

Final Fantasy VII Monster/Item/Weapon Lists

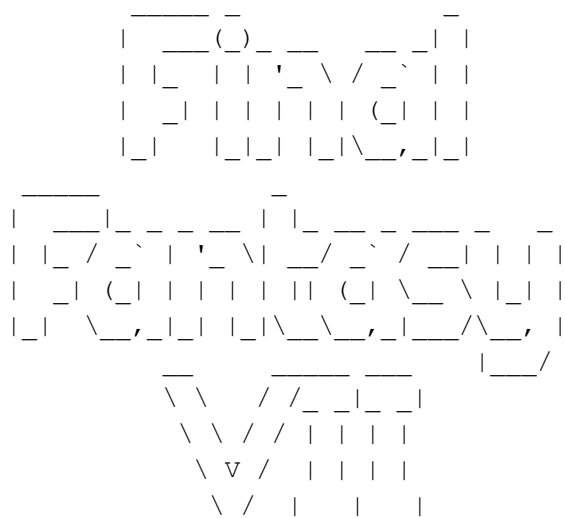
by DC

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DC's Final Fantasy VII Guide

v1.11



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My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

Version History

- v0.1-First version!
- v0.2-Done up to Accessories.
- v0.3-Finished off the Materia and added a Magic List.
- v0.4-Chocobo Breeding Guide.
- v0.5-Other Stuff Half Done.
- v0.6-Done more in the Other Stuff section. Still more to come.
- v1.0-Finished.
- v1.1-New email addy.
- v1.11-Name change!

Contents

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1)Introduction

The idea to make a FFVII Lists Guide came to me one day when I was looking at the FFVII stuff at GameFAQs. I decided that the public could use my expertise.

...cough, cough, *LOSER*, cough, cough...

Anyway, enough ego bashing. I saw epic walkthroughs by Kao, Dingo, so I thought, hey, instead of writing another unneeded walkthrough, how about a big, comprehensive Monster/Item/Materia List? Enjoy!

2)Monster List

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Name: 1st Ray
Location: Reactor (at the start)
Level: 4
HP: 18
MP: 0
EXP: 12
GIL: 5
AP: 1
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected

Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Laser

Name: 2-Faced
Location: Golden Saucer Prison
Level: 18
HP: 330
MP: 80
EXP: 100
GIL: 156
AP: 10
Steal: Phoenix Down
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Self-Destruct, Cure3

Note: It's a weird fella you're dealing with here, they like to cast Cure3 on you, and most of the time they end up dying afterwards. Their loss, your gain!

Name: 8 Eye
Location: Temple of the Ancients
Level: 30
HP: 500
MP: 220
EXP: 1000
GIL: 720
AP: 100
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Double Effect
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Life Drain

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Name: Acrophies
Location: Corral Valley
Level: 35
HP: 2400
MP: 220
EXP: 800

GIL: 1200
AP: 90
Steal: Water Ring
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Absorbs
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Claw, Huge Tidal Wave

Name: Adamantaimai
Location: West Continent Beach Area (the beaches near Wutai)
Level: 30
HP: 1600
MP: 240
EXP: 720
GIL: 2000
AP: 100
Steal: Adaman Bangle
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Light Shell, Death Force, Barrier, MBarrier

Note: This guy uses Death Force, which is an Enemy Skill that you might want to pick up.

Name: Aero Combatant
Location: Sector 7 Tower
Level: 11
HP: 190
MP: 0
EXP: 40
GIL: 110
AP: 4
Steal: Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Double Effect
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected

Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Propeller Slash, Sword Rush

Name: Ancient Dragon
Location: Temple of the Ancients
Level: 34
HP: 2400
MP: 450
EXP: 800
GIL: 800
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Double Effect
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: Affected
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Horn, Southern Cross

Name: Allemange
Location: Crater
Level: 48

HP: 8000
MP: 200
EXP: 1300
GIL: 1360
AP: 100
Steal: Eye Drop
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Claw, L4 Death, L3 Flare

Name: Aps (BOSS)
Location: Sewers
Level: 18
HP: 1800
MP: 0
EXP: 240
GIL: 0
AP: 22
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Sewer, Tsunami Tail

Name: Ark Dragon
Location: 18
Level: 18
HP: 280
MP: 124
EXP: 84
GIL: 180
AP: 10
Steal: Ether
Morph: Phoenix Down

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect

Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Flame Thrower

Note: Flame Thrower is an invaluable Enemy Skill to pick up in the early stages of the game. Do it.

Name: Armored Golem
Location: Crater
Level: 41
HP: 10000
MP: 200
EXP: 2500
GIL: 2680
AP: 100
Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Golem Laser

Name: Attack Squad
Location: Junon
Level: 34
HP: 1300
MP: 100
EXP: 300
GIL: 420
AP: 10
Steal: 8-Inch Cannon
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Machine Gun, Grenade, Smoke Bullet

Name: Airbuster (BOSS)
Location: Reactor
Level: 15
HP: 1200
MP: 0
EXP: 180
GIL: 150
AP: 16
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal

Lightning: Double Effect
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Counter Attack, Big Bomber, Rear Gun

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Name: Bad Rap
Location: Sunken Plane (Gelnika)
Level: 38
HP: 9000
MP: 120
EXP: 1050
GIL: 2500
AP: 70
Steal: Ink
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect

Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Name: Bad Rap Sample (BOSS)
Location: Midgar
Level: 50
HP: 13000
MP: 250
EXP: 0
GIL: 0
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Tentacles

Name: Bagnaranda
Location: Mt. Corel
Level: 16
HP: 450
MP: 60
EXP: 110
GIL: 120
AP: 11
Steal: Diamond Pin
Morph: Guard Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Invulnerable
Ice: Double Effect
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Horn, Claw, Poison Breath

Name: Bahba Velamyu
Location: Rocket Town
Level: 23
HP: 640
MP: 40
EXP: 285
GIL: 280
AP: 20
Steal: Nothing
Morph: Mute Mask

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bonecutter, Jumping Bonecutter, Magi-Bonecutter

Name: Bandersnatch
Location: Bone Village, Great Glacier, Icicle Village
Level: 30
HP: 860
MP: 100
EXP: 510
GIL: 600
AP: 40
Steal: Nothing
Morph: Ice Crystal

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Invulnerable
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected

Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Fang, Bodyblow

Name: Bandit
Location: Gold Saucer Prison
Level: 17
HP: 360
MP: 0
EXP: 99
GIL: 220
AP: 10
Steal: X-Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Mug, Hold-Up, Hit

Name: Battery Cap
Location: Rocket Town
Level: 24
HP: 640
MP: 58
EXP: 270
GIL: 386
AP: 32
Steal: Dazers
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Four Laser, Seed Shooting

Notes: Likes to appear in a big bunch (groups of 4+)

Name: Beachplug
Location: Beach Areas (Costa Del Sol, Cosmo Canyon, Weaponsmith's House)
Level: 16
HP: 200
MP: 100
EXP: 95
GIL: 155
AP: 10
Steal: Nothing

Morph: Turbo Ether

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Bite, Big Guard, Ice

Notes: Uses the very helpful Big Guard enemy skill. Manipulate him and cast it on yourself.

Name: Behemoth
Location: Midgar
Level: 45
HP: 7000
MP: 400
EXP: 1500
GIL: 2200
AP: 100
Steal: Phoenix Down
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Claw, Horn Lift

Note: He uses the ???? Enemy Skill, one of the trickiest ones to obtain.

Name: Bizarre Bug
Location: West Continent
Level: 28
HP: 975
MP: 0
EXP: 420
GIL: 340
AP: 40
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect

Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Toxic Power

Name: Bizarro*Sephiroth (BOSS)
Location: Inside the Planet
Level: ?
HP: ?
MP: ?
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bizzaro Energy

Name: Bizarro*Sephiroth B (BOSS)
Location: Inside the Planet
Level: 61

HP: 2000
MP: 400
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Demi3, Heartless Angel

Notes: Bizzaro Sephiroth's Head.

Name: Bizarro*Sephiroth C (BOSS)
Location: Inside the Planet
Level: 61
HP: 10000
MP: 400
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal

Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Stigma

Notes: Bizzaro Sephiroth's Core.

Name: Bizarro*Sephiroth D (BOSS)
Location: Inside the Planet
Level: 61
HP: 4000
MP: 400
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect

Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bolt3, Fire3, Ice3

Notes: Bizzaro Sephiroth's Right Magic Arm.

Name: Bizarro*Sephiroth E (BOSS)
Location: Inside the Planet
Level: 61
HP: 4000
MP: 400
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fire3, Stop

Notes: Bizzaro Sephiroth's Left Magic Arm.

Name: Black Bat
Location: Shinra Mansion
Level: 25
HP: 550
MP: 0
EXP: 270
GIL: 80
AP: 24
Steal: Nothing
Morph: Vampire Fang

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Blood Suck

Name: Bloatfloat
Location: Mt.Corel
Level: 18
HP: 240
MP: 0
EXP: 90
GIL: 125
AP: 9
Steal: Soft
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Body Blow, Vacuum, Spiky Hell

Note: The attack Spiky Hell is used when you kill it.

Name: Blood Taste
Location: Second Reactor
Level: 8
HP: 72
MP: 0
EXP: 24
GIL: 32
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Tentacle Drain

Name: Blue Dragon
Location: Gaea's Cliff
Level: 41
HP: 8800
MP: 500
EXP: 1200
GIL: 1000
AP: 200
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected

Manipulate: Affected
Death: Affected

Attacks: Great Gale, Blue Dragon Breath, Bite, Tail, Dragon Force

Notes: Don't forget to learn the Dragon Force Enemy Skill!

Name: Blugu
Location: Shinra Mansion Basement
Level: 4
HP: 120
MP: 0
EXP: 18
GIL: 35
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Hell Bubbles

Name: Bomb
Location: Mt.Corel
Level: 18
HP: 600
MP: 30
EXP: 150

GIL: 192
AP: 20
Steal: Right Arm
Morph: Shrapnel

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Invulnerable
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Ram, Bomb Blast, Fireball

Notes: Strike one, strike two, strike three...and then he'll use Bomb Blast on you.

Name: Bottomswell (BOSS)
Location: Junon Harbour
Level: 23
HP: 2500
MP: 100
EXP: 550
GIL: 1000
AP: 52
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Tail Attack, Moonstrike, Big Wave

Name: Boundfat
Location: Bone Village Area
Level: 27
HP: 5000
MP: 80
EXP: 420
GIL: 350
AP: 40
Steal: Dazers
Morph: Dazers

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect

Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ice2, Dark Needle, Death Sentence

Notes: By the time you meet it, you'll probably have it already, but he uses the Death Sentence Enemy Skill.

Name: Brain Pod
Location: Shinra Tower
Level: 15
HP: 240
MP: 46
EXP: 52
GIL: 95
AP: 6
Steal: Antidote
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Refuse, Ram

Name: Bullmotor
Location: Gold Saucer Prison
Level: 19
HP: 420
MP: 96
EXP: 92
GIL: 140
AP: 9
Steal: X-Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Body Blow, Mantra Magic, Laser

Note: You may want to acquire both the Mantra Magic (if you don't already have it) and the Laser Enemy Skill.

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Name: Cactuar
Location: Gold Saucer Prison Desert, Cactuar Island
Level: 20
HP: 200
MP: 20
EXP: 0
GIL: 10000
AP: 0
Steal: Nothing

Morph: Terra Elemental (from the guys on Cactuar Island)

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Note: If my memory serves correct, you'll need a high Strike Rate to damage them.

Name: Capparwire
Location: Junon Forests
Level: 15
HP: 210
MP: 20
EXP: 60
GIL: 103
AP: 6
Steal: Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Wire Attack, Grand Spark

Name: Carry Armor (BOSS)
Location: Junon Underwater Reactor
Level: 45
HP: 24000
MP: 200
EXP: 2800
GIL: 4000
AP: 240
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected

Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Lapis Laser

Name: Carry Armor, Left Arm (Boss)
Location: Junon Underwater Reactor
Level: 45
HP: 10000
MP: 100
EXP: 1400
GIL: 0
AP: 95
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Claw Slam, Grab

Name: Carry Armor, Right Arm (BOSS)
Location: Junon Underwater Reactor
Level: 45
HP: 10000
MP: 100

EXP: 1500
GIL: 0
AP: 90
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Claw Slam, Grab

Name: Castanets
Location: Mythril Caves
Level: 15
HP: 190
MP: 0
EXP: 65
GIL: 113
AP: 7
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: 2-Stage Attack, Scissor Spark

Name: Ceasar
Location: Sewers
Level: 8
HP: 120
MP: 0
EXP: 23
GIL: 55
AP: 2
Steal: Tranquilizer
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect

Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ram, Bubble

Name: Chekhov (BOSS)
Location: Wutai
Level: 34
HP: 5000
MP: 210
EXP: 2900
GIL: 0
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Absorb

Name: Christopher
Location: Crater
Level: 34
HP: 6000
MP: 200

EXP: 1300
GIL: 800
AP: 80
Steal: Earth Drum
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Stardust March, High/Low Suite

Name: Chuse Tank
Location: Midgar
Level: 6
HP: 36
MP: 0
EXP: 23
GIL: 30
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Rolling Claw, Slap

Name: Cokatolis
Location: Mt.Corel
Level: 17
HP: 420
MP: 0
EXP: 97
GIL: 168
AP: 10
Steal: Soft
Morph: Soft

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect

Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: No Effect
Death: No Effect

Attacks: Beak, Bird Neck, Petrify Smog

Name: Corneo's Lackey
Location: Brothel
Level: 8
HP: 42
MP: 0
EXP: 8
GIL: 10
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Stab, Machine Gun

Name: Corvette
Location: Junon Underwater Tunnel
Level: 36
HP: 3200
MP: 260

EXP: 1050
GIL: 2200
AP: 60
Steal: Hyper
Morph: Light Curtain

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Takes Half Damage
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bodyblow, Gash, Spinning Cut, Slap

Name: Crawler
Location: Mythril Caves
Level: 15
HP: 140
MP: 48
EXP: 56
GIL: 65
AP: 6
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Double Effect
Poison: Normal
Gravity: Normal
Water: Normal

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Cold Breath

Name: CrazySaw
Location: Midgar
Level: 44
HP: 39000
MP: 340
EXP: 800
GIL: 1300
AP: 80
Steal: Mute Mask
Morph: Turbo Ether

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected

Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Uppercut, Rifle

Name: Cromwell
Location: Midgar
Level: 42
HP: 3500
MP: 120
EXP: 800
GIL: 1500
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Normal Shell

Name: Cripshay
Location: Train Graveyard
Level: 8
HP: 100
MP: 0

EXP: 26
GIL: 53
AP: 3
Steal: Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ram, Dual Spike, Fire

Name: Crown Lance
Location: Cosmo Canyon Beach Areas
Level: 20
HP: 440
MP: 70
EXP: 225
GIL: 400
AP: 23
Steal: Nothing
Morph: Dream Powder

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Absorbs
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Sleepel, Sting, Bolt

Name: Cuahl
Location: Gaea's Cliff
Level: 33
HP: 1300
MP: 60
EXP: 720
GIL: 800
AP: 70
Steal: Tranquilizer
Morph: Tranquilizer

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect

Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Light Spell

Name: Custom Sweeper
Location: Midgar (Outskirts)
Level: 15
HP: 300
MP: 100
EXP: 63
GIL: 120
AP: 7
Steal: Atomic Scissors
Morph: X-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: W-Machine Gun, Smoke Shot, Mantra Magic

Notes: The Mantra Magic Enemy Skill is a great skill early in the game. Don't forget to pick it up!

Name: Dark Dragon
Location: Crater
Level: 57
HP: 14000
MP: 600
EXP: 5000
GIL: 2500
AP: 350
Steal: Dragon Armlet
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Laser, Dragon Force, Claw, Bite

Note: If you haven't yet, make sure you learn the Laser Enemy Skill
(That is, if you can survive long enough!). Also learn the
Dragon Force Enemy Skill if possible.

Name: Death Claw
Location: Gold Saucer Prison
Level: 19
HP: 400
MP: 120
EXP: 96
GIL: 168
AP: 10
Steal: Platinum Bangle
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Death Claw, Laser

Note: It's easier to pick up the Laser Enemy Skill here than from the Dark Dragon.

Name: Death Dealer
Location: Crater
Level: 48
HP: 7000
MP: 400
EXP: 1800
GIL: 1200
AP: 200
Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Roulette, Star, Spin Turn

Note: Pick up the Roulette Enemy Skill.

Name: Death Machine
Location: Junon
Level: 35
HP: 2500
MP: 150
EXP: 900
GIL: 1200
AP: 80
Steal: W-Machine Gun
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect

Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: W-Machine Gun, 100 Needles, Mantra Magic

Notes: If you forgot to pick it up, grab the Mantra Magic Enemy Skill from this guy.

Name: Deenglow
Location: Train Graveyard
Level: 10
HP: 120
MP: 72
EXP: 35
GIL: 70
AP: 4
Steal: Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Slash, Demi, Ice

Name: Demon's Gate (BOSS)
Location: Temple of the Ancients
Level: 45
HP: 10000

MP: 400
EXP: 3500
GIL: 4000
AP: 220
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Takes Half Damage
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Rock Drop, Cave In, Demon Crush

Name: Desert Sahagin
Location: Cosmo Canyon
Level: 20
HP: 580
MP: 0
EXP: 230
GIL: 300
AP: 21
Steal: Potion
Morph: Fire Veil

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Double Effect
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Absorbs
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Harpoon, Sandgun

Name: Devil Ride
Location: Midgar
Level: 13
HP: 240
MP: 0
EXP: 60
GIL: 100
AP: 6
Steal: Hi-Potion
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected

Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Wheelie, Drift Turn

Name: Diablo
Location: Ancient Forest
Level: 41
HP: 4000
MP: 200
EXP: 1600
GIL: 900
AP: 70
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Horn Bomber, Flame, Cold

Name: Doorbull
Location: Temple of the Ancients
Level: 35
HP: 2800

MP: 160
EXP: 760
GIL: 680
AP: 50
Steal: Hi-Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Fire Shell, Fang, Slash, Light Shell

Name: Dorky Face
Location: Shinra Mansion
Level: 23
HP: 520
MP: 803
EXP: 300
GIL: 202
AP: 85
Steal: Echo Screen
Morph: Mute Mask

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Cutter, Curses, Funny Breath

Name: Dragon
Location: Nibelheim Mountains
Level: 32
HP: 3500
MP: 250
EXP: 900
GIL: 1400
AP: 110
Steal: Gold Armlet
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect

Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Dragon Fang, Flame Thrower

Note: Of course, it's gonna be hard, but if you still haven't yet done it, pick up the Flame Thrower Enemy Skill.

