below, **Garuda** also appears here, but it should be little threat to you by now.

Epitaph


*(Note: There are actually nine different Epitaph enemies, one for each character (each given Epitaph can only summon one party member). The stats below are for the Epitaphs themselves, not the fake party members they generate. Each party member generated by an Epitaph is Human (damage increased by **Man Eater**) and has a different **Jewel** to Steal (Uncommon) and Drop (Common), with a few of them having the jewels in other slots also: Zidane has Amethyst, Vivi has Peridot, Steiner and Dagger have Lapis Lazuli, Freya has Opal, Quina has Peridot, Eiko has Sapphire, and Amarant has Topaz.)*

HP	3,732	MP	300	Level	32
Exp	0	AP	2	Gil	0
Steal	Common	Phoenix Down	Drop	Always	Hi-Potion
	Uncommon	Soft		Common	Opal
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Phoenix Down
Type	Stone	Card Drop	Blazer Beetle		
Eat	Angel's Snack				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Silence, Sleep, Slow				
Epitaph is a weird but dangerous enemy. It doesn't do much except summon a character doppelganger (which one depends on the room you're currently in). This doppelganger will hit for mortal damage if the original is in your party, otherwise it will just attack one per turn for weak damage. Use a Soft on Epitaph before it can summon the doppelganger for an easy win.					



Ogre

HP	3,300	MP	966	Level	29
Exp	5151	AP	2	Gil	1281
Steal	Common	Annoyntment	Drop	Always	Nothing
	Uncommon	Nothing		Common	Hi-Potion
	Semi-Rare	Phoenix Pinion		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	None	Card Drop	Ogre		
Eat	Matra Magic				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Aside from Flame (hits all characters for 25% or so of maximum HP, Fire-elemental), Ogre is nothing special. Knife and Trouble Knife (damage and Trouble) aren't impressing anyone.					



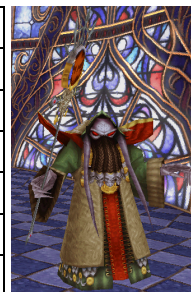
Desert Palace Enemies

You'll also encounter **Ogre** here, especially in the dock area. Take note that every normal enemy here (except the aforementioned Ogre) has a level that is a multiple of 5, so **LV5 Death** will really clean house, if you were wise enough to bring Quina and teach him/her the skill.

Drakan

HP	3,292	MP	1,018	Level	30
Exp	0	AP	0	Gil	0

Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Antidote		Common	Sapphire
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Ether
Type	Aerial, Demon		Card Drop	Stroper	
Eat	Vanish				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Drakan's most difficult attack is Mind Blast, which is Confuse and damage to one. Strike is a normal physical. Aside from these, it also has Bio (damage and Poison), Freeze, Mustard Bomb (inflicts Heat), Reflect , and Vanish . Move quickly in defeating it before it starts buffing itself.					



Grimlock

(*Note: Grimlock's Steal and Drop lists vary depending on its form. The first item listed is for the physical (red on top) form, and the second for the magical form (blue on top). All other stats in the table are the same regardless of form.*)

HP	3,292	MP	1,018	Level	30
Exp	6610	AP	2	Gil	1363
Steal	Common	Ore/Hi-Potion	Drop	Always	Nothing/Topaz
	Uncommon	Tent/Nothing		Common	Phoenix Down/
	Semi-Rare	Ether/Nothing		Uncommon	Ether/Nothing
	Rare	Nothing/Ether		Rare	Nothing
Type	None		Card Drop	Grimlock/Troll	
Eat	Night				
Elemental Weaknesses	Fire, Ice, Lightning				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Grimlock has two forms: a physical form, which just attacks you physically and is vulnerable to magic, and a magical form, which tries to cast Silence , Sleep , Slow , and Stop on you and is vulnerable to physical attacks. It's not that strong, but the form-switching can get annoying, especially because magic against the magical form or physicals against the physical form will deal trash damage.					



Torama

HP	3,292	MP	1,018	Level	30
Exp	5675	AP	2	Gil	1118
Steal	Common	Nothing	Drop	Always	Nothing
	Uncommon	Antidote		Common	Amethyst
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Phoenix Pinion		Rare	Nothing
Type	Beast, Demon		Card Drop	Ralvuimago	
Eat	LV4 Holy				
Elemental Weaknesses	Water				
Elemental Resistances	Lightning (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Torama is a pure spell-caster, so Silence status will stop it in its tracks. Blaster is its most dangerous attack (heavy damage and Stop), but again just Silence them and watch them fail to cast spells--they have no physicals.					



Mt. Gulug Enemies

You'll also find **Garuda** enemies on the outside areas of the mountain (Esto Gaza).

Grenade

HP	4,685	MP	1,240	Level	36
Exp	7459	AP	2	Gil	1336
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Tent		Common	Peridot
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether
Type	Aerial		Card Drop	Zemzelett	
Eat	Mustard Bomb				
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Fire (Half), Earth (Nullifies)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>These annoyances mostly spam Firaga for heavy damage and Flame, which cuts off around 20% of each character's maximum HP if it connects. There's also Canon, which simply cuts your current HP total in half. Ice and Wind attacks work very well here.</p>					



Vepal [Red]

HP	4,022	MP	1,214	Level	35
Exp	6933	AP	2	Gil	1326
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Nothing		Common	Topaz
	Semi-Rare	Phoenix Pinion		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	Aerial		Card Drop	Vepal	
Eat	Mustard Bomb				
Elemental Weaknesses	Ice, Wind				
Elemental Resistances	Fire (Nullifies), Earth (Nullifies)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>Lava Gun and Mustard Bomb are this baddie's main attacks; the former does heavy Fire-elemental physical damage, while the latter inflicts Heat. Blizzaga and Twister both tear this thing apart, but remember that Scorch nullifies elemental damage, so switch to non-elemental moves if it's used.</p>					



Worm Hydra

HP	4,846	MP	1,268	Level	37
Exp	8010	AP	3	Gil	1345
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Antidote		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Nothing
Type	Dragon		Card Drop	Feather Circle	
Eat	Bad Breath				
Elemental Weaknesses	Ice				
Elemental Resistances	Fire (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>Worm Hydra throws a variety of status and percentage-based attacks at you. Venom Breath (Venom) and Cold Breath (Freeze) are both annoying status moves, while Flame, Aero Breath, and Lightning each take off a moderate percentage (40%-60%) of your maximum HP in their respective elements. Weak to Ice.</p>					



Wraith [Blue]

HP	4,686	MP	1,239	Level	36
Exp	8950	AP	2	Gil	1654

Steal	Common	Ore	Drop	Always	Opal
	Uncommon	Nothing		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Echo Screen
	Rare	Nothing		Rare	Nothing
Type	Aerial, Undead		Card Drop	Zuu	
Eat	Frost				
Elemental Weaknesses	Fire, Wind, Holy				
Elemental Resistances	Ice (Half), Earth (Nullifies), Shadow (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This Wraith has Devil's Candle (Freeze), Blizzaga , and Doom (sets Doom). Try to Eat it for Frost .					



Wraith [Red]

HP	4,846	MP	1,268	Level	37
Exp	8010	AP	2	Gil	1345
Steal	Common	Topaz	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Topaz
	Semi-Rare	Phoenix Pinion		Uncommon	Hi-Potion
	Rare	Nothing		Rare	Ether
Type	Aerial, Undead		Card Drop	Wraith	
Eat	Mustard Bomb				
Elemental Weaknesses	Ice, Wind, Holy				
Elemental Resistances	Fire (Half), Earth (Nullifies), Shadow (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This Wraith has Devil's Candle (Heat), Firaga , and Doom (sets Doom). Weak to Ice like most other enemies here, or use healing abilities.					



Daguerreo Area Enemies

You'll also find Worm Hydra and Grand Dragon in addition to the enemy below.

Gimme Cat


HP	4,683	MP	1,240	Level	36
Exp	4	AP	3	Gil	5000
Steal	Common	Echo Screen	Drop	Always	Nothing
	Uncommon	Tent		Common	Nothing
	Semi-Rare	Nothing		Uncommon	Phoenix Down
	Rare	Ether		Rare	Ether
Type	None		Card Drop	Gimme Cat	
Eat	Auto-Life				
Elemental Weaknesses	None				
Elemental Resistances	Fire (Absorbs), Ice (Absorbs), Lightning (Absorbs), Wind (Absorbs), Water (Absorbs), Earth (Absorbs), Holy (Absorbs), Shadow (Absorbs)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Gimme Cat is a strange enemy. At first it will demand a Diamond ; do not give it one, because it will do nothing, besides wasting a rare item. Once you attack it, it will use some crappy attacks against you, the most dangerous of which is "Meow! I'm Mad!" which can hit for minor or massive damage, depending on your luck. Take it down with non-elemental attacks (it absorbs all elements). Drops the highest Gil total of any random encounter.					