Name: Dragon Rider
Location: Whirlwind Maze
Level: 35
HP: 3500
MP: 180
EXP: 1000
GIL: 690
AP: 80
Steal: Hi-Potion
Morph: Mind Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Head Hunting, Dual Attack, Head Hunting2, Rider Breath

Name: Dragon Zombie

Location: Crater
Level: 54
HP: 13000
MP: 400
EXP: 4000
GIL: 2500
AP: 300
Steal: Cauldron
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Double Damage

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Poison Bite, Body Tail, Pandora's Box, Shadow Flare

Note: The ever-elusive Pandora's Box Enemy Skill can be picked up from the Dragon Zombie. It's one hell of a task though. It's even harder to pick up the Shadow Flare Enemy Skill. But it's worth it.

Name: Dual Horn
Location: Temple of the Ancients
Level: 30
HP: 2500
MP: 0
EXP: 550
GIL: 500
AP: 45
Steal: Pepio Nut
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Angle Punch, Horn Lift

Name: Dyne (BOSS)
Location: Gold Saucer Prison Desert
Level: 23
HP: 1200
MP: 20
EXP: 600
GIL: 750
AP: 55
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect

Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Needle Gun, S-Mine, Molotov Cocktail

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Name: Eagle Gun (BOSS)
Location: Mt.Corel Train Ride
Level: 46
HP: 17000
MP: 50
EXP: 2000
GIL: 3800
AP: 90
Steal: Warrior Bangle
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected

Death: Affected

Attacks: Single Wing Fire, Dual Wing Fire

Notes: The rare Warrior Bangle can be stolen from this little bugger;
grab it and show off to all your friends who don't have it!

Name: Elena (BOSS)
Location: Midgar Tunnel
Level: 53
HP: 30000
MP: 100
EXP: 6400
GIL: 7000
AP: 800
Steal: Minerva Band
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Flame Light, Confu

Notes: As with all the Turks, a rare item can be stolen off Elena
(in this case, the Minerva Band), grab it!

Name: Elfadunk
Location: Chocobo Farm Area
Level: 14

HP: 220
MP: 34
EXP: 64
GIL: 140
AP: 7
Steal: Hi-Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bodyblow, Shower

Name: Epiolnis
Location: Ancient Forest
Level: 36
HP: 1800
MP: 90
EXP: 950
GIL: 1500
AP: 70
Steal: Wizard Bracelet
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bird Kick, Catapult, Acid Rain

Note: Steal the Wizard Bracelet! You can equip it if you want, but
I'd sell these babies for lots of quick moolah...

Name: Evilhead
Location: Gaea's Cliff
Level: 28
HP: 740
MP: 45
EXP: 650
GIL: 400
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect

Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Blood Suck, Ultrasound

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Name: Flapbeat
Location: Gold Saucer Area
Level: 18
HP: 330
MP: 60
EXP: 140
GIL: 186
AP: 15
Steal: T/S Bomb
Morph: T/S Bomb

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Tailbeat, Flying Sickle

Name: Flower Prong
Location: Gongaga Area
Level: 19
HP: 550
MP: 68
EXP: 240
GIL: 400
AP: 24
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Double Effect
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Bio2

Name: Formula
Location: Fort Condor Area
Level: 16
HP: 240
MP: 100
EXP: 65
GIL: 120
AP: 7
Steal: Boomerang
Morph: Speed Drink

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Swoop, Blue Impulse

Name: Foulander
Location: Wutai Mountains (the Dachao Statue)
Level: 27
HP: 800
MP: 100
EXP: 440
GIL: 460
AP: 34
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect

Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Flame Dance

Name: Frozen Nail
Location: Great Glacier
Level: 28
HP: 1300
MP: 100
EXP: 520
GIL: 800
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Continu-claw, Frozen Sickle

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Name: Gagighandi
Location: Cosmo Canyon Area
Level: 19
HP: 480
MP: 55
EXP: 173
GIL: 220
AP: 18
Steal: Soft
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Stone Stare

Name: Gargoyle
Location: Crater
Level: 43
HP: 2000
MP: 200
EXP: 800
GIL: 2500
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Petrify, Bite, L4 Death

Notes: The Gargoyle starts off as a statue, and you can't hit it until it "comes alive". So don't bother wasting an Omnislash on it while it's stoned. So to speak.

Name: Garuda
Location: Wutai Mountains (Dachao Statue Area)
Level: 29
HP: 1400
MP: 200
EXP: 520
GIL: 520
AP: 30
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Absorbs
Earth: Earth
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Earth
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Rod, Ice2, Bolt2

Name: Gas Ducter (BOSS)
Location: Mt.Corel Train Ride
Level: 42
HP: 3000
MP: 200
EXP: 900
GIL: 1200
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect

Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Punch, Smog Alert

Name: Ghirofelgo
Location: Shinra Mansion
Level: 26
HP: 1600
MP: 0
EXP: 380
GIL: 300
AP: 44
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Double Effect
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Slash

Name: Ghost
Location: Train Graveyard
Level: 10
HP: 130
MP: 80
EXP: 30
GIL: 22

AP: 3
Steal: Ghost Hand
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Slap, Drain

Notes: After you attack it, it becomes invisible for a while, and then rears it's ugly face again. You can't damage it while its invisible.

Name: Ghost Ship
Location: Junon Underwater Tunnel
Level: 44
HP: 6600
MP: 100
EXP: 1500
GIL: 2000
AP: 60
Steal: Phoenix Down
Morph: Guide Book

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal

Gravity: Invulnerable
Water: Takes Half Damage
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: St. Elmo's Fire, Slap, Goannai

Notes: The attack Goannai kicks one of your party members out for the rest of the battle. And you might want to Morph him for the one and only Guide Book.

Name: Gi Nattak (BOSS)
Location: Cave of the Gi
Level: 29
HP: 5500
MP: 200
EXP: 1400
GIL: 3000
AP: 150
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Normal
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected

Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Take Over, Aspil, Hit

Notes: As with any other creature weak to Holy, healing him actually hurts him. An X-Potion or Phoenix Down takes him out straight away.

Name: Gi Spector
Location: Cave of the Gi
Level: 23
HP: 450
MP: 88
EXP: 260
GIL: 150
AP: 20
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Death Sentence

Notes: This will probably be the first guy that you can get the Death Sentence Enemy Skill from.

Name: Gi Spector (there's two of them)
Location: Cave of the Gi
Level: 23
HP: 450
MP: 88
EXP: 260
GIL: 150
AP: 20
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Death Sentence, Skewer, Hell Spear

Name: Gighee
Location: Crater
Level: 34
HP: 5500
MP: 100
EXP: 700
GIL: 600

AP: 60
Steal: Elixir
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Stardust March, Kick

Name: Goblin
Location: Goblin Island
Level: 40
HP: 2000
MP: 80
EXP: 20
GIL: 20
AP: 20
Steal: Zelo Nut
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fight, Goblin Punch, Sleepel

Notes: Goblin Punch Enemy Skill, you might want to get it here.

Name: Godo (BOSS)
Location: Wutai Village (Pagoda)
Level: 36
HP: 6000
MP: 240
EXP: 5000
GIL: 40000
AP: 60
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect

Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Confu, Beast Sword, Drain, Bio2, Demi3, Trine

Note: A battle where you can add the Trine Enemy Skill to your collection.

Name: Golem
Location: Cosmo Canyon
Level: 24
HP: 1000
MP: 0
EXP: 300
GIL: 500
AP: 22
Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Finger Shot, Megaton Punch

Name: Gorki (BOSS)
Location: Wutai Village (Pagoda)

Level: 30
HP: 3000
MP: 150
EXP: 1500
GIL: 0
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Barrier, Regen, Demi2, Kick

Name: Grand Horn
Location: Gongaga Area
Level: 19
HP: 460
MP: 43
EXP: 180
GIL: 240
AP: 15
Steal: Nothing
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal

Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Punch, Grand Punch

Name: Grangalan
Location: Costa Del Sol Area
Level: 16
HP: 550
MP: 60
EXP: 88
GIL: 220
AP: 10
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Invulnerable
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected

Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Silver Wheel

Note: This guy opens up, and releases Grangalan Jr. to fight you.

Name: Grangalan Jr.
Location: Costa Del Sol Area
Level: 15
HP: 330
MP: 40
EXP: 77
GIL: 110
AP: 8
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Invulnerable
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Silver Wheel

Notes: This guy opens up to release Grangalan Jr. Jr. to fight you.

Name: Grangalan Jr. Jr.
Location: Costa Del Sol Area
Level: 14
HP: 110
MP: 20
EXP: 66
GIL: 55
AP: 6
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Invulnerable
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Silver Wheel

Note: The Grangalan opening fun stops here. Yay!

Name: Grashtrike
Location: Subway
Level: 8
HP: 42
MP: 0
EXP: 20
GIL: 20
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Silk, Slash

Name: Gremlin
Location: Whirlwind Maze
Level: 36
HP: 1500
MP: 100
EXP: 750
GIL: 750
AP: 60
Steal: Tent
Morph: X-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect

Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Bad Mouth

Name: Grenade
Location: Whirlwind Maze
Level: 32
HP: 2000
MP: 0
EXP: 900
GIL: 400
AP: 100
Steal: Right Arm
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Invulnerable
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Bodyblow, Bomb Blast

Notes: After he's been hit twice, watch out, as he'll use the Bomb Blast attack.

Name: Grenade Combatant
Location: Shinra Tower
Level: 10
HP: 130
MP: 0
EXP: 42
GIL: 72
AP: 4
Steal: Tranquilzer
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Gun, Hand Grenade

Name: Griffin
Location: Cosmo Canyon
Level: 21
HP: 760
MP: 40
EXP: 260
GIL: 350
AP: 25

Steal: Phoenix Down
Morph: Phoenix Down

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Peacock, Slash

Name: Griffon
Location: Gold Saucer Prison Desert
Level: 18
HP: 800
MP: 200
EXP: 148
GIL: 210
AP: 14
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Name: Grimguard
Location: Corral Valley
Level: 31
HP: 880
MP: 120
EXP: 600
GIL: 560
AP: 45
Steal: Shrivel
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Invulnerable
Lightning: Invulnerable
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect

Manipulate: Affected
Death: No Effect

Attacks: Grim Rod, Spin Shield, Bolt2, Ice2

Name: Grosspanzer
Location: Midgar
Level: 46
HP: 4600
MP: 200
EXP: 800
GIL: 2100
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: Affected
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Midgar, Missile, Machine Guns, Ram

Name: Grunt
Location: Reactor
Level: 7
HP: 40
MP: 0
EXP: 22
GIL: 15
AP: 2

Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Punch, Beam Gun

Name: Guard Hound
Location: Streets
Level: 3
HP: 42
MP: 0
EXP: 20
GIL: 12
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite

Name: Guard Scorpion (BOSS)
Location: Reactor
Level: 12
HP: 800
MP: 0
EXP: 100
GIL: 100
AP: 10
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected

Manipulate: Affected
Death: Affected

Attacks: Search Scope, Scorpion Tail, Rifle Tail, Tail Laser

Notes: If you attack it while its tail is up, it'll hit you with Tail Laser.

Name: Guard System
Location: Junon
Level: 35
HP: 2200
MP: 200
EXP: 1100
GIL: 1200
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: None

Name: Guardian
Location: Junon Underwater Reactor
Level: 40
HP: 4000
MP: 340

EXP: 940
GIL: 500
AP: 60
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: Affected
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Jumping Blow, Rocket Punch, W-Rocket Punch

Name: Gun Carrier
Location: Junon Underwater Reactor
Level: 39
HP: 3500
MP: 250
EXP: 860
GIL: 1600
AP: 75
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Normal Shell, Bodyblow

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Name: Hammer Blaster
Location: Shinra Tower
Level: 12
HP: 210
MP: 0
EXP: 43
GIL: 80
AP: 5
Steal: Echo Screen
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected

Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Pound

Name: Hard Attacker
Location: Junon Underwater Reactor
Level: 32
HP: 2500
MP: 150
EXP: 750
GIL: 660
AP: 58
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Takes Half Damage
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Takes Half Damage
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bodyblow, Oil

Name: Head Hunter
Location: South Islands (Mideel Area)
Level: 30

HP: 2000
MP: 100
EXP: 650
GIL: 450
AP: 80
Steal: Tranquilizer
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Sickle, Rising Dagger

Name: Headbomber
Location: Gaea's Cliff
Level: 35
HP: 1600
MP: 200
EXP: 640
GIL: 460
AP: 64
Steal: Tranquilizer
Morph: Tranquilizer

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Dorsal Punch, Extreme Bomber

Name: Heavy Tank
Location: Gongaga Reactor
Level: 21
HP: 1600
MP: 25
EXP: 340
GIL: 1300
AP: 45
Steal: Phoenix Down
Morph: Power Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect

Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Charge, Wheelie Attack, Big Spiral

Name: Hedgehog Pie
Location: Slums
Level: 6
HP: 40
MP: 52
EXP: 6
GIL: 40
AP: 52
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Double Effect
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fire, Charge

Name: Heg
Location: Cave of the Gi
Level: 22

HP: 400
MP: 0
EXP: 250
GIL: 240
AP: 20
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Double Effect
Lightning: Normal
Earth: Normal
Poison: Invulnerable
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Poison Fang, Holt Whip

Name: Heli Gunner (BOSS)
Location: Shinra Tower
Level: 19
HP: 1000
MP: 0
EXP: 250
GIL: 200
AP: 25
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Invulnerable
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: AB Cannon, Firing Line, C Cannon, Flying Drill

Name: Hell House
Location: Slums
Level: 11
HP: 450
MP: 0
EXP: 44
GIL: 250
AP: 6
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect

Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Hell Bomber, Demi, Suicide Drop, Hell

Name: Hell Rider VR2
Location: Fort Condor Area
Level: 18
HP: 350
MP: 50
EXP: 72
GIL: 165
AP: 8
Steal: Hi-Potion
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Takes Half Damage
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Stomp, Electromag

Name: Helletic Hojo (BOSS)
Location: Midgar
Level: 55

HP: 26000
MP: 260
EXP: 0
GIL: 0
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: None

Name: Helletic Hojo, Left Arm (BOSS)
Location: Midgar
Level: 55
HP: 24000
MP: 400
EXP: 0
GIL: 0
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal

Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks:

Name: Helletic Hojo, Right Arm (BOSS)
Location: Midgar
Level: 55
HP: 5000
MP: 300
EXP: 0
GIL: 0
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect

Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: None

Name: Hippogriff
Location: Southern Islands (Mideel Area)
Level: 37
HP: 3000
MP: 280
EXP: 800
GIL: 1500
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: L2 Confuse, Peck, Peacock

Name: Hojo (BOSS)
Location: Midgar
Level: 34
HP: 11000
MP: 120

EXP: 2000
GIL: 2200
AP: 150
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Capsule

Name: Hundred Gunner (BOSS)
Location: Shinra Tower
Level: 18
HP: 1600
MP: 0
EXP: 330
GIL: 300
AP: 35
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Double Effect
Poison: Normal
Gravity: Normal
Water: Invulnerable

Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Aux Artillery, Hidden Artillery, Main Artillery, Wave
Artillery

Name: Hungry
Location: Bone Village Area
Level: 33
HP: 2000
MP: 100
EXP: 700
GIL: 600
AP: 60
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect

Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Mini, Hit

Name: Ice Golem
Location: Great Glacier
Level: 40
HP: 4000
MP: 30
EXP: 1000
GIL: 1500
AP: 70
Steal: Hi-Potion
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Cold Snap, Wide Grazer, Bodyblow

Name: Icicle
Location: Gaea's Cliff
Level: 30
HP: 3000

MP: 300
EXP: 500
GIL: 0
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Absorbs
Lightning: Normal
Earth: Double Effect
Poison: Normal
Gravity: Double Effect
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Icicle Drop

Name: Iron Man
Location: Crater
Level: 46
HP: 20000
MP: 100
EXP: 10000
GIL: 600
AP: 150
Steal: Elixir
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Takes Half Damage
Ice: Takes Half Damage
Lightning: Normal
Earth: Takes Half Damage
Poison: Normal
Gravity: Normal

Water: Double Effect
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Sword Slash, Grand Sword, Adrenaline

Name: Ironite
Location: Whirlwind Maze
Level: 30
HP: 2400
MP: 100
EXP: 900
GIL: 680
AP: 48
Steal: Phoenix Down
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect

Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bodyblow, Fry Upper, Sleepel

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Name: Jayjujayne
Location: Wutai Village (Dachao Statue)
Level: 28
HP: 640
MP: 20
EXP: 410
GIL: 350
AP: 35
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Confu-scales, Silk, Thread

Name: Jemnezmy
Location: Temple of the Ancients

Level: 24
HP: 800
MP: 80
EXP: 510
GIL: 400
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Invulnerable
Lightning: Normal
Earth: Normal
Poison: Double Effect
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Cold Breath, Fascination

Name: Jenova-Birth (BOSS)
Location: Shinra Boat
Level: 25
HP: 4000
MP: 110
EXP: 680
GIL: 800
AP: 64
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal

Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Tail Laser, W-Laser, Gas

Name: Jenova-Death (BOSS)
Location: Whirlwind Maze
Level: 55
HP: 25000
MP: 800
EXP: 6000
GIL: 5000
AP: 400
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected

Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Silence, Red Light, Tropic Wind

Name: Jenova Life (BOSS)
Location: City of the Ancients
Level: 50
HP: 10000
MP: 300
EXP: 4000
GIL: 1500
AP: 350
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Double Effect
Poison: Normal
Gravity: Invulnerable
Water: Absorbs
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Blue Flame, Aqualung, Blue Light

Note: Good chance to get the Aqualung Enemy Skill here!