Vile Island Enemies

On this island awaits only one type of enemy, but it's exceptionally strong, just as the area's name would have you believe. On Disc 3 the only way to reach this island is with a Sky Chocobo.

Yan

HP	19,465	MP	3,378	Level	72
Exp	42673	AP	~3	Gil	2218
Steal	Common	Ore	Drop	Always	Phoenix Down
	Uncommon	Nothing		Common	Hi-Potion
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Elixir		Rare	Nothing
Type	None	Card Drop	Zemzelett		
Eat	Auto-Life				
Elemental Weaknesses	Shadow				
Elemental Resistances	Holy (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Sleep, Slow, Stop, Trouble, Venom				


By far the most dangerous regular encounter in the game, they have **Comet**, which will usually OHKO whomever it's casted on. Aera is decent MT damage, while Virus Powder is damage and **Virus**. There's Float as well, which increases the damage of Aera. The real fear here is Snort, which is only used as a counter but removes the character from battle and flags them as "dead." The secret to this battle is to debilitate them with statuses. For lone Yans **Soul Blade** will do, but on groups you'll need either Quina's **Night** (equip **Insomniac** on your party since it's Target-All) and/or Dagger's **Odin** or you risk Snort counters. Be careful with **Sleep** though; they'll wake up fast and their Speed stat is through the roof.

Ipsen's Castle Enemies

Agares

HP	6,775	MP	1,596	Level	43
Exp	14279	AP	3	Gil	1945
Steal	Common	Tent	Drop	Always	Nothing
	Uncommon	Soft		Common	Amethyst
	Semi-Rare	Ore		Uncommon	Phoenix Down
	Rare	Nothing		Rare	Ether
Type	Demon	Card Drop	Ragtime Mouse		
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				


After waking up the accompanying **Gargoyle** with Arise, Agares will spam -ra level magic, Freeze (**Freeze**), and **Osmose**. It also can use Paper Storm from **Tantarian**, so be quick in taking it down.



Cerberus

HP	6,977	MP	1,623	Level	44
Exp	15181	AP	3	Gil	1984
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Tent		Common	Opal
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Ether		Rare	Opal
Type	Beast	Card Drop	Cerberus		
Eat	Auto-Life				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				

This beast's main threat is Flame, that 30% Fire-elemental HP reduction you've been seeing a lot of lately. There's also **Firaga** and **Strike** for your entertainment. Keep healed and hack away to win.



Gargoyle

HP	6,977	MP	1,628	Level	44
Exp	15181	AP	3	Gil	1958
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Tent		Common	Sapphire
	Semi-Rare	Phoenix Pinion		Uncommon	Phoenix Down
	Rare	Ether		Rare	Nothing
Type	Stone, Aerial		Card Drop	Gargoyle	
Eat	Mighty Guard				
Elemental Weaknesses	Wind				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	Darkness, KO, Silence, Sleep, Slow				
Gargoyle has a number of annoying attacks (Break (Petrify) , Gradual Petrify , Charge, and Aerial Slash), but use a Soft on it before it wakes up for an easy win.					

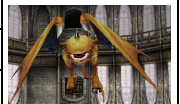


Tonberry

HP	7,887	MP	1,779	Level	46
Exp	13297	AP	4	Gil	1513
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Phoenix Down		Common	Peridot
	Semi-Rare	Phoenix Pinion		Uncommon	Nothing
	Rare	Ether		Rare	Ether
Type	None		Card Drop	Tonberry	
Eat	Taste bad!				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	None				
These little devils have a simple script: they will make their way towards you, and if they reach you, they'll either use Knife for 9,999 damage or Everyone's Grudge, which deals damage based upon the number of Tonberries you've killed. Use strong MT attacks to take them out before they get the chance to use these dangerous attacks. They're immune to Gravity attacks, so don't bother trying that.					

Veteran

HP	6,972	MP	1,672	Level	44
Exp	15181	AP	3	Gil	1971
Steal	Common	Hi-Potion	Drop	Always	Topaz
	Uncommon	Ether		Common	Phoenix Down
	Semi-Rare	Phoenix Pinion		Uncommon	Ether
	Rare	Nothing		Rare	Nothing
Type	Aerial, Demon		Card Drop	Veteran	
Eat	Doom				
Elemental Weaknesses	Wind, Water, Holy				
Elemental Resistances	Lightning (Half), Earth (Nullifies), Shadow (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Veteran has a Claw attack for moderate physical damage, while everything else it uses is a status attack. Blaster is damage and a chance at Stop status, while Doom and the ever-annoying Roulette can also show their ugly faces. Heal anyone who gets KO'd and take advantage of Veteran's many vulnerabilities to take it down.					



Terra Enemies

Hecteyes

HP	9,567	MP	2,033	Level	51
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Exp	17096	AP	3	Gil	2049
Steal	Common	Hi-Potion	Drop	Always	Nothing
	Uncommon	Vaccine		Common	Phoenix Down
	Semi-Rare	Phoenix Pinion		Uncommon	Vaccine
	Rare	Nothing		Rare	Ether
Type	Demon, Undead		Card Drop	Hecteyes	
Eat	Roulette				
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				



Hecteyes primarily relies on status: Hypnotize (**Sleep**) and Roulette (**KO** to a random target). There's also Absorb, which deals decent damage and heals Hecteyes. It has a number of noteworthy weaknesses, so take advantage of it.

Mover [Left]

(*Note: There are actually three different Mover varieties, each with its own stats but the same attacks and script. The information below is for the Left Mover; for the middle one, click [here](#); the right, [here](#).)*

HP	7,353	MP	2,062	Level	52
Exp	23801	AP	3	Gil	2300
Steal	Common	Opal	Drop	Always	Opal
	Uncommon	Vaccine		Common	Phoenix Down
	Semi-Rare	Tent		Uncommon	Vaccine
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Mover	
Eat	Taste bad!				
Elemental Weaknesses	Fire, Ice, Lightning, Wind, Water, Holy, Shadow				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	None				
More annoyances. Virus Combo (two Movers alive) does minor damage and inflicts Virus, while Delta Attack (all three Movers alive) KO's a character. They also cast Firaga, which is heavy damage. They are weak to all elements, so strong MT elemental attacks will quickly eliminate the threat.					

Mover [Middle]

HP	7,353	MP	2,064	Level	52
Exp	23801	AP	3	Gil	2300
Steal	Common	Opal	Drop	Always	Opal
	Uncommon	Vaccine		Common	Phoenix Down
	Semi-Rare	Tent		Uncommon	Vaccine
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Mover	
Eat	Taste bad!				
Elemental Weaknesses	Fire, Ice, Lightning, Wind, Water, Holy, Shadow				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	None				
More annoyances. Virus Combo (two Movers alive) does minor damage and inflicts Virus, while Delta Attack (all three Movers alive) KO's a character. They also cast Firaga, which is heavy damage. They are weak to all elements, so strong MT elemental attacks will quickly eliminate the threat.					


Mover [Right]

HP	3,677	MP	2,065	Level	52
Exp	23801	AP	3	Gil	2300




Steal	Common	Opal	Drop	Always	Opal
	Uncommon	Vaccine		Common	Phoenix Down
	Semi-Rare	Tent		Uncommon	Vaccine
	Rare	Nothing		Rare	Ether
Type	Aerial		Card Drop	Mover	
Eat	Taste bad!				
Elemental Weaknesses	Fire, Ice, Lightning, Wind, Water, Holy, Shadow				
Elemental Resistances	Earth (Nullifies)				
Status Vulnerabilities	None				
More annoyances. Virus Combo (two Movers alive) does minor damage and inflicts Virus, while Delta Attack (all three Movers alive) KO's a character. They also cast Firaga, which is heavy damage. They are weak to all elements, so strong MT elemental attacks will quickly eliminate the threat.					