Goodbye, Aeris...

Name: Jenova*Synthesis A (BOSS)
Location: Inside the Planet
Level: ?
HP: ?
MP: ?
EXP: 60000
GIL: ?
AP: 1000
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Absorb, Bio2, Ultima

Notes: Jenova will count down from five. When it's done, it's Ultima time! If it uses Ultima, that means no EXP/AP for you.

Name: Jenova*Synthesis B (BOSS)
Location: Inside the Planet
Level: 61
HP: 10000
MP: 600
EXP: ?
GIL: ?
AP: ?
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Notes: Jenova's arm.

Name: Jenova*Synthesis C (BOSS)
Location: Inside the Planet
Level: 61
HP: 8000
MP: 600
EXP: ?
GIL: ?
AP: ?
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Notes: Jenova's arm.

Name: Jersey
Location: Shinra Mansion
Level: 25
HP: 500
MP: 100
EXP: 320
GIL: 384
AP: 30
Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect

Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Spin Attack, ????

Notes: Jersey uses the ???? Enemy Skill. It's quite hard to obtain this one, so spend a little bit of time trying to acquire it.

Name: Joker
Location: Gold Saucer Area (North Continent)
Level: 18
HP: 370
MP: 0
EXP: 150
GIL: 260
AP: 30
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Heart, Club, Joker, Diamond, Spade

Name: Jumping
Location: Bone Village/Icicle Village Area
Level: 24
HP: 999

MP: 0
EXP: 400
GIL: 50
AP: 30
Steal: Nothing
Morph: Antarctic Wind

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Dive Kick, Club Sword

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Name: Kalm Fang
Location: Midgar
Level: 10
HP: 160
MP: 0
EXP: 53
GIL: 92
AP: 5
Steal: Ether
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Normal

Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fang, Bodyblow

Name: Kelzmelzer
Location: Temple of the Ancients
Level: 30
HP: 800
MP: 0
EXP: 410
GIL: 400
AP: 35
Steal: Antidote
Morph: Antidote

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect

Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Liquid Poison

Name: Kimara Bug
Location: Gongaga Area
Level: 19
HP: 700
MP: 25
EXP: 190
GIL: 278
AP: 19
Steal: Spider Web
Morph: Hourglass

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Butterfly Attack, Stop Web, Spider Web

Name: King Behemoth
Location: Crater

Level: 60
HP: 18000
MP: 560
EXP: 2000
GIL: 950
AP: 250
Steal: Phoenix Down
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: King Tail, Bite

Name: Kyuvildens
Location: Nibel Mts.
Level: 24
HP: 800
MP: 0
EXP: 340
GIL: 368
AP: 34
Steal: Nothing
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Normal

Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Lay Flat

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Name: Land Worm
Location: Gold Saucer Prison Desert
Level: 22
HP: 1500
MP: 80
EXP: 400
GIL: 256
AP: 40
Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Takes Half Damage
Ice: Double Effect
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Takes Half Damage
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect

Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Earthquake, Sandstorm

Name: Lessaloploth
Location: Great Glacier
Level: 34
HP: 2000
MP: 400
EXP: 920
GIL: 800
AP: 65
Steal: Phoenix Down
Morph: Phoenix Down

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Invulnerable
Lightning: Normal
Earth: Normal
Poison: Invulnerable
Gravity: Invulnerable
Water: Normal
Wind: Invulnerable
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Wing Cut, Scorpion's Tail, Avalanche

Name: Levrikon
Location: Chocobo Farm Area
Level: 14
HP: 200
MP: 0
EXP: 65
GIL: 128
AP: 7
Steal: Ether
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bird Kick, Flaming Peck

Name: Lifeform Hojo (BOSS)
Location: Midgar
Level: 58
HP: 30000
MP: 100
EXP: 25000
GIL: 6000
AP: 2500
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal

Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Combo, Tentacle

Name: Lost Number (BOSS)
Location: Shinra Mansion
Level: 35
HP: 7000
MP: 300
EXP: 2000
GIL: 2000
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect

Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Bolt2, Fire2, Quake2

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Name: Madouge
Location: Mythril Caves
Level: 16
HP: 220
MP: 0
EXP: 70
GIL: 150
AP: 8
Steal: Grand Glove
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Iron Ball, Swamp Shoot

Name: Magic Pot
Location: Crater
Level: 41
HP: 4096
MP: 128
EXP: 8000
GIL: 8500
AP: 1000
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Bad Mouth

Notes: You have to give these guys Elixirs before you can actually damage them. For 1000 AP, go nuts!

Name: Magnade
Location: Great Glacier
Level: 35
HP: 1000
MP: 100
EXP: 980
GIL: 1200
AP: 50
Steal: Phoenix Down
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Shield Throw, W-Shield Throw

Note: Hitting this guy physically is almost impossible, stick to the spells.

Name: Malboro
Location: Gaea's Cliff
Level: 44
HP: 4400
MP: 900
EXP: 1000
GIL: 100
AP: 100
Steal: M-Tentacles
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Invulnerable
Water: Double Effect
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Frozen Breath, Bad Breath, Bio2

Notes: The Bad Breath Enemy Skill is one you don't want to miss. That is, if you can survive its deadly effects.

Name: Malldancer
Location: Bone Village Area
Level: 32
HP: 600
MP: 100
EXP: 500
GIL: 700
AP: 56
Steal: Phoenix Down
Morph: X-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Invulnerable
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect

Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Dance

Name: Mandragora
Location: Chocobo Farm Area
Level: 10
HP: 120
MP: 0
EXP: 55
GIL: 135
AP: 6
Steal: Lasan Nut
Morph: Ether

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Grass Punch, Slow Dance

Name: Manhole
Location: Midgar
Level: 35
HP: 2500

MP: 110
EXP: 900
GIL: 3000
AP: 80
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Throw

Name: Marine
Location: Shinra Boat
Level: 16
HP: 300
MP: 20
EXP: 75
GIL: 150
AP: 8
Steal: Shinra Beta
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Sleep, Gun, Grenade

Name: Master Tonberry
Location: Crater
Level: 45
HP: 8000
MP: 400
EXP: 6000
GIL: 6800
AP: 200
Steal: Elixir
Morph: Ribbon

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Absorbs
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected

Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Everyone's Grudge

Notes: Need a Ribbon? Just Morph ol' Tonberry.

Name: Materia Keeper (BOSS)
Location: Nibel Mts. (Reactor)
Level: 38
HP: 8400
MP: 300
EXP: 3000
GIL: 2400
AP: 200
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Big Horn, Hell Combo, Trine, ????

Notes: Materia Keeper uses both the Trine and ???? Enemy Skills.
While Trine is easy to get, the elusive ???? Skill might take
a while.

Name: Midgar Zolom
Location: Chocobo Farm Swamp
Level: 26
HP: 4000
MP: 348
EXP: 250
GIL: 400
AP: 25
Steal: Nothing
Morph: X-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Bite, Push, Beta

Notes: The elusive Beta Enemy Skill is held by this fella. You've got to damage him severely (don't kill him) before he'll use it (you'll know when he starts swaying to and fro).

Name: Mighty Grunt
Location: Shinra Tower
Level: 12
HP: 230
MP: 0
EXP: 50
GIL: 98
AP: 5
Steal: Grenade

Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Gun, Double Gun, Rollerspin

Name: Mirage
Location: Shinra Mansion
Level: 245
HP: 570
MP: 0
EXP: 290
GIL: 280
AP: 22
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Slice

Name: Mono Drive
Location: Reactor
Level: 2
HP: 28
MP: 28
EXP: 18
GIL: 8
AP: 3
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect

Death: No Effect

Attacks: Ram, Fire

Name: Moth Slasher
Location: Shinra Tower
Level: 13
HP: 260
MP: 0
EXP: 46
GIL: 75
AP: 5
Steal: Carbon Bangle
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Speed, Slash, Ram

Name: Motor Ball (BOSS)
Location: Shinra Highway
Level: 19
HP: 2600
MP: 120
EXP: 440
GIL: 350
AP: 45
Steal: Nothing

Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Arm Attack, Twin Burner, Rolling Fire

Name: Mu
Location: Chocobo Farm
Level: 12
HP: 210
MP: 52
EXP: 54
GIL: 130
AP: 6
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Hot Springs, Sinking, L4 Suicide

Notes: Don't forget about the L4 Suicide Enemy Skill!

Name: MP
Location: Reactor
Level: 2
HP: 30
MP: 0
EXP: 16
GIL: 10
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect

Manipulate: No Effect
Death: No Effect

Attacks: Machine Gun, Punch

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Name: Needle Kiss
Location: Mt.Corel
Level: 17
HP: 180
MP: 40
EXP: 75
GIL: 130
AP: 8
Steal: Soft
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Chute Attack, Thunder Kiss

Name: Nerosuferoth
Location: Junon
Level: 16
HP: 150
MP: 20
EXP: 53

GIL: 146
AP: 5
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Beak, Heatwing

Name: Nibel Wolf
Location: Nibel Area
Level: 23
HP: 700
MP: 0
EXP: 265
GIL: 260
AP: 24
Steal: Luchile Nut
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
 Return: No Effect
 Confusion: No Effect
 Silence: No Effect
 Slow: No Effect
 Darkness: No Effect
 Transform: No Effect
 Stop: No Effect
 Berserk: No Effect
 Poison: No Effect
 Paralysis: No Effect
 Stone: No Effect
 Slowly Stone: No Effect
 Manipulate: No Effect
 Death: No Effect

Attacks: Bodyblow, Fang

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Oh, there's no monsters.

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Name: Palmer (BOSS)
 Location: Rocket Town
 Level: 38
 HP: 6000
 MP: 240
 EXP: 1800
 GIL: 5000
 AP: 98
 Steal: Nothing
 Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
 Ice: Normal
 Lightning: Normal
 Earth: Normal
 Poison: Normal
 Gravity: Invulnerable
 Water: Normal
 Wind: Normal
 Holy: Normal

Status (what it's effected by)

Sleep: Affected
 Return: Affected
 Confusion: Affected

Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Mako Gun

Name: Parasite
Location: Crater
Level: 51
HP: 6000
MP: 300
EXP: 1100
GIL: 1000
AP: 100
Steal: Remedy
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Double Effect

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Head Attack, L5 Death, Magic Breath, Para Tail

Note: Parasite uses both the L5 Death and Magic Breath Enemy Skills.

Collect them.

Name: Pollensalta
Location: Crater
Level: 41
HP: 4000
MP: 220
EXP: 1000
GIL: 1000
AP: 100
Steal: Hyper
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Cold Breath, Fire3, Angel Whisper, Fascination

Note: The Angel Whisper Enemy Skill is one of the best in the game,
don't miss out!

Name: Poodler
Location: Sunken Plane (Gelnika)
Level: 42
HP: 6000
MP: 220
EXP: 1000
GIL: 2500
AP: 70

Steal: Turbo Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Name: Poodler Sample (BOSS)
Location: Midgar
Level: 42
HP: 10000
MP: 200
EXP: 2000
GIL: 2000
AP: 150
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Bodyblow

Name: Proud Clod (BOSS)
Location: Midgar
Level: 53
HP: 60000
MP: 320
EXP: 7000
GIL: 10000
AP: 1000
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected

Manipulate: Affected
Death: Affected

Attacks: Wrist Laser, Machine Guns, Materia Jammer, Beam Cannon

Name: Proto Machinegun
Location: Reactoy (Second)
Level: 4
HP: 100
MP: 0
EXP: 16
GIL: 15
AP: 2
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Machine Gun

Name: Prowler
Location: Midgar
Level: 12
HP: 150
MP: 0
EXP: 55
GIL: 160
AP: 5

Steal: Ether
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Hit, Grind

Notes: Watch out, this little bugger steals stuff off you, so kill it to retrieve lost items.

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Quite funny, no monsters under Q.

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Name: Rapps (BOSS)
Location: Wutai Village (Dachao Statue)
Level: 39
HP: 6000
MP: 300
EXP: 320
GIL: 20000
AP: 33
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Aero3, Scorpion's Tail

Name: Razor Weed
Location: West Continent (Wutai)
Level: 27
HP: 1000
MP: 145
EXP: 375
GIL: 350
AP: 30
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect

Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Glasscutter, Spaz Voice, Magic Hammer

Notes: Pick up the handy Magic Hammer Enemy Skill.

Name: Red Dragon (BOSS)
Location: Temple of the Ancients
Level: 39
HP: 6800
MP: 300
EXP: 3500
GIL: 1000
AP: 200
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Red Dragon Breath, Tail, Bite

Name: Reno (BOSS)
Location: Midgar
Level: ?
HP: ?
MP: ?
EXP: 290
GIL: 500
AP: 22
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Pyramid, Electromagnetic Rod

Name: Reno (BOSS)
Location: Gongaga
Level: 22
HP: 2000
MP: 80
EXP: 660
GIL: 1500
AP: 60
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Slap, Turk Light, Electropod, Turks' Light Arrow

Name: Reno (BOSS)
Location: Sunken Plane (Gelnika)
Level: 49
HP: 15000
MP: 230
EXP: 5250
GIL: 4500
AP: 330
Steal: Tough Ring
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Neo Turks' Light Ray

Note: STEAL THE TOUPH RING!!!

Name: Reno (BOSS)
Location: Midgar Tunnel
Level: 50
HP: 25000
MP: 200
EXP: 5500
GIL: 5000
AP: 600
Steal: Tough Ring
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Absorbs
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected

Manipulate: Affected
Death: Affected

Attacks: Turk Light, Electropod

Notes: Once again, STEAL THE TOUPH RING!

Name: Riflsak
Location: Ancient Forest
Level: 40
HP: 2000
MP: 500
EXP: 750
GIL: 1000
AP: 70
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Blood Suck, Autumn Leaves

Name: Rocket Launcher
Location: Subway
Level: 5
HP: 50
MP: 0
EXP: 13

GIL: 7
AP: 3
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Rocket Launcher

Name: Rocket Launcher
Location: Junon
Level: 20
HP: 1000
MP: 0
EXP: 600
GIL: 300
AP: 60
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Missile

Name: Roulette Cannon
Location: Junon
Level: 38
HP: 3000
MP: 200
EXP: 1200
GIL: 1600
AP: 100
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Invulnerable
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected

Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Missile

Name: Rude (BOSS)
Location: Gongaga
Level: 23
HP: 2000
MP: 135
EXP: 720
GIL: 2000
AP: 70
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Punch, Fire, Cure

Name: Rude (BOSS)
Location: Rocket Town
Level: 42
HP: 9000
MP: 240
EXP: 3400

GIL: 3000
AP: 80
Steal: Ziedrich
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Punch, Grand Spark, MBarrier

Note: STEAL THE ZIEDRICH!

Name: Rude (BOSS)
Location: Sunken Plane (Gelnika)
Level: 49
HP: 20000
MP: 280
EXP: 5250
GIL: 4500
AP: 330
Steal: Ziedrich
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bolt2

Notes: As before, STEAL THE ZIEDRICH!

Name: Rude (BOSS)
Location: Midgar
Level: 51
HP: 28000
MP: 250
EXP: 5500
GIL: 5000
AP: 600
Steal: Ziedrich
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected

Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Punch, Grand Spark

Notes: As usual, STEAL THE ZIEDRICH!

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Name: Safer Sephiroth
Location: Inside the Planet
Level: ?
HP: ?
MP: ?
EXP: ?
GIL: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Wall, Shadow Flare, Break, Despell, Deen, Pale Horse, Super
Nova

Notes: If Cloud is on level 98, Sephiroth's HP is double the original
level 99, Sephiroth's HP is triple the original

Name: Sahagin
Location: Sewers
Level: 10
HP: 150
MP: 0
EXP: 30
GIL: 89
AP: 3
Steal: Hyper
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Water Gun, Trident

Name: Schizo, Left (BOSS)
Location: Gaea's Cliff
Level: 43
HP: 18000
MP: 350
EXP: 2200
GIL: 1500
AP: 120

Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Frozen Breath, Earthquake

Name: Schizo, Right (BOSS)
Location: Gaea's Cliff
Level: 43
HP: 18000
MP: 350
EXP: 2200
GIL: 1500
AP: 120
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Flame Breath, Earthquake

Name: Scissors
Location: Crater
Level: 33
HP: 2900
MP: 88
EXP: 1000
GIL: 1400
AP: 90
Steal: Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect

Manipulate: No Effect
Death: Affected

Attacks: Cross Scissors, Scissor Kick, Scissor Attack

Name: Scotch
Location: Brothel
Level: 11
HP: 150
MP: 0
EXP: 22
GIL: 60
AP: 0
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Machine Gun

Name: Screamer
Location: Nibel Mts.
Level: 26
HP: 800
MP: 40
EXP: 400
GIL: 400
AP: 33

Steal: Nothing
Morph: Power Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ironball, Iron Attack, War Cry

Name: Scrutin Eye (great pun, BTW)
Location: Shinra Boat
Level: 15
HP: 240
MP: 60
EXP: 80
GIL: 120
AP: 8
Steal: Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fire2, Ice2, Ram

Name: Sea Worm
Location: Southern Islands (Mideel Beaches)
Level: 22
HP: 9000
MP: 200
EXP: 1300
GIL: 5000
AP: 200
Steal: Dragon Scales
Morph: Dragon Scales

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Invulnerable
Ice: Double Effect
Lightning: Normal
Earth: Absorbs
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: No Effect

Manipulate: Affected
Death: Affected

Attacks: Sandstorm, Crush, Earthquake

Notes: Great source of Gil. Two battles nets you 10000 gil!