Ring Leader


HP	9,569	MP	2,030	Level	51	
Exp	18816	AP	2	Gil	1868	
Steal	Common	Echo Screen	Drop	Always	Nothing	
	Uncommon	Vaccine		Common	Amethyst	
	Semi-Rare	Nothing		Uncommon	Eye Drops	
	Rare	Nothing		Rare	Nothing	
Type	Aerial, Demon		Card Drop	Ifrit		
Eat	Magic Hammer					
Elemental Weaknesses	Wind					
Elemental Resistances	Earth (Nullifies)					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
More annoying than anything, Ring Leader likes to Osmose off your MP in addition to casting Silence , Blind (Darkness), Bio (damage and Poison), and Virus Powder (Virus) on your party, and Reflect on itself. Blitz it with powerful offense to prevent it from taking too many turns.						

Pandemonium Enemies

Abadon [B]


HP	12,658	MP	2,479	Level	58	
Exp	32073	AP	4	Gil	2604	
Steal	Common	Garnet	Drop	Always	Nothing	
	Uncommon	Vaccine		Common	Garnet	
	Semi-Rare	Phoenix Pinion		Uncommon	Vaccine	
	Rare	Phoenix Pinion		Rare	Nothing	
Type	Aerial, Bug		Card Drop	Abadon		
Eat	Twister					
Elemental Weaknesses	Wind					
Elemental Resistances	Earth (Nullifies)					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
This Abadon has the same attacks as the one you fought as a fixed battle (Thundaga and Blade to one, High Wind to all), except you're now a full party and Abadon can use Virus Fly, which sets Virus . Compared to the other baddies here it's a joke, so just knock it off and move on.						

Malboro

HP	11,687	MP	2,334	Level	57	
Exp	30579	AP	3	Gil	2572	
Steal	Common	Ore	Drop	Always	Ore	
	Uncommon	Vaccine		Common	Nothing	

	Semi-Rare	Nothing		Uncommon	Nothing
	Rare	Nothing		Rare	Ether
Type	None		Card Drop	Malboro	
Eat	Bad Breath				
Elemental Weaknesses	None				
Elemental Resistances	None				
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Malboro's signature move is Bad Breath , a move you've probably been cleaning house with up till now. Absorb, Virus Tentacle (Virus), and Osmose further help solidify Malboro as one of the game's most dangerous enemies, so hit it hard and fast and heal as needed.					

Shell Dragon [B]

HP	12,661	MP	2,482	Level	58	
Exp	32073	AP	4	Gil	2588	
Steal	Common	Hi-Potion	Drop	Always	Ore	
	Uncommon	Vaccine		Common	Topaz	
	Semi-Rare	Tent		Uncommon	Nothing	
	Rare	Phoenix Pinion		Rare	Ether	
Type	Dragon		Card Drop	Garuda		
Eat	Earth Shake					
Elemental Weaknesses	Ice					
Elemental Resistances	None					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					
Shell Dragon is more than capable of delivering a beating. Smash reduces your HP to 1, while Earth Shake is heavy damage to anyone not defended against it. Charge deals heavy physical damage as well. Snort, though, is the real pain; it ejects one character from battle. Ice-elemental attacks will help you greatly, or use status attacks to subdue it.						

World Map Enemies (Disc 4)

On Disc 4, the World Map will have completely different enemies compared to what it had up until this point. All of them are from previous areas (except Mistodon, which is a new version only used here); rather than relist everything about the enemies, below is a list of which continents hold which enemy. You can click on the enemy's name to be taken to its information. The "original" enemies in each area generally appear in the same areas they used to show up in.

Mist Continent Enemies (Disc 4)

- Adamantoise
- Axe Beak
- Bandersnatch
- Bomb
- Carve Spider
- Clipper
- Dracozombie
- Ghost
- Gigan Octopus
- Goblin
- Grand Dragon
- Hedgehog Pie
- Ironite
- Ladybird
- Lizard Man
- Malboro
- Mandragora
- Mistodon
- Mu
- Python
- Sand Scorpion
- Serpion
- Skeleton
- Trick Sparrow
- Worm Hydra
- Vice

- Whale Zombie
- Yeti

Outer Continent Enemies (Disc 4)