Name: Search Crown
Location: Mt.Corel
Level: 16
HP: 150
MP: 30
EXP: 0
GIL: 111
AP: 8
Steal: Turbo Ether
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Takes Half Damage
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Seed Shooting, Four Laser

Name: Senior Grunt
Location: Junon Underwater Reactor
Level: 35
HP: 2600
MP: 245
EXP: 930

GIL: 800
AP: 90
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Takes Half Damage
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Handclaw, Harrier Beam, Water Wave

Name: Serpent
Location: Sunken Plane (Gelnika)
Level: 40
HP: 14000
MP: 290
EXP: 1400
GIL: 2500
AP: 70
Steal: Water Ring
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Viper Breath, Aqualung

Notes: If you haven't yet, pick up the handy Aqualung Enemy Skill.

Name: Shadow Maker
Location: Midgar
Level: 42
HP: 2000
MP: 120
EXP: 500
GIL: 500
AP: 25
Steal: Graviball
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Double Effect
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect

Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: Affected

Attacks: Slow

Name: Shake (BOSS)
Location: Wutai Village (Pagoda)
Level: 32
HP: 4000
MP: 180
EXP: 2200
GIL: 0
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Beak, Rage Bomber

Name: Shred
Location: Great Glacier
Level: 32
HP: 900

MP: 100
EXP: 500
GIL: 950
AP: 40
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Invulnerable
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Tail, Crazy Claw, Cure3

Name: Skeeskee
Location: Cosmo Canyon
Level: 20
HP: 540
MP: 0
EXP: 222
GIL: 222
AP: 22
Steal: Tranquilizer
Morph: Hyper

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Beak, Rage Bomber

Name: Slalom
Location: Junon
Level: 37
HP: 1600
MP: 30
EXP: 700
GIL: 1500
AP: 70
Steal: Smoke Bomb
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect

Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Punch, Smog

Name: Slaps
Location: Temple of the Ancients
Level: 29
HP: 900
MP: 50
EXP: 370
GIL: 450
AP: 30
Steal: Nothing
Morph: Hyper

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Bug Needle, Berserk Needle, Paralyzer Needle

Name: Smogger
Location: Reactor (Second)
Level: 8
HP: 90

MP: 0
EXP: 32
GIL: 60
AP: 3
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: Affected

Attacks: Somg, Hit, Poison

Name: Sneaky Step
Location: Cave of the Gi
Level: 21
HP: 600
MP: 65
EXP: 270
GIL: 330
AP: 24
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal

Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Triple Attack, Death Sentence

Notes: You should have it already, but if you don't, grab the Death Sentence Enemy Skill.

Name: Snow
Location: Great Glacier
Level: 32
HP: 4000
MP: 160
EXP: 500
GIL: 700
AP: 42
Steal: Circlet
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect
Ice: Absorbs
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect

Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Cold Breath, Fascination, Ice 2

Note: Steal the one and only Circlet from Snow!

Name: Soldier:1st
Location: Midgar
Level: 44
HP: 5000
MP: 400
EXP: 960
GIL: 2400
AP: 90
Steal: Shinra Alpha
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Sword of Doom, Slash

Name: Soldier:2nd
Location: Junon
Level: 35
HP: 4000
MP: 340
EXP: 1000
GIL: 750
AP: 85
Steal: Remedy
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Absorbs
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Fight, Sword of Doom

Name: Soldier:3rd
Location: Shinra Tower
Level: 13
HP: 250
MP: 40
EXP: 54
GIL: 116
AP: 6
Steal: Hardedge
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Double Effect

Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Slash, Flying Sickle, Ice2

Name: Sonic Speed
Location: Nibel Mts.
Level: 36
HP: 750
MP: 50
EXP: 370
GIL: 330
AP: 28
Steal: Ether
Morph: Speed Drink

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect

Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Harrier, Swoop

Name: Soul Fire (BOSS)
Location: Cave of the Gi
Level: 21
HP: 1300
MP: 220
EXP: 200
GIL: 100
AP: 10
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Invulnerable
Gravity: Invulnerable
Water: Invulnerable
Wind: Double Effect
Holy: Double Effect

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Fire2

Name: Special Combatant
Location: Reactor (Second)
Level: 9
HP: 60
MP: 0
EXP: 28
GIL: 40
AP: 3
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Hit, Wave, Beam Gun

Name: Spencer
Location: Gold Saucer Area
Level: 17
HP: 250
MP: 0
EXP: 110
GIL: 175
AP: 11
Steal: Saraha Nut
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal

Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Swordblade, Uppercutter

Name: Spiral
Location: Southern Islands (Mideel Area)
Level: 39
HP: 2800
MP: 100
EXP: 700
GIL: 200
AP: 80
Steal: X-Potion
Morph: Guard Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect

Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Spin, Charge

Name: Staniv (BOSS)
Location: Wutai Village (Pagoda)
Level: 36
HP: 6000
MP: 24
EXP: 3600
GIL: 0
AP: 50
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Chain, War Cry

Name: Stilva
Location: Gaea's Cliff
Level: 40
HP: 2000
MP: 300
EXP: 1000
GIL: 1100
AP: 110
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Big Red Clipper, Trine, Magic Breath

Notes: Pick up the valuable Trine and Magic Breath Enemy Skills from Stilva.

Name: Stinger
Location: Cave of the Gi
Level: 25
HP: 2200
MP: 60
EXP: 290
GIL: 358
AP: 25
Steal: Ether
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: Affected
Death: No Effect

Attacks: Hit, Sting Bomb

Name: Submarine Crew
Location: Junon
Level: 32
HP: 1500
MP: 85
EXP: 850
GIL: 500
AP: 80
Steal: 8-Inch Cannon
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect

Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Machine Gun, Hand Grenade

Name: Sweeper
Location: Reactor
Level: 8
HP: 140
MP: 0
EXP: 27
GIL: 30
AP: 3
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Name: Sword Dance
Location: Shinra Tower
Level: 11
HP: 160
MP: 0
EXP: 39
GIL: 90
AP: 6
Steal: Hyper
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Slap, Sawback, Thrash

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Name: Tail Vault
Location: West Continent (Wutai)
Level: 28
HP: 960
MP: 0
EXP: 440
GIL: 380
AP: 36
Steal: Nothing

Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Somersault

Name: Thunderbird
Location: West Continent (Wutai)
Level: 28
HP: 800
MP: 80
EXP: 385
GIL: 420
AP: 36
Steal: Bolt Plume
Morph: Swift Bolt

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Absorbs
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Stab, Lightning

Name: Tonadu
Location: Corel Area
Level: 30
HP: 1600
MP: 0
EXP: 600
GIL: 600
AP: 45
Steal: Bird Wing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Normal
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: Affected
Berserk: No Effect
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Great Gale, Big Sound

Name: Touch Me
Location: Cosmo Canyon Forest Area
Level: 18
HP: 300
MP: 74
EXP: 170
GIL: 180
AP: 23
Steal: Impaler
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Frog Jab, Frog Song

Notes: Uses the Frog Song Enemy Skill, pick it up.

Name: Toxic Frog
Location: Temple of the Ancients
Level: 26
HP: 500
MP: 100
EXP: 420
GIL: 260
AP: 30

Steal: Impaler
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Double Effect
Lightning: Normal
Earth: Absorbs
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Frog Song, Frog Jab, Poison

Notes: Also uses the Frog Song Enemy Skill.

Name: Trickplay
Location: Icicle Village Area
Level: 24
HP: 1500
MP: 100
EXP: 480
GIL: 800
AP: 35
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Absorbs
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal

Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Magma, Sewer, Gold Mountain, Sinking, L4 Suicide

Notes: Uses the L4 Suicide Enemy Skill.

Name: Twin Brain
Location: Nibel Mts.
Level: 25
HP: 400
MP: 20
EXP: 340
GIL: 320
AP: 32
Steal: Ether
Morph: Turbo Ether

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect

Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Absorb, Stare Down

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Name: Ultimate Weapon (BOSS)
Location: Mideel
Level: ?
HP: 10000
MP: ?
EXP: ?
GIL: ?
AP: ?
Steal: Curse Ring
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Quake 2, Ultima Beam

Name: Ultimate Weapon (BOSS)
Location: In the Air (Above Junon, Mideel, Nibel Mts., and Corel)

Level: ?
HP: Same as it was at the end of last battle
MP: ?
EXP: ?
GIL: ?
AP: ?
Steal: Circlet
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ultima Beam

Name: Ultimate Weapon (BOSS)
Location: Ground (Mideel, Fort Condor, Crater, and Gongaga)
Level: ?
HP: Same as it was at the end of last battle
MP: ?
EXP: ?
GIL: ?
AP: ?
Steal: Reflect Ring
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal

Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ultima Beam, Quake 2

Name: Ultimate Weapon (BOSS)
Location: Above the Cosmo Canyon
Level: ?
HP: Same as it was at the end of last battle
MP: 400
EXP: 35000
GIL: 25000
AP: 3500
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect

Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ultima Beam, Shadow Flare

Note: Uses Shadow Flare Enemy Skill when you kill it. It hits a character at random, just hope that it's a character with the Enemy Skill Materia equipped.

Name: Underwater MP
Location: Junon Underwater Reactor
Level: 34
HP: 1000
MP: 100
EXP: 820
GIL: 600
AP: 80
Steal: Shinra Alpha
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Machine Gun, Hand Grenade

Name: Unknown
Location: Sunken Plane (Gelnika)
Level: 50
HP: 11000
MP: 110
EXP: 1500
GIL: 5000
AP: 150
Steal: Fire Armlet
Morph: Power Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Tail, Tongue

Name: Unknown 2
Location: Sunken Plane (Gelnika)
Level: 51
HP: 13000
MP: 130
EXP: 3000
GIL: 10000
AP: 300
Steal: Aurora Armlet
Morph: Guard Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Abnormal Breath, Tentacle, Needle

Name: Unknown 3
Location: Sunken Plane (Gelnika)
Level: 52
HP: 15000
MP: 150
EXP: 2000
GIL: 7500
AP: 200
Steal: Bolt Armlet
Morph: Magic Source

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect

Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Poison Fang, Creepy Touch

V

Name: Valron
Location: Nibel
Level: 24
HP: 950
MP: 80
EXP: 300
GIL: 300
AP: 30
Steal: Nothing
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Speed Punch, Jump Kick, Dive Kick, MBarrier

Name: Vargid Police
Location: Shinra Tower
Level: 9
HP: 140
MP: 28
EXP: 44
GIL: 40
AP: 7
Steal: Tranquilizer
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Needle, Suicide

Name: Velcher Task
Location: Rocket Town
Level: 26
HP: 900
MP: 28
EXP: 320
GIL: 350
AP: 31
Steal: Remedy
Morph: Remedy

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Claw, Poison Blow

Name: Vice
Location: Slums
Level: 7
HP: 68
MP: 0
EXP: 24
GIL: 80
AP: 3
Steal: Speed Drink
Morph: Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect

Return: Affected
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Hit

Name: Vlakorados
Location: Bone Village Area
Level: 33
HP: 33333
MP: 333
EXP: 510
GIL: 460
AP: 40
Steal: Carob Nut
Morph: Elixir

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: No Effect
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: No Effect

Attacks: Tail, Violent Advance, Bolt Ball

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W

Name: Warning Board
Location: Shinra Tower
Level: 12
HP: 270
MP: 0
EXP: 38
GIL: 75
AP: 4
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Invulnerable
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: None

Name: Whole Eater
Location: Slums
Level: 9
HP: 72
MP: 0
EXP: 24
GIL: 70
AP: 2
Steal: Potion
Morph: Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Sickle

Name: Wind Wing
Location: Whirlwind Maze
Level: 36
HP: 1900
MP: 350
EXP: 800
GIL: 500
AP: 60
Steal: Hi-Potion
Morph: Phoenix Down

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect

Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Tailbeat, Sham Seal, Aero3, White Wind

Notes: The White Wind Enemy Skill ROCKS! Get it.

Name: Wolfmeister
Location: Mt.Corel Train Ride
Level: 43
HP: 10000
MP: 200
EXP: 10000
GIL: 600
AP: 100
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Double Effect
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: Affected
Slow: No Effect
Darkness: Affected
Transform: Affected
Stop: No Effect
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected

Death: Affected

Attacks: Heavy Sword, Big Guard

=====
X
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Nothing here.

=====
Y
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Name: Ying/Yang
Location: Shinra Mansion Basement
Level: 24
HP: 1200
MP: 220
EXP: 350
GIL: 400
AP: 35
Steal: Nothing
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: Affected
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: Affected
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: Affected
Paralysis: Affected
Stone: Affected
Slowly Stone: Affected
Manipulate: Affected
Death: Affected

Attacks: Bolt2, Ice2

=====
Z
=====

Name: Zenene
Location: Shinra Tower
Level: 14
HP: 250
MP: 93
EXP: 58
GIL: 60
AP: 6
Steal: Deadly Waste
Morph: Nothing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Double Effect

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: Affected
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Ghengana, Tail, Piazzo Shower

Name: Zemzelett
Location: Fort Condor Area
Level: 17
HP: 285
MP: 36
EXP: 70
GIL: 165
AP: 7
Steal: Nothing
Morph: Hi-Potion

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal

Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Invulnerable
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: Affected
Confusion: Affected
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: Affected
Stop: Affected
Berserk: Affected
Poison: No Effect
Paralysis: Affected
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Thunderbolt, White Wind

Notes: Grab the White Wind Enemy Skill.

Name: Zolkalter
Location: Gaea's Cliff
Level: 30
HP: 950
MP: 90
EXP: 700
GIL: 700
AP: 60
Steal: Nothing
Morph: Antidote

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Absorbs
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect

Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Bite, Toxic Barf

Name: Zuu
Location: Nibel Mts.
Level: 27
HP: 1200
MP: 40
EXP: 450
GIL: 430
AP: 38
Steal: Bird Wing
Morph: Bird Wing

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Invulnerable
Poison: Normal
Gravity: Invulnerable
Water: Normal
Wind: Double Effect
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: Great Gale, Slash

Name: ??? Sephiroth Final ???
Location: Somewhere in the Lifestream
Level: ?
HP: ?
MP: ?
EXP: ?
AP: ?
Steal: ?
Morph: ?

Elemental Effects (what it's effected by, what it absorbs, etc.)

Fire: Normal
Ice: Normal
Lightning: Normal
Earth: Normal
Poison: Normal
Gravity: Normal
Water: Normal
Wind: Normal
Holy: Normal

Status (what it's effected by)

Sleep: No Effect
Return: No Effect
Confusion: No Effect
Silence: No Effect
Slow: No Effect
Darkness: No Effect
Transform: No Effect
Stop: No Effect
Berserk: No Effect
Poison: No Effect
Paralysis: No Effect
Stone: No Effect
Slowly Stone: No Effect
Manipulate: No Effect
Death: No Effect

Attacks: None

Notes: It's the final battle, you can't lose. Attack first, it's an
Omnislash to Sephiroth, he's dead. If he attacks, you'll
counter with an Omnislash.