- Blazer Beetle
- Cactuar
- Dracozombie
- Gigan Octopus
- Goblin Mage
- Grand Dragon
- Griffin
- Hecteyes
- Land Worm
- Malboro
- Mistodon
- Ogre
- Troll
- Whale Zombie

Lost Continent Enemies (Disc 4)

- Dracozombie
- Feather Circle
- Gigan Octopus
- Hecteyes
- Malboro
- Mistodon
- Vepal [Green]
- Whale Zombie

Forgotten Continent Enemies (Disc 4)

- Adamantoise
- Armstrong
- Cactuar
- Dracozombie
- Gigan Octopus
- Gimme Cat
- Grand Dragon
- Hecteyes
- Jabberwock
- Malboro
- Mistodon
- Worm Hydra

Mistodon [B]

HP	11,434	MP	2,301	Level	56
Exp	24276	AP	2	Gil	2023
Steal	Common	Ore	Drop	Always	Nothing
	Uncommon	Hi-Potion		Common	Peridot
	Semi-Rare	Nothing		Uncommon	Ether
	Rare	Nothing		Rare	Nothing
Type	Undead		Card Drop	Sand Golem	
Eat	Angel's Snack				
Elemental Weaknesses	Fire, Holy				
Elemental Resistances	Shadow (Half)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
This is more or less just your old-fashioned Mistodon upgraded to Disc 4 levels, but it's not impressive. Abuse its Undead nature to take it out.					




Memoria Enemies

Being the final dungeon in a moderately difficult game, you'd expect the enemies to be pretty strong here, and you'd be partially correct. The enemies are capable of handing you Game Overs, sure, but only if you play poorly. A properly equipped and raised party will have little trouble here. **Veteran** will also appear here, by the way.


For most of the area, you'll only be seeing **Ash**, **Chimera**, **Iron Man**, and **Veteran** (all reasonably strong but nothing spectacular). **Behemoth** and **Stilva** begin to appear in some of the late screens, and the Chaos Guardian reanimations in the areas beyond the space screen. If you're having trouble, remember that regular enemies never have Steals or Drops aside from common items and **jewels**, and that FFIIX does not track escapes.

Ash

HP	21,591	MP	3,014	Level	66	
Exp	40329	AP	4	Gil	2748	
Steal	Common	Tent	Drop	Always	Hi-Potion	
	Uncommon	Tent		Common	Lapis Lazuli	
	Semi-Rare	Tent		Uncommon	Vaccine	
	Rare	Tent		Rare	Ether	
Type	Aerial, Demon		Card Drop	Ash		
Eat	Doom					
Elemental Weaknesses	Wind					
Elemental Resistances	Earth (Nullifies)					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					


Ash an almost exclusive spell-caster. **Doom**, **Death**, and **Stop** will all make appearances, as will Snowstorm, another target-all attack with decent power. Additionally, Ash can use Reflect on himself. Either disable him with status attacks, or go on a blitz to take him down before he can hurt you too much.

Behemoth [B]

HP	24,123	MP	3,338	Level	71	
Exp	53168	AP	4	Gil	2764	
Steal	Common	Phoenix Pinion	Drop	Always	Phoenix Down	
	Uncommon	Phoenix Pinion		Common	Lapis Lazuli	
	Semi-Rare	Phoenix Pinion		Uncommon	Echo Screen	
	Rare	Phoenix Pinion		Rare	Ether	
Type	Beast		Card Drop	Ogre		
Eat	Angel's Snack					
Elemental Weaknesses	Ice					
Elemental Resistances	None					
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					

Behemoth's physicals deal heavy damage, but the real threat is its Meteor Counter, which is capable of wiping out your whole party. Use **Silence** or **Sleep** to prevent this, then take it out.

Chimera

HP	21,901	MP	3,053	Level	67	
Exp	42785	AP	4	Gil	2732	
Steal	Common	Vaccine	Drop	Always	Phoenix Down	
	Uncommon	Garnet		Common	Antidote	
	Semi-Rare	Remedy		Uncommon	Vaccine	
	Rare	Remedy		Rare	Nothing	
Type	Demon		Card Drop	Ash		
Eat	Frost					
Elemental Weaknesses	Ice					
Elemental Resistances	None					
Status Vulnerabilities	Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom					

Chimera has **Firaga** for good damage, and Lightning, which is 30% of max HP as Lightning damage to all. Cold Breath sets **Freeze** if it connects, which is often followed up by a Virus Crunch attack, which is damage and **Virus** to one. Finally, there's Venom Breath, which just sets **Venom**. Disable it with status or take it out quickly to avoid trouble.