2) Item List

Name	Effect	Who?
1/35 soldier	Collect all twelve, purpose is unknown	
8-Inch Cannon	Heavy non-elemental damage	One
All Creation	Level 4 Limit Break Manual	Yuffie

Antarctic Wind	Casts Ice 2	All

Antidote	Cures Poison status	One

Autograph	---	

Battery	Used in Midgar (climbing to the Shinra Tower)	

Bird Wing	Inflicts Wind damage	All

Bolt Plume	Casts Bolt 2	All

Carob Nut	For breeding Chocobos	

Catastrophe	Level 4 Limit Break Manual	Barret

Cauldron	Casts Bad Breath	One

Chaos	Level 4 Limit Break Manual	Vincent

Combat Diary	---	

Cornucopia	Cures Minimum status	One

Cosmo Memory	Level 4 Limit Break Manual	Red XIII

Cureil Greens	Stamina Up	Chocobo

Dazers	Causes Paralysis	One

Deadly Waste	Casts Bio 2	All

Desert Rose	Trade for the Gold Chocobo (man in Kalm)	

Dragon Fang	Causes Lightning damage	All

Dragon Scales	Casts Aqua Breath	All

Dream Powder	Casts Sleepel	All

Earth Drum	Casts Quake 2	All

Earth Harp	Trade for the Master Materia (man in Kalm)	

Earth Mallet	Casts Quake 3	All

Echo Screen	Cures Sleepel status	One

Elixir	Restore all HP/MP	One

Ether	Restore 100 MP	One

Eye Drop	Cures Dark status	One

Final Heaven	Level 4 Limit Break Manual	Tifa

Fire Fang	Casts Fire 2	All

Fire Veil	Casts Fire 3	All

Gambler	---	
Ghost Hand	Steal MP	One
Graviball	Casts Demi	One
Great Gospel	Level 4 Limit Break Manual	Aeris
Grenade	Minor non-elemental damage	One
Guide Book	Trade for the Underwater Materia (man in Kalm)	
Guard Source	Guard up by one point	One
Gysahl Greens	Stamina Up	Chocobo
Hero Drink	Casts Big Guard	One
Hi-Potion	Restore 500 HP	One
Highwind	Level 4 Limit Break Manual	Cid
Holy Torch	Casts Dispel	All
Hourglass	Casts Stop	All
Hyper	Causes Fury, cures Sadness status	One
Ice Crystal	Casts Ice 3	All
Impaler	Casts Toad	One
Ink	Causes Dark	One
Krakka Greens	Appearance Up	Chocobo
Kiss of Death	Same effect as Game Over	All
Lasan Nut	For breeding Chocobos	
Light Curtain	Casts Barrier	All
Loco Weed	Casts Confuse	All
Luchile Nut	For breeding Chocobos	
Luck Source	Luck up by one point	One
Lunar Curtain	Casts MBarrier	All
M-Tentacles	Casts Bio 3	All
Magic Source	Magic up by one point	One
Maiden's Kiss	Cures Toad status	One
Masamune Blade	---	
Megalixir	Restore all HP/MP	All

Mimett Greens	---	Chocobo
Mind Source	Mind up by one point	One
Mirror	Casts Reflect	All
Molotov	Causes Fire damage	One
Mute Mask	Casts Silence	All
OmniSlash	Level 4 Limit Break Manual	Cloud
Pahsana Greens	Appearance Up	Chocobo
Phoenix Down	Revive fallen party member	One
Pipio Nut	For breeding Chocobos	
Porov Nut	For breeding Chocobos	
Potion	Restore 100 HP	One
Power Source	Power up by one point	One
Pram Nut	For breeding Chocobos	
Reagan Greens	Stamina Up	Chocobo
Remedy	Cures any status	One
Right Arm	Heavy non-elemental damage	One
S-Mine	Medium non-elemental damage	One
Saraha Nut	For breeding Chocobos	
Save Crystal	Makes a Save Point in the Northern Crater, limited to one use	
Shrapnel	Medium Fire damage	One
Shrivel	Casts Minimum	All
Smoke Bomb	Escape from current battle	All
Soft	Cures Petrify status	One
Speed Drink	Casts Haste	One
Speed Source	Speed up by one point	One
Spider Web	Casts Slow	All
Stardust	Casts Comet 2	All
Super Sweeper	---	
Swift Bolt	Casts Bolt 3	All
Sylkis Greens	Speed, Stamina, Appearance Up	Chocobo

T/S Bomb	Casts Demi 2	One
Tantal Greens	Stamina, Appearance Up	Chocobo
Tent	Restores all HP/MP (only at Save Points or on the World Map)	All
Tissue	---	
Tranquilizer	Causes Sadness, cures Fury status	One
Turbo Ether	Restore all MP	One
Vaccine	Prevents status	One
Vagyrisk Claw	Causes Petrify	One
Vampire Fang	Steal HP	One
X-Potion	Restore all HP	One
War Gong	Casts Berserk	All
Zeio Nut	For breeding Chocobos	

Item Categories

Recovery Items

Name	Effect	Who?
Potion	Restore 100 HP	One
Hi-Potion	Restore 500 HP	One
X-Potion	Restore all HP	One
Ether	Restore 100 MP	One
Turbo Ether	Restore all MP	One
Elixir	Restore all HP/MP	One
Megalixir	Restore all HP/MP	All
Phoenix Down	Revive fallen party member	One
Tent	Restores all HP/MP (only at Save Points or on the World Map)	All

Status Items

Name	Effect	Who?
Antidote	Cures Poison status	One

Soft	Cures Petrify status	One
Maiden's Kiss	Cures Toad status	One
Eye Drop	Cures Dark status	One
Cornucopia	Cures Minimum status	One
Echo Screen	Cures Sleepel status	One
Hyper	Causes Fury, cures Sadness status	One
Tranquilizer	Causes Sadness, cures Fury status	One
Remedy	Cures any status	

Battle Items (Items used in battle only)

Name	Effect	Who?
Smoke Bomb	Escape from current battle	All
Kiss of Death	Same effect as Game Over	All
Vaccine	Prevents status	One
Grenade	Minor non-elemental damage	One
Shrapnel	Medium Fire damage	One
S-Mine	Medium non-elemental damage	One
Right Arm	Heavy non-elemental damage	One
8-inch Cannon	Heavy non-elemental damage	One
Hourglass	Casts Stop	All
Speed Drink	Casts Haste	One
Hero Drink	Casts Big Guard	One
Spider Web	Casts Slow	All
Dream Powder	Casts Sleepel	All
Mute Mask	Casts Silence	All
War Gong	Casts Berserk	All
Loco Weed	Casts Confuse	All
Imapler	Casts Toad	One
Shrivel	Casts Minimum	All
Fire Fang	Casts Fire 2	All
Fire Veil	Casts Fire 3	All

Antarctic Wind	Casts Ice 2	All
Ice Crystal	Casts Ice 3	All
Bolt Plume	Casts Bolt 2	All
Swift Bolt	Casts Bolt 3	All
Earth Drum	Casts Quake 2	All
Earth Mallet	Casts Quake 3	All
Deadly Waste	Casts Bio 2	All
M-Tentacles	Casts Bio 3	All
Graviball	Casts Demi	One
T/S Bomb	Casts Demi 2	One
Stardust	Casts Comet 2	All
Light Curtain	Casts Barrier	All
Lunar Curtain	Casts MBarrier	All
Mirror	Casts Reflect	All
Holy Torch	Casts Dispel	All
Vampire Fang	Steal HP	One
Ghost Hand	Steal MP	One
Bird Wing	Inflicts Wind damage	All
Molotov	Causes Fire damage	One
Dragon Fang	Causes Lightning damage	All
Dragon Scales	Casts Aqua Breath	All
Ink	Causes Dark	One
Dazers	Causes Paralysis	One
Vagyrisk Claw	Causes Petrify	One
Cauldron	Casts Bad Breath	

Chocobo Related Items:

Name	Effect	Who?
Sylkis Greens	Speed, Stamina, Appearance Up	Chocobo
Reagan Greens	Stamina Up	Chocobo
Mimett Greens	---	Chocobo

Cureil Greens	Stamina Up	Chocobo
-----	-----	-----
Pahsana Greens	Appearance Up	Chocobo
-----	-----	-----
Tantal Greens	Stamina, Appearance Up	Chocobo
-----	-----	-----
Krakka Greens	Appearance Up	Chocobo
-----	-----	-----
Gysahl Greens	Stamina Up	Chocobo
-----	-----	-----
Zeio Nut	For breeding Chocobos	
-----	-----	-----
Carob Nut	For breeding Chocobos	
-----	-----	-----
Porov Nut	For breeding Chocobos	
-----	-----	-----
Pram Nut	For breeding Chocobos	
-----	-----	-----
Lasan Nut	For breeding Chocobos	
-----	-----	-----
Saraha Nut	For breeding Chocobos	
-----	-----	-----
Luchile Nut	For breeding Chocobos	
-----	-----	-----
Pipio Nut	For breeding Chocobos	
-----	-----	-----

Character Enhancing Items:

Name	Effect	Who?
-----	-----	-----
Power Source	Power up by one point	One
-----	-----	-----
Guard Source	Guard up by one point	One
-----	-----	-----
Magic Source	Magic up by one point	One
-----	-----	-----
Mind Source	Mind up by one point	One
-----	-----	-----
Speed Source	Speed up by one point	One
-----	-----	-----
Luck Source	Luck up by one point	One
-----	-----	-----
Great Gospel	Level 4 Limit Break Manual	Aeris
-----	-----	-----
Highwind	Level 4 Limit Break Manual	Cid
-----	-----	-----
OmniSlash	Level 4 Limit Break Manual	Cloud
-----	-----	-----
Catastrophe	Level 4 Limit Break Manual	Barret
-----	-----	-----
Cosmo Memory	Level 4 Limit Break Manual	Red XIII
-----	-----	-----
Final Heaven	Level 4 Limit Break Manual	Tifa
-----	-----	-----
Chaos	Level 4 Limit Break Manual	Vincent
-----	-----	-----
All Creation	Level 4 Limit Break Manual	Yuffie

Battle Square Items

Name	Effect	Who?
1/35 soldier	Collect all twelve, purpose is unknown	
Super Sweeper	---	
Masamune Blade	---	
Save Crystal	Makes a Save Point in the Northern Crater, limited to one use.	
Combat Diary	---	
Autograph	---	
Gambler	---	

Items the Man in Kalm wants:

Name	Effect
Earth Harp	Trade for the Master Materia (man in Kalm)
Desert Rose	Trade for the Gold Chocobo (man in Kalm)
Guide Book	Trade for the Underwater Materia (man in Kalm)

Key Items

Diamond Tiara

In Wall Market, talk to the guy who's sleeping on the bar of his shop (forgot which shop it was, sorry). After talking to him, rest at the Inn, and while you're there, pick up the Diamond Tiara (if you're willing to spend 200 gil). This is needed for Cloud's err, cross-dressing quest.

Ruby Tiara

In Wall Market, talk to the guy who's sleeping on the bar of his shop (forgot which shop it was, sorry). After talking to him, rest at the Inn, and while you're there, pick up the Ruby Tiara (if you only have 100 gil). This is needed for Cloud's err, cross-dressing quest.

Glass Tiara

In Wall Market, talk to the guy who's sleeping on the bar of his shop (forgot which shop it was, sorry). After talking to him, rest at the Inn, and while you're there, pick up the Glass Tiara (if you're so cheap that you only want to spend 50 gil). This is needed for Cloud's err, cross-dressing quest.

Satin Dress

In Wall Market, when you're choosing a dress in the dress shop, say that you want something "Soft and Shiny". This is needed for Cloud's err, cross-dressing quest.

Silk Dress

In Wall Market, when you're choosing a dress in the dress shop, say that you want something "Soft and Shimmers". This is needed for Cloud's err, cross-dressing quest.

Cotton Dress

In Wall Market, when you're choosing a dress in the dress shop, say that you want something "Clean and Shiny (or Shimmers, it doesn't matter when you pick Clean)". This is needed for Cloud's err, cross-dressing quest.

Blonde Wig

In Wall Market, when you're playing that squatting game, win it. This is needed for Cloud's err, cross-dressing quest.

Dyed Wig

In Wall Market, when you're playing that squatting game, tie it. This is needed for Cloud's err, cross-dressing quest.

Wig

In Wall Market, when you're playing that squatting game, lose it. This is needed for Cloud's err, cross-dressing quest.

Pharmacy Coupon

In Wall Market, go to the restraurant, eat the "Special" meal and say that it's alright. This is needed for Cloud's err, cross-dressing quest.

Disinfectant

Use the Pharmacy Coupon at the Pharmacy and choose this item. This is

needed for Cloud's err, cross-dressing quest.

Deodorant

Use the Pharmacy Coupon at the Pharmacy and choose this item. This is needed for Cloud's err, cross-dressing quest.

Extinguisher

Use the Pharmacy Coupon at the Pharmacy and choose this item. This is needed for Cloud's err, cross-dressing quest.

Sexy Cologne

Give the Digestive/Extinguisher item to the guy who's in the Bathroom of the bar. This is needed for Cloud's err, cross-dressing quest.

Cologne

Give the Deodorant item to the guy who's in the Bathroom of the bar. This is needed for Cloud's err, cross-dressing quest.

Flower Perfume

Give the Deodorant item to the guy who's in the Bathroom of the bar. This is needed for Cloud's err, cross-dressing quest.

Member's Card

Visit the guys outside the Honey Bee Inn when you first enter Wall Market, and after you've got the dress, return and one of the guys will give you the Honey Bee Inn Member's Card. This is needed for Cloud's err, cross-dressing quest.

PHS

Tifa will give this to you in Kalm. You'll need it to switch characters around (at the World Map and Save Points).

Keystone

Dio gives this to you on your first visit to the Battle Arena. You'll need this on your visit to the Temple of the Ancients.

Lunar Harp

Dig for this in Bone Village. You'll need this in the forest behind Bone Village.

Snowboard

A little kid will give this to you in the Icicle Village. You'll need this to go on the Snowboarding Course.

Basement Key

In the Shinra Mansion (Nibelheim), defeat the Lost Number Boss that's inside the safe. You'll need this to enter the basement.

Gold Ticket

Buy this from the lady at the entrance to the Gold Saucer for either 30000 gil (it's worth it) or 500 GP. It means unlimited entry to the Gold Saucer!

Glacier Map

Tax this off some old dude's wall, from one of the houses in Icicle Village. Use this to navigate the Great Glacier.

Key to Sector 5

In Bone Village, dig for normal treasure, and dig around the tent at the top. Get this so that you can re-enter Sector 5 (Wall Market).

Leviathan Scales

Get this from a chest in the Junon Underwater Reactor submarine bay. You'll need it to extinguish the flames in the Wutai Flame Cavern of Death =)

Huge Materia 1

Get this from the sunken Shinra submarine (the red one).

Huge Materia 2

Win it from the mini-battle at Fort Condor.

Huge Materia 3

Get it after the Mt.Corel Train Ride.

Huge Materia 4

Get it from the Space Rocket.

Key Card 60

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 61

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 62

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 63

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 64

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 65

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 66

Get this inside Shinra HQ. You'll need it to get past floors in the Shinra Tower.

Key Card 68

Get this inside Shinra HQ, from Hojo's assistant. You'll need it to get past floors in the Shinra Tower.

A Coupon

Shinra HQ, the puzzle room on the 63rd Floor. You can exchange this for an item.

B Coupon

Shinra HQ, the puzzle room on the 63rd Floor. you can exchange this for an item.

C Coupon

Shinra HQ, the puzzle room on the 63rd Floor. You can exchange this for an item.

Key to the Ancients

After collecting the submarine, submerge and swim around the place to find this, it's sticking out of the ground in an underwater cavern. You'll need it to operate the music box thingy in the Ancient City.

White Materia

You'll get this as part of the storyline.

Black Materia

You'll get this as part of the storyline.

Midgar Parts

Use them to finish off the Puzzle on Level 65 of the Shinra Tower, they're also found on Level 65.

Mythril

Get this from the old geezer's cave. More on this later.

SHOP LIST

Sector 7

Item/Materia Shop

Potion	50
Antidote	80
Phoenix Down	300
Fire	600
Ice	600
Lightning	600
Restore	750

Weapon Shop

Grenade	80
Iron Bangle	160
Assault Gun	350

Sector 5

Item Shop

Potion	50
Antidote	80
Phoenix Down	300
Tent	500

Materia Shop

Fire	600
Ice	600
Lightning	600
Restore	750

Weapon Shop

Grenade	80
Titan Bangle	280

Wall Market

Item Shop

Eye drop	50
Potion	50
Antidote	80
Echo Screen	100
Hyper	100
Tranquilizer	100

Hi-Potion	300
Phoenix Down	300
Tent	500

Materia Shop

Fire	600
Ice	600
Lightning	600
Restore	750
Cover	1000

Weapon Shop

Titan Bangle	280
Battery	300
Metal Knuckle	320
Assault Gun	350
Mythril Armlet	350
Mythril Rod	370
Sneak Glove (Disc 2)	129000

Kalm

Shop

Eye drop	50
Potion	50
Antidote	80
Hyper	100
Tranquilizer	100
Phoenix Down	300
Tent	500

Materia Shop

Sense	1000
Steal	1200
Earth	1500
Poison	1500
Remedy	1500

Weapon Shop

Mythril Armlet	350
Mythril Claw	750
Full Metal Staff	800
Cannon Ball	950
Mythril Saber	1000

Chocobo Farm

Gysahl Greens	100
Pepio Nut	100
Luchile Nut	200
Krakka Greens	250
Saraha Nut	400
Tantal Greens	400
Lasan Nut	600

Pahsana Greens	800
Curiel Greens	1000
Mimetto Greens	1500
Chocobo Lure	2000

Fort Condor

Item Shop

Potion	50
Hyper	100
Tranquilizer	100
Hi-Potion (Disc 2)	300
Phoenix Down	300
Tent	500
S-mine (Disc 2)	1000

Materia Shop

Fire	600
Lightning	600
Ice	600
Restore	750
Destruct (Disc 2)	9000
Deathblow (Disc 2)	10000
Manipulate (Disc 2)	10000
Throw (Disc 2)	10000
All (Disc 2)	20000

Junon Village

Item Shop

Potion	50
Grenade	80
Phoenix Down	300
Mythril Armlet	350
Tent	500

Junon

First Materia Shop

Restore	750
Sense	1000
Remedy	1500
Resurrect	3000
Seal	3000

Weapon Shop in Alleyway

Grand Glove	1200
Diamond Pin	1300
Striking Staff	1300
Atomic Scissors	1400
Boomerang	1400
Hardedge	1500
W Machine Gun (Disc 2)	2000
Fairy Tale (Disc 2)	2500
Platinum Fist (Disc 2)	2700

Drill Arm (Disc 2)	3300
Rune Blade (Disc 2)	3800
Enhance Sword (Disc 2)	12000
Kaiser Knuckle (Disc 2)	15000

Item Shop, Second Door

Eye drop	50
Potion	50
Antidote	80
Echo Screen	100
Hyper	100
Tranquilizer	100
Hi-Potion	300
Phoenix Down	300
Tent	500
Wizard Staff (Disc 2)	1800
Magic Comb (Disc 2)	2000
Wind Slash (Disc 2)	2000
Twin Viper (Disc 2)	3200
Wizer Staff (Disc 2)	3200
Peacemaker (Disc 2)	3500
Plus Barrette (Disc 2)	3500
Dragoon Lance (Disc 2)	6200
Buntline (Disc 2)	6800
Viper Halberd (Disc 2)	7000

Materia Shop, Second Floor of Fifth Door

Fire	600
Ice	600
Lightning	600
Earth	1500
Poison	1500
Work Glove (Disc 2)	2200
Nail Bat (Disc 2)	2800
Silver Rifle (Disc 2)	3000
Superball (Disc 2)	3000
Trumpet Shell (Disc 2)	3000
Mop (Disc 2)	3200
Rocket Punch (Disc 2)	3200
Hairpin (Disc 2)	6000

Accessory Shop, Third Floor of Fifth Door

Platinum Bangle	1800
Headband	3000
Silver Glasses	3000
White M-phone (Disc 2)	2300
Black M-phone (Disc 2)	2800
Enemy Launcher (Disc 2)	3300
Silver M-phone (Disc 2)	3300
Sniper CR (Disc 2)	3300
Powersoul (Disc 2)	4200
Magic Shuriken (Disc 2)	6000

Weapon Shop, Seventh Door

Full Metal Staff	800
------------------	-----

Mythril Clip	800
Mythril Claw	750
Cannon Ball	950
Mythril Saber	1000
Yellow M-phone (Disc 2)	500
Quicksilver (Disc 2)	1000
Grand Glove (Disc 2)	1200
Spear (Disc 2)	1200
Diamond Pin (Disc 2)	1300
Striking Staff (Disc 2)	1300
Atomic Scissors (Disc 2)	1400
Boomerang (Disc 2)	1400
Trident (Disc 2)	7500

Costa Del Sol

Item Man

Eye drop	50
Potion	50
Antidote	80
Hyper	100
Tranquilizer	100
Soft	150
Hi-Potion	300
Phoenix Down	300
Tent	500

Materia Man

Fire	600
Ice	600
Lightning	600
Restore	750
Remedy	1500
Revive	3000
Seal	3000
Earth (Disc 2)	1500
Poison (Disc 2)	1500
Demi (Disc 2)	8000

Guy at Bar

Molotov	400
Carbon Bangle	800
Four Slots	1300
Platinum Bangle	1800
S-mine (Disc 2)	1000
Long Barrel R (Disc 2)	13000
Cento Clip (Disc 2)	14000
Spiral Shuriken (Disc 2)	14000
Gold M-phone (Disc 2)	15000
Solid Bazooka (Disc 2)	16000

North Corel

Item Man

Potion	50

Phoenix Down	300
Tent	500

Materia Man

Hyper	100
Tranquilizer	100
Cornucopia	150
Maiden's Kiss	150
Soft	150
Transform	5000

Weapon Man

Molotov	400
Carbon Bangle	800
Force Stealer	2200

Gold Saucer

Item Shop (Ghost Square)

Potion	50
Antidote	80
Echo Screen	100
Hyper	100
Tranquilizer	100
Cornucopia	150
Maiden's Kiss	150
Soft	150
Phoenix Down	300
Ether	1500

Wonder Square (GP only)

Potion	1
Ether	20
X-Potion	80
Turbo Ether	100
Gold Ticket	300
Carob Nut	500
Gil Plus	1000
EXP Plus	2000

Gongaga Town

Item Shop

Potion	50
Hyper	100
Tranquilizer	100
Cornucopia	150
Maiden's Kiss	150
Soft	150
Hi-Potion	300
Phoenix Down	300
Tent	500

Accessory/Materia Shop

Remedy	1500
Headband	3000
Silver Glasses	3000
Star Pendant	4000
Talisman	4000
Fury Ring	5000
Transform	5000
White Cape	5000
Mystify	6000
Time	6000

Weapon Shop

Molotov	400
Shrivel	400
Impaler	500
Grand Glove	1200
Diamond Pin	1300
Striking Staff	1300
Atomic Scissors	1400
Boomerang	1400
Hardedge	1500

Cosmo Canyon

Item Shop

Potion	50
Hyper	100
Tranquilizer	100
Cornucopia	150
Maiden's Kiss	150
Soft	150
Hi-Potion	300
Phoenix Down	300
Tent	500
Ether	1500

Materia Shop

Transform	5000
Mystify	6000
HP Plus	8000
MP Plus	8000

Weapon Shop

Silver Armlet	1300
Green M-phone	2400
Silver Barrette	2500
Tiger Fang	2500
Pinwheel	2600
Prism Staff	2600
Heavy Vulcan	2700
Butterfly Edge	2800

Nibelheim

Item Shop

Potion	50
Hi-Potion	300
Phoenix Down	300
Tent	500

Rocket Town

Weapon/Accessory Shop

S-mine	1000
Gold Armlet	2000
Shotgun	3100
Protect Vest	3500
Talisman	4000
Earring	7500
Peace Ring	7500
Power Wrist	7500
Safety Bit	7500
Edincoat	8000

Item Shop

Potion	50
Hyper	100
Tranquilizer	100
Hi-Potion	300
Phoenix Down	300
Tent	500
Ether	1500
Barrier	10000
Exit	10000
Time	10000
Deathblow (Disc 2)	10000
Destruct (Disc 2)	10000
Manipulate (Disc 2)	10000
Throw (Disc 2)	10000

Wutai

Item Shop

Hyper	100
Tranquilizer	100
Hi-Potion	300
Phoenix Down	300
Tent	500
Fire Veil	800
Swift Bolt	800
Ether	1500
Choco Feather	10000

Weapon Shop

Blue M-phone	5500
Aurora Rod	5800
Diamond Knuckle	5800
Gold Barrette	6000
Razor Ring	6000

Chainsaw	6300
Shortbarrel	6400
Murasame	6500
Slash Lance	6500

Bone Village

Item Tent

Phoenix Down	30
Potion	50
Hyper	100
Tranquilizer	100
Hi-Potion	300
Tent	500
Ether	1500
Diamond Bangle	3200
Rune Armlet	3700

Icicle Village

Weapon Shop

Hi-Potion	300
Tent	500
Dragon Claw	10000
Adaman Clip	11000
Hawkeye	12000
Microlaser	12000
Lariat	12000
Organics	12000
Red M-phone	12000
Mast Ax	13000

Chocobo Sage

Pram Nut	1500
Porov Nut	2000
Reagan Greens	3000
Sylkis Greens	5000

Mideel

Item Shop

Hyper	100
Tranquilizer	100
Tent	100
Hi-Potion	300
Phoenix Down	300
Remedy	1000
Ether	1500

Materia Shop

Transform	5000
Gravity	8000
HP Plus	8000
MP Plus	8000

Destruct 9000

Weapon Shop

Wizard Bracelet 12000
Crystal Glove 16000
Crystal Comb 17000
A.M Cannon 18000
Crystal Cross 18000
Crystal M-phone 18000
Crystal Sword 18000
Winchester 18000
Partisan 19000

Accessory Woman

White Cape 5000
Fairy Ring 7000
Jem Ring 7500
Bolt Ring 8000
Fire Ring 8000
Ice Ring 8000
Amulet 10000

Materia Man (After Lifestream)

Fire 600
Ice 600
Lightning 600
Restore 750

Kid and Chocobo (After Lifestream)

Hyper 100
Tranquilizer 100
Hi-Potion 300
Phoenix Down 300
Tent 500
Remedy 1000
Ether 1500
Crystal Bangle 4800
Transform 5000
Demi 8000
HP Plus 8000
MP Plus 8000
Destruct 9000
Wizard Bracelet 12000
Crystal Glove 16000
Crystal Comb 17000
A.M Cannon 18000
Crystal Cross 18000
Crystal M-phone 18000
Crystal Sword 18000
Winchester 18000
Partisan 19000

3) Weapon List

Don't laugh at the dodgy ASCII art that shows the slots =)

Aeris

Name: Guard Stick
Attack: 12
Attack %: 99
Magic Attack: 2
Materia Growth: Normal
Cost: Nothing
Location: Aeris is equipped with this
Slots: 0
Notes: Spirit +4, Vitality +1

Name: Mythril Rod
Attack: 16
Attack %: 100
Magic Attack: 3
Materia Growth: Normal
Cost: 370
Location: Bought at Wall Market
Slots: 0=0
Notes: ---

Name: Full Metal Staff
Attack: 22
Attack %: 100
Magic Attack: 4
Materia Growth: Normal
Cost: 800
Location: Bought at either Kalm or Junon
Slots: 0=0 0
Notes: ---

Name: Wizard Staff
Attack: 28
Attack %: 100
Magic Attack: 6
Materia Growth: Double
Cost: 1800
Location: Found on the Mt.Corel train tracks, or bought in Junon
(Disc 2)
Slots: 0 0 0
Notes: ---

Name: Striking Staff
Attack: 32
Attack %: 100
Magic Attack: 7

Materia Growth: Normal
Cost: 1300
Location: Bought from Junon or Gongaga, or stolen from Eligor
(Train Graveyard)
Slots: 0=0 0 0
Notes: ---

Name: Wiser Staff
Attack: 33
Attack %: 100
Magic Attack: 7
Materia Growth: Double
Cost: ---
Location: Defeat Gi Nattak, Cave of the Gi
Slots: 0 0 0 0
Notes: ---

Name: Fairy Tale
Attack: 37
Attack %: 103
Magic Attack: 8
Materia Growth: Normal
Cost: 2500
Location: Defeat Turks in Gongaga
Slots: 0 0 0 0 0 0 0
Notes: ---

Name: Prism Staff
Attack: 40
Attack %: 105
Magic Attack: 10
Materia Growth: Normal
Cost: 2600
Location: Bought in Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Aurora Rod
Attack: 51
Attack %: 110
Magic Attack: 14
Materia Growth: Normal
Cost: 5800
Location: Bought in Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Princess Guard (ULITMATE WEAPON)
Attack: 52
Attack %: 111

Magic Attack: 22
Materia Growth: Normal
Cost: ---
Location: Temple of the Ancients
Slots: 0=0 0=0 0=0
Notes: Protects others nearby when in danger, Vitality +12,
Spirit +20

Name: Umbrella
Attack: 58
Attack %: 118
Magic Attack: 10
Materia Growth: None
Cost: ---
Location: Speed Square, Gold Saucer
Slots: None
Notes: Won in the Gold Saucer Speed Square, you've got to
get more than 5000 points, Vitality +20

Barret

Name: Gatling Gun
Attack: 14
Attack %: 97
Magic Attack: 0
Materia Growth: Normal
Cost: ---
Location: Barret is equipped with this
Slots: 0
Notes: Long Range

Name: Assault Gun
Attack: 17
Attack %: 98
Magic Attack: 1
Materia Growth: Normal
Cost: 350
Location: Bought from Wall Market, won from Guard Scorpion
Slots: 0=0
Notes: Long Range

Name: Cannon Ball
Attack: 23
Attack %: 98
Magic Attack: 2
Materia Growth: Normal
Cost: 950
Location: Bought at Kalm or Junon
Slots: 0=0 0
Notes: ---

Name: W-Machine Gun
Attack: 30
Attack %: 100
Magic Attack: 3
Materia Growth: Double
Cost: 2000
Location: Mt.Corel Train Tracks, bought from Junon (Disc 2)
Slots: 0 0 0
Notes: Long Range

Name: Atomic Scissors
Attack: 32
Attack %: 99
Magic Attack: 4
Materia Growth: Normal
Cost: 1400
Location: Stolen from Custom Sweeper, bought at Junon or Gongaga
Slots: 0=0 0 0
Notes: ---

Name: Enemy Launcher
Attack: 35
Attack %: 100
Magic Attack: 7
Materia Growth: Normal
Cost: 3300
Location: Shinra Mansion, bought at Junon (Disc 2)
Slots: 0=0 0 0 0
Notes: Long Range

Name: Drill Arm
Attack: 37
Attack %: 97
Magic Attack: 0
Materia Growth: Double
Cost: 3300
Location: Cid's House (Rocket Town), bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Heavy Vulcan
Attack: 39
Attack %: 100
Magic Attack: 8
Materia Growth: Normal
Cost: 2700
Location: Bought at Cosmo Canyon
Slots: 0=0 0 0
Notes: Long Range

Name: Chainsaw
Attack: 52
Attack %: 100
Magic Attack: 10
Materia Growth: 0=0 0
Cost: 6300
Location: Bought at Wutai
Slots: 0=0 0
Notes: ---

Name: Solid Bazooka
Attack: 61
Attack %: 100
Magic Attack: 15
Materia Growth: Normal
Cost: 16000
Location: Bought at Costa Del Sol (Disc 2)
Slots: 0=0 0=0 0=0 0=0
Notes: ---

Name: Rocket Punch
Attack: 62
Attack %: 110
Magic Attack: 0
Materia Growth: None
Cost: 3200
Location: Temple of the Ancients, bought at Junon (Disc 2)
Slots: None
Notes: ---

Name: Microlaser
Attack: 63
Attack %: 101
Magic Attack: 13
Materia Growth: Normal
Cost: 12000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: Long Range

Name: AM Cannon
Attack: 77
Attack %: 103
Magic Attack: 16
Materia Growth: Normal
Cost: 18000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: Long Range

Name: File Banger
Attack: 80
Attack %: 90
Magic Attack: 0
Materia Growth: None
Cost: ---
Location: Shinra HQ
Slots: 0=0 0=0 0=0
Notes: ---

Name: Max Ray
Attack: 97
Attack %: 98
Magic Attack: 30
Materia Growth: Normal
Cost: ---
Location: Sector 8 (Underneath Midgar, near the tunnel)
Slots: 0=0 0=0 0=0
Notes: Long Range

Name: Missing Score (ULTIMATE WEAPON)
Attack: 98
Attack %: 108
Magic Attack: 49
Materia Growth: None
Cost: ---
Location: Mako Cannon, before reaching Hojo
Slots: 0=0 0=0 0=0 0=0
Notes: Long Range, the more materia equipped on it, the stronger the weapon gets

Cait Sith

Name: Yellow M-Phone
Attack: 36
Attack %: 100
Magic Attack: 8
Materia Growth: Normal
Cost: 500
Location: Cait Sith is equipped with this, bought at Junon (Disc 2)
Slots: 0=0 0
Notes: --

Name: White M-Phone
Attack: 35
Attack %: 102
Magic Attack: 8
Materia Growth: Double
Cost: 2300
Location: Found in Gongaga Village, bought in Junon (Disc 2)

Slots: 0 0 0
Notes: ---

Name: Black M-Phone
Attack: 31
Attack %: 104
Magic Attack: 10
Materia Growth: Double
Cost: 2800
Location: Cave of the Gi, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Green M-Phone
Attack: 41
Attack %: 100
Magic Attack: 9
Materia Growth: Normal
Cost: 2400
Location: Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Silver M-Phone
Attack: 28
Attack %: 106
Magic Attack: 14
Materia Growth: Normal
Cost: 3300
Location: Shinra Mansion, bought at Junon (Disc 2)
Slots: 0 0 0 0 0 0 0 0
Notes: ---

Name: Blue M-Phone
Attack: 48
Attack %: 100
Magic Attack: 10
Materia Growth: Normal
Cost: 5500
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Trumpet Shell
Attack: 68
Attack %: 118
Magic Attack: 2
Materia Growth: None
Cost: 3000
Location: Temple of the Ancients, bought at Junon (Disc 2)

Slots: None
Notes: ---

Name: Red M-Phone
Attack: 60
Attack %: 100
Magic Attack: 15
Materia Growth: Normal
Cost: 11000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: ---

Name: Gold M-Phone
Attack: 58
Attack %: 103
Magic Attack: 28
Materia Growth: Normal
Cost: 15000
Location: Bought at Costa Del Sol (Disc 2)
Slots: 0=0 0=0 0=0 0=0
Notes: ---

Name: Crystal M-Phone
Attack: 74
Attack %: 100
Magic Attack: 20
Materia Growth: Normal
Cost: 18000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: ---

Name: Battle Trumpet
Attack: 95
Attack %: 95
Magic Attack: 0
Materia Growth: None
Cost: ---
Location: Junon Underwater Reactor
Slots: 0=0 0=0 0=0
Notes: ---

Name: Starlight Phone
Attack: 88
Attack %: 102
Magic Attack: 31
Materia Growth: Normal
Cost: ---
Location: Sector 8 (near the Midgar Tunnel)

Slots: 0=0 0=0 0=0 0=0
Notes: Vitality +30

Name: HP Shout
Attack: 95
Attack %: 110
Magic Attack: 44
Materia Growth: None
Cost: ---
Location: Shinra HQ Gym Lockers
Slots: 0=0 0=0 0=0 0=0
Notes: The more MP you have currently, the stronger this gets.

Cid

Name: Spear
Attack: 44
Attack %: 97
Magic Attack: 8
Materia Growth: Normal
Cost: 1200
Location: Cid is equipped with this, bought from Junon (Disc 2)
Slots: 0=0 0 0
Notes: Normal

Name: Slash Lancer
Attack: 56
Attack %: 98
Magic Attack: 10
Materia Growth: Normal
Cost: 6500
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Viper Halbred
Attack: 58
Attack %: 102
Magic Attack: 13
Materia Growth: Double
Cost: 7000
Location: Corral Valley, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Trident
Attack: 6
Attack %: 105
Magic Attack: 12

Materia Growth: Normal
Cost: 7500
Location: Temple of the Ancients, bought at Junon (Disc 2)
Slots: 0 0 0 0 0 0
Notes: ---

Name: Mast Ax
Attack: 64
Attack %: 99
Magic Attack: 15
Materia Growth: Normal
Cost: 13000
Location: Bought at Icicle Inn
Slots: 0=0 0=0 0 0
Notes: ---

Name: Javelin
Attack: 62
Attack %: 104
Magic Attack: 12
Materia Growth: Double
Cost: ---
Location: Gaea's Cliff
Slots: 0=0 0=0 0
Notes: ---

Name: Dragoon Lance
Attack: 66
Attack %: 100
Magic Attack: 7
Materia Growth: Normal
Cost: 6200
Location: Mountains above Wutai, bought at Junon (Disc 2)
Slots: 0 0 0 0 0 0 0 0
Notes: ---

Name: Mop
Attack: 68
Attack %: 118
Magic Attack: 3
Materia Growth: None
Cost: 3200
Location: Temple of the Ancients, bought at Junon (Disc 2)
Slots: None
Notes: ---

Name: Partisan
Attack: 78
Attack %: 100
Magic Attack: 17

Materia Growth: Normal
Cost: 19000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: ---

Name: Grow Lance
Attack: 78
Attack %: 102
Magic Attack: 31
Materia Growth: Normal
Cost: ---
Location: Shinra HQ
Slots: 0=0 0=0 0=0
Notes: ---

Name: Scitmar
Attack: 86
Attack %: 102
Magic Attack: 20
Materia Growth: Triple
Cost: ---
Location: Junon Underwater Reactor
Slots: 0=0
Notes: ---

Name: Spirit Lance
Attack: 92
Attack %: 112
Magic Attack: 43
Materia Growth: Normal
Cost: ---
Location: Sunken Plane (Gelnika)
Slots: 0=0 0=0
Notes: ---

Name: Flayer
Attack: 100
Attack %: 100
Magic Attack: 20
Materia Growth: Normal
Cost: ---
Location: Speed Square, Golden Saucer
Slots: 0 0 0 0 0 0
Notes: Even more powerful than the Venus Gospel!