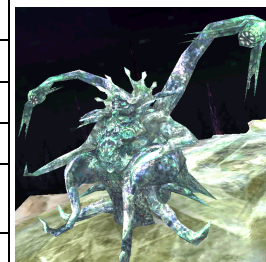
Iron Man

HP	21,217	MP	3,091	Level	68
Exp	42996	AP	4	Gil	2796
Steal	Common	Phoenix Down	Drop	Always	Phoenix Down
	Uncommon	Phoenix Down		Common	Sapphire
	Semi-Rare	Phoenix Down		Uncommon	Phoenix Down
	Rare	Phoenix Down		Rare	Nothing
Type	Demon, Human		Card Drop	Abadon	
Eat	Taste bad!				
Elemental Weaknesses	Lightning				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
<p>A purely physical brawler. Fist is damage to one, while Cleave hits everyone and never misses. Helm Divide reduces a single character's HP to 1 (can miss). It also has access to Protect, Vanish, and Might. Mini works great for neutralizing it, or use Lightning magic.</p>					



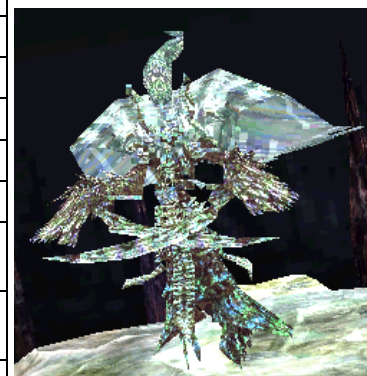
Kraken [B]

HP	23,354	MP	3,381	Level	72
Exp	0	AP	7	Gil	4338
Steal	Common	Annoyntment	Drop	Always	Remedy
	Uncommon	Annoyntment		Common	Annoyntment
	Semi-Rare	Eye Drops		Uncommon	Amethyst
	Rare	Annoyntment		Rare	Elixir
Type	Demon		Card Drop	Veteran	
Eat	Frost				
Elemental Weaknesses	Lightning				
Elemental Resistances	Fire (Half), Water (Absorb)				
Status Vulnerabilities	Berserk, Confuse, Darkness, KO, Doom, Heat, Mini, Petrify, Poison, Silence, Slow, Stop, Trouble, Venom				
<p>Except for the stats shown above and the Leg attack being changed to Trouble Counter (Trouble), this Kraken is the same as the one you fought as a boss in Memoria. Take it down with statuses.</p>					



Lich [B]

HP	22,218	MP	3,091	Level	68
Exp	0	AP	7	Gil	2828
Steal	Common	Ore	Drop	Always	Tent
	Uncommon	Ore		Common	Topaz
	Semi-Rare	Ore		Uncommon	Ether
	Rare	Ore		Rare	Elixir
Type	Demon		Card Drop	Wraith	
Eat	LV5 Death				
Elemental Weaknesses	Fire, Wind, Holy				
Elemental Resistances	Earth (Absorbs), Shadow (Half)				
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Stop, Trouble, Venom				
<p>Except for the stats shown above, this Lich is the same as the one you fought as a boss in Memoria. Take it down with statuses.</p>					



Maliris [B]

HP	22,535	MP	3,127	Level	69
Exp	0	AP	7	Gil	2860

Steal	Common	Phoenix Down	Drop	Always	Phoenix Down
	Uncommon	Phoenix Down		Common	Opal
	Semi-Rare	Phoenix Pinion		Uncommon	Ether
	Rare	Phoenix Pinion		Rare	Elixir
Type	Demon		Card Drop	Ifrit	
Eat	Mustard Bomb				
Elemental Weaknesses	Ice				
Elemental Resistances	Fire (Absorbs)				
Status Vulnerabilities	Berserk, KO, Doom, Freeze, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Except for the stats shown above and lacking the Raining Swords final attack, this Maliris is the same as the one you fought as a boss in Memoria. Take her down with statuses.					