Name: Venus Gospel (ULTIMATE WEAPON)
Attack: 97
Attack %: 103
Magic Attack: 42

Materia Growth: None
Cost: ---
Location: Rocket Town
Slots: 0=0 0=0 0=0 0=0
Notes: The more MP you have currently, the stronger this gets.

Cloud

Name: Buster Sword
Attack: 18
Attack %: 96
Magic Attack: 2
Materia Growth: Normal
Cost: ---
Location: Cloud is equipped with this
Slots: 0=0
Notes: ---

Name: Mythril Saber
Attack: 23
Attack %: 98
Magic Attack: 4
Materia Growth: Normal
Cost: 1000
Location: Bought from Kalm or Junon
Slots: 0=0 0
Notes: ---

Name: Hardedge
Attack: 32
Attack %: 98
Magic Attack: 6
Materia Growth: Normal
Cost: 1500
Location: Steal from Soldier:3rd (in Shinra HQ), bought from Junon or Gongaga
Slots: 0=0 0 0
Notes: ---

Name: Force Stealer
Attack: 36
Attack %: 100
Magic Attack: 7
Materia Growth: Double
Cost: 2200
Location: When in the Junon Parade, get a score of 150+, bought at North Corel
Slots: 0 0 0
Notes: ---

Name: Butterfly Edge
Attack: 39
Attack %: 100
Magic Attack: 8
Materia Growth: Normal
Cost: 2800
Location: Bought at Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Rune Blade
Attack: 40
Attack %: 108
Magic Attack: 9
Materia Growth: Double
Cost: 3800
Location: Mt.Nibel, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Murasame
Attack: 51
Attack %: 100
Magic Attack: 12
Materia Growth: Normal
Cost: 6500
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Yoshiyuki
Attack: 56
Attack %: 100
Magic Attack: 9
Materia Growth: Normal
Cost: ---
Location: Rocket Town
Slots: 0 0
Notes: Talk to the old man a few times to recieve this

Name: Organics
Attack: 62
Attack %: 103
Magic Attack: 15
Materia Growth: Normal
Cost: 12000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: ---

Name: Enhance Sword
Attack: 43
Attack %: 107
Magic Attack: 16
Materia Growth: Normal
Cost: 12000
Location: Gaea's Cliff, bought at Junon (Disc 2)
Slots: 0=0 0=0 0=0 0=0
Notes: ---

Name: Nail Bat
Attack: 70
Attack %: 100
Magic Attack: 0
Materia Growth: None
Cost: 2800
Location: Temple of the Ancients, bought at Junon (Disc 2)
Slots: None
Notes: ---

Name: Crystal Sword
Attack: 76
Attack %: 105
Magic Attack: 19
Materia Growth: Normal
Cost: 18000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: ---

Name: Apocalypse
Attack: 88
Attack %: 110
Magic Attack: 43
Materia Growth: Triple
Cost: ---
Location: Ancient Forest
Slots: 0 0 0
Notes: Spirit +16

Name: Heaven's Cloud
Attack: 93
Attack %: 100
Magic Attack: 31
Materia Growth: Normal
Cost: ---
Location: Sunken Plane (Gelnika)
Slots: 0 0 0 0 0 0
Notes: ---

Name: Ragnarok
Attack: 97
Attack %: 105
Magic Attack: 43
Materia Growth: Normal
Cost: ---
Location: Defeat Proud Clod
Slots: 0=0 0=0 0=0
Notes: Spirit +35

Name: Ultima Weapon (ULTIMATE WEAPON...derr...)
Attack: 100
Attack %: 110
Magic Attack: 51
Materia Growth: None
Cost: ---
Location: Defeat Ultima Weapon
Slots: 0=0 0=0 0=0 0=0
Notes: Spirit +24, the more HP you have currently, the more damage it deals. Changes colors according to HP levels. Cool!

Red XIII

Name: Mythril Clip
Attack: 24
Attack %: 100
Magic Attack: 6
Materia Growth: Normal
Cost: 800
Location: Red XIII is equipped with this, bought from Junon
Slots: 0=0 0
Notes: ---

Name: Diamond Pin
Attack: 33
Attack %: 102
Magic Attack: 8
Materia Growth: Normal
Cost: 1300
Location: Stolen from Bagnaranda (Mt.Corel), bought from Junon or Gongaga
Slots: 0=0 0 0
Notes: ---

Name: Magic Comb
Attack: 37
Attack %: 100
Magic Attack: 4
Materia Growth: Double
Cost: 2000

Location: Won at Fort Condor, bought at Junon (Disc 2)
Slots: 0 0 0
Notes: ---

Name: Plus Barrette
Attack: 39
Attack %: 104
Magic Attack: 12
Materia Growth: Double
Cost: 3500
Location: Mt.Nibel, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Seraph Comb
Attack: 68
Attack %: 110
Magic Attack: 14
Materia Growth: Normal
Cost: ---
Location: Recieved after the Cave of the Gi
Slots: 0 0 0 0
Notes: Memento of father

Name: Silver Barrette
Attack: 40
Attack %: 110
Magic Attack: 10
Materia Growth: Normal
Cost: 2500
Location: Bought at Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Gold Barrette
Attack: 50
Attack %: 104
Magic Attack: 13
Materia Growth: Normal
Cost: 6000
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Hairpin
Attack: 57
Attack %: 120
Magic Attack: 15
Materia Growth: None
Cost: 6000

Location: Secret passage in house (Wutai)
Slots: None
Notes: ---

Name: Adaman Clip
Attack: 60
Attack %: 106
Magic Attack: 15
Materia Growth: Normal
Cost: 11000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: Long Range

Name: Crystal Comb
Attack: 76
Attack %: 108
Magic Attack: 20
Materia Growth: Normal
Cost: 17000
Location: 0=0 0=0 0=0
Slots: ---
Notes:

Name: Centclip
Attack: 58
Attack %: 108
Magic Attack: 22
Materia Growth: Normal
Cost: 14000
Location: Bought at Costa Del Sol (Disc 2)
Slots: 0 0 0 0 0 0 0 0
Notes: ---

Name: Spring Gun Clip
Attack: 87
Attack %: 100
Magic Attack: 55
Materia Growth: Normal
Cost: ---
Location: Ancient Forest
Slots: 0=0 0=0 0=0
Notes: ---

Name: Behemoth Horn
Attack: 91
Attack %: 75
Magic Attack: 26
Materia Growth: Normal
Cost: ---

Location: Shinra HQ
Slots: 0 0 0 0 0 0
Notes: Vitality +35, Spirit +18

Name: Limited Moon (ULTIMATE WEAPON)
Attack: 93
Attack %: 114
Magic Attack: 31
Materia Growth: None
Cost: ---
Location: Bugenhagen gives it to you (Disc 3)
Slots: 0=0 0=0 0=0 0=0
Notes: The more MP you have currently, the higher the power of the weapon.

Tifa

Name: Leather Glove
Attack: 13
Attack %: 99
Magic Attack: 0
Materia Growth: Normal
Cost: ---
Location: Tifa is equipped with this
Slots: 0
Notes: ---

Name: Metal Knuckle
Attack: 18
Attack %: 102
Magic Attack: 1
Materia Growth: Normal
Cost: 320
Location: Bought at Wall Market
Slots: 0=0
Notes: ---

Name: Mythril Claw
Attack: 24
Attack %: 106
Magic Attack: 3
Materia Growth: Normal
Cost: 750
Location: Bought at Kalm or Junon
Slots: 0=0 0
Notes: ---

Name: Motor Drive
Attack: 27
Attack %: 106

Magic Attack: 6
Materia Growth: Double
Cost: ---
Location: Basement in Costa Del Sol
Slots: 0 0 0
Notes: ---

Name: Grand Glove
Attack: 31
Attack %: 110
Magic Attack: 6
Materia Growth: Normal
Cost: 1200
Location: Stolen from Madouge (Mythril Caves), bought from Kalm
or Junon
Slots: 0=0 0 0
Notes: ---

Name: Powersoul
Attack: 28
Attack %: 106
Magic Attack: 7
Materia Growth: Double
Cost: 4200
Location: Mt.Nibel, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Platinum Fist
Attack: 30
Attack %: 108
Magic Attack: 7
Materia Growth: Double
Cost: 2700
Location: Tifa's House (Nibelheim), bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Tiger Fang
Attack: 38
Attack %: 110
Magic Attack: 8
Materia Growth: Normal
Cost: 2500
Location: Bought at Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Diamond Knuckle
Attack: 51

Attack %: 112
Magic Attack: 10
Materia Growth: Normal
Cost: 5800
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Work Glove
Attack: 68
Attack %: 114
Magic Attack: 0
Materia Growth: None
Cost: 2200
Location: Temple of the Ancients
Slots: ---
Notes: ---

Name: Kaiser Knuckle
Attack: 44
Attack %: 110
Magic Attack: 13
Materia Growth: Normal
Cost: 15000
Location: Whirlwind Maze, bought at Junon (Disc 2)
Slots: 0=0 0 0 0 0 0 0
Notes: ---

Name: Crystal Glove
Attack: 75
Attack %: 115
Magic Attack: 16
Materia Growth: Normal
Cost: 16000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: ---

Name: God's Hand
Attack: 86
Attack %: 205
Magic Attack: 34
Materia Growth: Normal
Cost: ---
Location: Defeat Carry Armor (Junon Underwater Reactor)
Slots: 0=0 0=0
Notes: ---

Name: Premium Heart (ULTIMATE WEAPON)
Attack: 99

Attack %: 112
Magic Attack: 32
Materia Growth: None
Cost: ---
Location: Shop in Wall Market (the one with the gun that shoots
at you)
Slots: 0=0 0=0 0=0 0=0
Notes: When doing the Limit Break, if you get a MISS, the
weapon powers up.

Vincent

Name: Quicksilver
Attack: 38
Attack %: 110
Magic Attack: 10
Materia Growth: Normal
Cost: 1000
Location: Vincent is equipped with this, bought at Junon
(Disc 2)
Slots: 0=0 0 0
Notes: Long Range

Name: Peacemaker
Attack: 38
Attack %: 118
Magic Attack: 8
Materia Growth: Double
Cost: 3500
Location: Found at Kalm, bought at Junon (Disc 2)
Slots: 0=0 0
Notes: Long Range

Name: Sniper CR
Attack: 42
Attack %: 255
Magic Attack: 7
Materia Growth: Normal
Cost: 3300
Location: Mt.Nibel, bought at Junon
Slots: 0=0 0=0
Notes: Long Range

Name: Shotgun
Attack: 48
Attack %: 112
Magic Attack: 12
Materia Growth: Normal
Cost: 3100
Location: Bought at Rocket Town
Slots: 0=0 0=0
Notes: Long Range

Name: Shortbarrel
Attack: 51
Attack %: 118
Magic Attack: 14
Materia Growth: Normal
Cost: 6400
Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: Long Range

Name: Silver Rifle
Attack: 62
Attack %: 120
Magic Attack: 0
Materia Growth: None
Cost: 3000
Location: Temple of the Ancients, bought at Junon Town (Disc 2)
Slots: ---
Notes: Long Range

Name: Buntline
Attack: 48
Attack %: 124
Magic Attack: 18
Materia Growth: Double
Cost: 6800
Location: Bone Village, bought at Junon (Disc 2)
Slots: 0=0 0=0
Notes: Long Range

Name: Lariat
Attack: 64
Attack %: 120
Magic Attack: 16
Materia Growth: Normal
Cost: 12000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: Long Range

Name: Winchester
Attack: 73
Attack %: 120
Magic Attack: 18
Materia Growth: Normal
Cost: 18000
Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: Long Range

Name: Long Barrel R
Attack: 66
Attack %: 255
Magic Attack: 14
Materia Growth: Normal
Cost: 13000
Location: Bought at Costa Del Sol (Disc 2)
Slots: 0=0 0=0 0=0 0=0
Notes: Long Range

Name: Outsider
Attack: 80
Attack %: 120
Magic Attack: 48
Materia Growth: Normal
Cost: ---
Location: Sunken Plane (Gelnika)
Slots: 0=0 0=0 0 0 0 0
Notes: Long Range

Name: Supershot ST
Attack: 97
Attack %: 120
Magic Attack: 54
Materia Growth: None
Cost: ---
Location: Ancient Forest
Slots: 0=0 0=0 0=0
Notes: Long Range

Name: Death Penalty
Attack: 99
Attack %: 155
Magic Attack: 34
Materia Growth: None
Cost: ---
Location: Waterfall
Slots: 0=0 0=0 0=0 0=0
Notes: Long Range, the more enemies you kill, the stronger this gets

Yuffie

Name: 4-Point Shuriken
Attack: 23
Attack %: 100
Magic Attack: 6
Materia Growth: Normal
Cost: ---

Location: Yuffie is equipped with this
Slots: 0=0 0
Notes: ---

Name: Boomerang
Attack: 30
Attack %: 101
Magic Attack: 7
Materia Growth: Normal
Cost: 1400
Location: Stolen from Formula, bought at Junon, Gongaga
Slots: 0=0 0 0
Notes: Long Range

Name: Wind Slash
Attack: 30
Attack %: 103
Magic Attack: 7
Materia Growth: Double
Cost: 2000
Location: Shinra Boat, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: ---

Name: Twin Viper
Attack: 36
Attack %: 108
Magic Attack: 8
Materia Growth: Double
Cost: 3200
Location: Shinra Mansion, bought at Junon (Disc 2)
Slots: 0 0 0 0
Notes: Long Range

Name: Pinwheel
Attack: 37
Attack %: 104
Magic Attack: 9
Materia Growth: Normal
Cost: 2600
Location: Bought at Cosmo Canyon
Slots: 0=0 0=0
Notes: ---

Name: Razor Wing
Attack: 49
Attack %: 105
Magic Attack: 12
Materia Growth: Normal
Cost: 6000

Location: Bought at Wutai
Slots: 0=0 0=0 0
Notes: ---

Name: Hawkeye
Attack: 61
Attack %: 107
Magic Attack: 14
Materia Growth: Normal
Cost: 12000
Location: Bought at Icicle Village
Slots: 0=0 0=0 0 0
Notes: ---

Name: Magic Shuriken
Attack: 68
Attack %: 110
Magic Attack: 0
Materia Growth: Normal
Cost: 6000
Location: Bought at Costa Del Sol
Slots: 0 0 0
Notes: Dexterity +10

Name: Superball
Attack: 68
Attack %: 120
Magic Attack: 10
Materia Growth: None
Cost: 3000
Location: Won at Fort Condor, bought at Junon (Disc 2)
Slots: ---
Notes: ---

Name: Spiral Shuriken
Attack: 68
Attack %: 110
Magic Attack: 18
Materia Growth: Normal
Cost: 14000
Location: Bought at Costa Del Sol (Disc 2)
Slots: 0=0 0 0 0 0 0 0
Notes: ---

Name: Crystal Cross
Attack: 74
Attack %: 110
Magic Attack: 18
Materia Growth: Normal
Cost: 18000

Location: Bought at Mideel
Slots: 0=0 0=0 0=0
Notes: ---

Name: Oritsuru
Attack: 90
Attack %: 116
Magic Attack: 38
Materia Growth: Normal
Cost: ---
Location: Wutai, Dachao Statue Mountain Area (the flame cave)
Slots: 0=0 0=0 0 0 0 0
Notes: ---

Name: Conformer (ULTIMATE WEAPON)
Attack: 96
Attack %: 112
Magic Attack: 42
Materia Growth: None
Cost: ---
Location: Sunken Plane (Gelnika)
Slots: 0=0 0=0 0=0 0=0
Notes: If Yuffie is fighting an enemy with a higher level (EXP wise), the Conformer will do more damage.