Stilva

HP	21,906	MP	3,053	Level	67
Exp	42785	AP	4	Gil	2785
Steal	Common	Ether	Drop	Always	Tent
	Uncommon	Ether		Common	Garnet
	Semi-Rare	Ether		Uncommon	Antidote
	Rare	Ether		Rare	Tent
Type	Demon		Card Drop	Vepal	
Eat	Auto-Life				
Elemental Weaknesses	Water				
Elemental Resistances	None				
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Out of Stilva's attacks, only Sting is non-elemental; Firaga and Red Clipper are both Fire-elemental and can deal heavy damage to unprotected characters. Exploit status weaknesses to help reduce the damage you take.					



Tiamat [B]

HP	24,127	MP	3,338	Level	71
Exp	0	AP	7	Gil	2956
Steal	Common	Ether	Drop	Always	Remedy
	Uncommon	Ether		Common	Peridot
	Semi-Rare	Wing Edge		Uncommon	Phoenix Down
	Rare	Wing Edge		Rare	Echo Screen
Type	Dragon		Card Drop	Garuda	
Eat	Twister				
Elemental Weaknesses	Ice				
Elemental Resistances	Wind (Absorbs)				
Status Vulnerabilities	Berserk, Darkness, KO, Doom, Freeze, Heat, Mini, Petrify, Poison, Silence, Sleep, Slow, Stop, Trouble, Venom				
Except for the stats shown above and its lack of the Float and Snort moves, this Tiamat is the same as the one you fought as a boss in Memoria. Take it down with statuses.					



FAQ

This section will be updated as I receive more questions.

- Q: Why don't you cover Perfect Games?** A: Primarily because perfect games in FFIIX are a very complicated subject, and covering them here would only serve to make the guide more confusing. In particular, in a perfect game one must do the main story in a manner very different from what's advocated in the guide, mostly in order to arrive at the end of **Memoria** in 12 hours with sufficient quantities of all missable and limited-quantity items, but also to keep levels as low as possible until ideal equipment for stat boosting is available. (Compare this to a game like FFXVIII or FFX, where you can more or less play as you like in

the main storyline and just take care of business in the postgame.) If you're interested in doing a Perfect Game, I recommend using Atomos199's PG guide, located on GameFAQs.

- **Q: I found a broken link! Help! A:** Please contact me as described **here**. Sadly, due to the size of the document, I am unable to test every link, so any feedback on broken features is appreciated.

Contact

You can contact me by emailing me at bover87 [at] gmail [dot] com, or send me a PM on GameFAQs (requires a GameFAQs account). You can also post a topic on the GameFAQs Final Fantasy IX (PSX version) board for gameplay/story questions; while I don't read the board regularly, there's still a fairly active community there. For issues with the guide (errors, broken links, suggestions, etc.), please email me or send me a PM on GameFAQs.

Credits

- CJayC for creating GameFAQs
- GameFAQs, for hosting this.
- The_Kusabi_, for "discovering" (as far as I am aware) the basic information about the **Nero Brothers** sidequest. You can find his original topic here: <http://www.gamefaqs.com/boards/197338-final-fantasy-ix/66283454>
- Ryan, for informing me that I mixed up the **Peridot** with the **Sapphire** in post- destruction **Alexandria**, and left out the **Peridot** entirely
- GameFAQs user DDlan for pointing out that Quina can put **Earth Guardian to Sleep** with **Night**, as opposed to messing around with **Bistro Fork's Add ST** effect
- Nina, for pointing out missing **Soft** chest in **Burmecia**
- GameFAQs user KnightAlex for pointing out several corrections: the missing **Alexandria Potion** in the seamstress' house, **Ragtimer's** Disc 2 mechanics, and several small mistakes related to **Treno**.
- Noel, for pointing out an error in **Lindblum's** navigation
- Jordan, for pointing out a minor typo in **Mandragora's** description
- Christopher, for pointing out that I mislabeled the Serpent's Gate as Dragon's Gate on Disc 1.
- Tomas, for pointing out a missing **Phoenix Down** at the Crash Site
- GameFAQs user Zylaa, for pointing out several corrections on Discs 3/4.
- Ramona, for pointing out a typo in **Desert Palace's** walkthrough.
- Nhat, for pointing out numerous corrections throughout the document
- You, for taking the time to read this

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