5)Armor List

Name: Bronze Bangle
Defense: 8
Defense %: 0
Magic Defense: 0
Magic Defense %: 0
Slots: ---
Materia Growth: None
Cost: ---
Location: This is an initial equipping
Notes: ---

Name: Iron Bangle
Defense: 10
Defense %: 0
Magic Defense: 2
Magic Defense %: 0
Slots: 0
Materia Growth: Normal
Cost: 160
Location: Beginner's Place
Notes: ---

Name: Titan Bangle

Defense: 14
Defense %: 2
Magic Defense: 4
Magic Defense %: 0
Slots: 0 0
Materia Growth: Normal
Cost: 280
Location: Defeat Airbuster, bought at Wall Market
Notes: ---

Name: Mythril Armlet
Defense: 18
Defense %: 3
Magic Defense: 8
Magic Defense %: 0
Slots: 0=0
Materia Growth: Normal
Cost: 350
Location: Bought at Wall Market, Kalm, Junon
Notes: ---

Name: Four Slots
Defense: 12
Defense %: 0
Magic Defense: 10
Magic Defense %: 0
Slots: 0 0 0 0
Materia Growth: Normal
Cost: 1300
Location: Trade in Item Coupon A (Shinra HQ), bought at Costa
Del Sol
Notes: ---

Name: Platinum Bangle
Defense: 20
Defense %: 0
Magic Defense: 12
Magic Defense %: 0
Slots: 0 0
Materia Growth: Double
Cost: 1800
Location: Costa Del Sol, bought at Junon
Notes: ---

Name: Carbon Bangle
Defense: 27
Defense %: 3
Magic Defense: 14
Magic Defense %: 0
Slots: 0=0 0
Materia Growth: Normal
Cost: 800

Location: Stolen from Moth Slasher, bought at Costa Del Sol,
North Corel

Notes: ---

Name: Shinra Beta

Defense: 30

Defense %: 0

Magic Defense: 0

Magic Defense %: 0

Slots: 0=0 0 0

Materia Growth: Normal

Cost: ---

Location: Stolen from Marines on Shinra Boat

Notes: ---

Name: Silver Armlet

Defense: 34

Defense %: 4

Magic Defense: 22

Magic Defense %: 0

Slots: 0=0 0 0

Materia Growth: Normal

Cost: 1300

Location: Defeat Dyne, bought at Cosmo Canyon

Notes: ---

Name: Gold Armlet

Defense: 46

Defense %: 4

Magic Defense: 28

Magic Defense %: 0

Slots: 0=0 0=0

Materia Growth: Normal

Cost: 2000

Location: Stolen from Dragon, bought at Rocket Town

Notes: ---

Name: Adaman Bangle

Defense: 93

Defense %: 0

Magic Defense: 23

Magic Defense %: 0

Slots: 0=0

Materia Growth: Normal

Cost: ---

Location: Stolen from Adamantaimai

Notes: ---

Name: Fourth Bracelet

Defense: 74
Defense %: 3
Magic Defense: 100
Magic Defense %: 3
Slots: 0=0 0=0 0
Materia Growth: Normal
Cost: ---
Location: Rocket Town
Notes: Magic +20

Name: Edincoat
Defense: 50
Defense %: 0
Magic Defense: 33
Magic Defense %: 0
Slots: 0 0 0 0 0 0 0
Materia Growth: Normal
Cost: 8000
Location: Defeat Palmer, bought at Rocket Town (Disc 2)
Notes: Magic +5

Name: Dragon Armlet
Defense: 58
Defense %: 3
Magic Defense: 47
Magic Defense %: 2
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Defeat Red Dragon
Notes: Half Damage from Fire/Ice/Lightning attacks

Name: Gigas Armlet
Defense: 59
Defense %: 0
Magic Defense: 0
Magic Defense %: 0
Slots: 0=0 0=0 0
Materia Growth: None
Cost: ---
Location: Defeat Demon's Gate
Notes: Strength +30

Name: Rune Armlet
Defense: 43
Defense %: 5
Magic Defense: 24
Magic Defense %: 0
Slots: 0 0 0 0
Materia Growth: Double
Cost: 3700
Location: Bought at Bone Village

Notes: ---

Name: Wizard Bracelet
Defense: 6
Defense %: 3
Magic Defense: 85
Magic Defense %: 3
Slots: 0=0 0=0 0=0 0=0
Materia Growth: Normal
Cost: 12000
Location: Defeat Jenova Life, stolen from Epsilon, bought at
Mideel
Notes: Magic +20

Name: Diamond Bangle
Defense: 57
Defense %: 6
Magic Defense: 37
Magic Defense %: 0
Slots: 0=0 0=0 0
Materia Growth: Normal
Cost: 3200
Location: Bone Village
Notes: ---

Name: Fire Armlet
Defense: 72
Defense %: 8
Magic Defense: 52
Magic Defense %: 3
Slots: 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Gaea's Cliff
Notes: Absorbs Fire attacks

Name: Bolt Armlet
Defense: 74
Defense %: 8
Magic Defense: 55
Magic Defense %: 3
Slots: 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Absorbs Lightning attacks
Notes:

Name: Crystal Bangle
Defense: 10
Defense %: 8

Magic Defense: 45
Magic Defense %: 1
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: 4800
Location: Bought at Mideel
Notes: ---

Name: Precious Watch
Defense: 0
Defense %: 0
Magic Defense: 0
Magic Defense %: 0
Slots: 0 0 0 0 0 0 0 0
Materia Growth: Normal
Cost: ---
Location: Chocobo Racing, Gold Saucer
Notes: ---

Name: Chocobracelet
Defense: 35
Defense %: 10
Magic Defense: 38
Magic Defense %: 10
Slots: 0 0 0 0
Materia Growth: Normal
Cost: ---
Location: Chocobo Racing, Gold Saucer
Notes: Dexterity +30, Luck +20, Speed Plus +30

Name: Warrior Bangle
Defense: 96
Defense %: 0
Magic Defense: 21
Magic Defense %: 0
Slots: 0=0 0=0
Materia Growth: None
Cost: ---
Location: Stolen from Eagle Gun (Mt.Corel Train Ride)
Notes: Strength +20

Name: Ziedrich
Defense: 100
Defense %: 15
Magic Defense: 98
Magic Defense %: 18
Slots: ---
Materia Growth: None
Cost: ---
Location: Stolen from Rude
Notes: Strength +20, Magic +20, you only take half damage

Name: Shinra Alpha
Defense: 77
Defense %: 0
Magic Defense: 34
Magic Defense %: 0
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Stolen from Underwater MP
Notes: ---

Name: Aurora Armlet
Defense: 76
Defense %: 8
Magic Defense: 54
Magic Defense %: 3
Slots: 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Ancient City
Notes: Absorbs Ice attacks

Name: Escort Guard
Defense: 62
Defense %: 5
Magic Defense: 55
Magic Defense %: 0
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Sunken Plane (Gelnika)
Notes: No damage taken from Lightning/Earth/Water/Poison
Can only be worn by men

Name: Aegis Armlet
Defense: 55
Defense %: 15
Magic Defense: 86
Magic Defense %: 50
Slots: 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Sector 8, Midgar (near the tunnel)
Notes: ---

Name: Minerva Band
Defense: 60
Defense %: 8
Magic Defense: 57
Magic Defense %: 0

Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Ancient Forest, stolen from Elena
Notes: Can only be worn by women

Name: Imperial Guard
Defense: 82
Defense %: 0
Magic Defense: 74
Magic Defense %: 0
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Reno
Notes: ---

Name: Mystile
Defense: 65
Defense %: 50
Magic Defense: 72
Magic Defense %: 60
Slots: 0=0 0=0 0=0
Materia Growth: Normal
Cost: ---
Location: Midgar (after Proud Clod)
Notes: THIS ROCKS!!!

6)Accessories List

Name: Amulet
Cost: 10000
Location: Bought at Mideel
Effect: Luck +10

Name: Bolt Ring
Cost: 8000
Location: Bought at Mideel
Effect: Immune to Lightning

Name: Cat's Bell
Cost: ---
Location: Chocobo Racing, Gold Saucer
Effect: You slowly regain HP while walking around, 2HP each step

Name: Champion Belt
Cost: 16000 Battle Points
Location: Battle Square, Gold Saucer (given to you by Dio if you

defeat all the enemies the first time you meet him)
Effect: Power +30, Strength +30

Name: Choco Feather
Cost: 10000
Location: Bought at Wutai
Effect: Speed +10

Name: Circlet
Cost: ---
Location: Stolen from Snow, Ultimate Weapon
Effect: Magic +30, Spirit +30

Name: Cursed Ring
Cost: ---
Location: Mideel, Stolen from Ultimate Weapon
Effect: Raises Status, but puts you in condemned stats in combat.
However, if you die and revive yourself, you won't be
condemned

Name: Earring
Cost: 7500
Location: Bought at Rocket Town
Effect: Magic +10

Name: Fairy Ring
Cost: 7000
Location: Cave of the Gi, bought at Mideel
Effect: Immune to Poison/Darkness

Name: Fire Ring
Cost: 8000
Location: Costa Del Sol basement, bought at Mideel
Effect: Immune to Fire

Name: Fury Ring
Cost: 5000
Location: Bought at Gongaga
Effect: Puts you in Berserk mode while in combat

Name: Headband
Cost: 3000
Location: Bought at Junon, Gongaga
Effect: Immune to Sleepel

Name: HypnoCrown
Cost: ---
Location: Corral Valley Mineshaft
Effect: Increases success rate of Manipulate

Name: Ice Ring
Cost: 8000
Location: Defeat Chekhov (Wutai Pagoda), bought at Mideel
Effect: Immune to Ice attacks

Name: Jem Ring
Cost: 7500
Location: Defeat Materia Keeper, bought at Mideel
Effect: Immune to Petrify/Slowly Petrify/Paralysis

Name: Peace Ring
Cost: 7500
Location: Defeat Rapps, bought at Rocket Town (Disc 2)
Effect: Immune to Sadness/Furt/Confusion/Berserk

Name: Poison Ring
Cost: ---
Location: Defeat Motor Ball
Effect: Absorbs Poison, enhances the Poison elemental attack status

Name: Power Wrist
Cost: 7500
Location: Defeat Bottomswell, bought at Rocket Town
Effect: Power +10

Name: Protect Ring
Cost: ---
Location: ?
Effect: Casts Barrier and MBarrier in combat

Name: Protect Vest
Cost: 3500
Location: Defeat Rufus, bought at Rocket Town
Effect: Vitality +10

Name: Reflect Ring

Cost: ---
Location: Defeat Jenova Death
Effect: Casts Reflect when in battle

Name: Ribbon
Cost: ---
Location: Temple of the Ancients, Gaea's Cliff, morph Master Tonberry
Effect: Immune to all status effects

Name: Safety Bit
Cost: 7500
Location: Great Glacier, bought at Rocket Town (Disc 2)
Effect: Immune to Death/Petrify/Slowly Petrify/Condemned/

Name: Silver Glasses
Cost: 3000
Location: Bought at Junon, Gongaga
Effect: Immune to Dark

Name: Sneak Glove
Cost: 129000 (Yep, that's the price!!!)
Location: Wall Market (Disc 2)
Effect: Increases success rate of Steal/Mug

Name: Sprint Shoes
Cost: ---
Location: Chocobo Racing, Gold Saucer (?)
Effect: Puts you in Haste when in combat

Name: Star Pendant
Cost: 4000
Location: Exchange Item Coupon B at Shinra HQ, bought at Gongaga
Effect: Immune to Poison

Name: Talisman
Cost: 4000
Location: Defeat Specimen in Shinra Tower, bought at Gongaga, Rocket
Town
Effect: Spirit +10

Name: Tetra Elemental
Cost: ---
Location: Crater, morph Cactuar
Effect: Absorbs Fire/Ice/Lightning/Earth

Name: Tough Ring
Cost: ---
Location: Stolen from Reno
Effect: Strength +50, Spirit +50

Name: Water Ring
Cost: ---
Location: Corral Valley
Effect: Absorbs Water attacks

Name: White Cape
Cost: 5000
Location: Defeat Jenova Birth, bought at Gongaga, Mideel
Effect: Immune to Minimum/Toad

7)Materia List

Name: Added Cut
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Once you use the Materia that this is linked to, you then physically attack target of that spell.	0
MASTER:	---	200000

Materia that can be linked: Any Command/Magic/Summon

Added Cut is found in the Great Glacier. Err...it's quite hard to detail the location, but I'll get it to you soon.

Name: Added Effect
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	If linked on a weapon, you inflict status/elemental damage (of the materia you're linked to) on target. If linked on armor, you are immune status/elemental damage of the materia you're linked to.	0
MASTER:	---	100000

Materia that can be linked: Choco/Mog, Contain, Destruct, Hades, Mystify, Odin, Poison, Seal, Time, Transform

Added Effect is found in the Cave of the Gi.

Name: Alexander
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Judgement (once per battle)	0
Stage 2:	Judgement (twice per battle)	25000
Stage 3:	Judgement (three times per battle)	65000
Stage 4:	Judgement (four times per battle)	100000
MASTER:	Judgement (no limit)	150000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 120

Where can you find Alexander? On your trip to the Great Glacier. After you go snowboarding, you'll end up in a random location. Open up your map by using Square. See that little red cross? Your mission, which you have to accept, is to head there, then from where you are, travel south-east toward the hot springs. Go down and touch them. Now, head north until you reach the big snowfield thingy. Incidentally, there's a cave in this area that contains some items (All Materia). However, from where you entered, go east. Try not to lose your bearings. If you pass out from the cold, rest up in Holzoff's Cabin before returning to the snowfield.

Holzoff's Cabin

```
-----  
|           | Path that  
|           | leads to           o stands for the cave  
|           | Alexander  
|           |  
|   o       |  
|           |  
-----
```

Hot Springs

Hmm? Got it? Make your way through the path that leads to Alexander, taking the topmost path IF the path splits, sorry, my memory has eluded me here. You'll soon reach a path with a cave hidden to the right - head inside and talk to the lady there to initiate a fight. You'll have to fight the enemy Snow, and once she's gone, she'll leave the Alexander materia behind! Now pass out and get on with the game.

Name: All
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Able to target linked materia on all enemies/allies once per battle	0

Stage 2:	Able to target linked materia on all enemies/allies twice per battle	1500
Stage 3:	Able to target linked materia on all enemies/allies three times per battle	6000
Stage 4:	Able to target linked materia on all enemies/allies four times per battle	18000
Stage 5:	Able to target linked materia on all enemies/allies five times per battle	35000

Materia that can be linked: Fire, Ice, Lightning, Earth, Poison,
Gravity, Restore, Heal, Seal, Mystify,
Time, Barrier, Destruct, FullCure

All is found in the Sector 7 Slums, 68th floor of the Shinra HQ, on
the Boat Ride, in Mt.Nibel, in the Great Glacier, and it can also
be bought at Fort Condor (Disc 2) for 20000g.

Name: Bahamut
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Mega Flare (once per battle)	0
Stage 2:	Mega Flare (twice per battle)	20000
Stage 3:	Mega Flare (three times per battle)	50000
Stage 4:	Mega Flare (four times per battle)	80000
MASTER:	Mega Flare (no limit)	120000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 100

After defeating the Red Dragon in the Temple of the Ancients, he'll
leave it behind in the form of a bouncy red ball.

Name: Bahamut Zero
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Tera Flare (once per battle)	0
Stage 2:	Tera Flare (twice per battle)	35000
Stage 3:	Tera Flare (three times per battle)	120000
Stage 4:	Tera Flare (four times per battle)	150000
MASTER:	Tera Flare (no limit)	250000

Effects: Magic +4, Magic Def +4, MaxHP -10%, MaxMP +15%

MP Cost: 180

Bahamut Zero can only be recieved if you've got Bahamut and Neo
Bahamut. If you do, examine the Blue Huge Materia in Bugenhagen's

Observatory (Cosmo Canyon) and you'll receive this.

Name: Barrier

Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Barrier	0	16
Stage 2:	MBarrier	5000	24
Stage 3:	Reflect	15000	30
Stage 4:	Wall	30000	58
MASTER:	---	45000	---

Effects: Strength +2, Vitality -1, Magic +2, Magic Def +1, MaxHP -5%
MaxMP +5%

Bought at Rocket Town for 10000g.

Name: Chocobo Lure

Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Chocobo encounters are "turned on"	0
Stage 2:	Encounter rate raised by 1.5	3000
Stage 3:	Encounter rate raised by 2	10000
Stage 4:	Encounter rate raised by 3	30000

Effects: Luck +1

Chocobo Lure is bought from the Chocobo Farm for 2000. You can get a free one in Disc 2, check the right side of the pen for it.

Name: Choco/Mog

Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	DeathBlow! (once per battle)	0
Stage 2:	DeathBlow! (twice per battle)	2000
Stage 3:	DeathBlow! (three times per battle)	14000
Stage 4:	DeathBlow! (four times per battle)	25000
MASTER:	DeathBlow! (no limit)	35000

Effects: Magic +1, MaxHP -2%, MaxMP +2%

MP Cost: 14

Choco/Mog is found at the Chocobo Farm, on your first visit. Talk (well, examine it, Chocobos can't really talk...) to it, and then select the top option to watch them dance. After the dance, you'll receive the Choco/Mog materia.

Name: Comet
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Comet	0	70
Stage 2:	Comet2	12000	110
MASTER:	---	16000	---

Effects: Strength +2, Magic +2, Vitality -1, Magic Def +1, MaxHP -5%
MaxMP +5%

Comet is found at the Ancient City, just before your battle with Jenova Life.

Name: Contain
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Freeze	0	82
Stage 2:	Break	5000	86
Stage 3:	Tornado	10000	90
Stage 4:	Flare	15000	100
MASTER:	---	60000	---

Effects: Strength -4, Vitality -2, Magic +4, Magic Def +2, MaxHP -10%
MaxMP +10%

Contain is recieved from the little Chocobo in Mideel (give it Mimett Greens, then scratch its ears).

Name: Counter
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	When attacked, 30% chance of you countering with the linked Materia	0
Stage 2:	When attacked, 40% chance of you countering with the linked Materia	40000
Stage 3:	When attacked, 60% chance of you countering with the linked Materia	80000
Stage 4:	When attacked, 80% chance of you countering with the linked Materia	120000
Stage 5:	When attacked, 100% chance of you countering with the linked Materia	200000

Materia that can be linked: All Command Materia bar Enemy Skill.

Counter is found in the Crater, where the massive Materia column of light is. It's in the column.

Name: Counter Attack
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	When attacked, 20% chance of retaliation	0
Stage 2:	When attacked, 40% chance of retaliation	10000
Stage 3:	When attacked, 60% chance of retaliation	20000
Stage 4:	When attacked, 80% chance of retaliation	50000
Stage 5:	When attacked, 100% chance of retaliation	100000

Counter Attack is recieved after you defeat the Materia Keeper, or you can win at the Chocobo Square at Gold Saucer.

Name: Cover
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	When ally is attacked, 20% chance of protecting him/her	0
Stage 2:	When ally is attacked, 40% chance of protecting him/her	2000
Stage 3:	When ally is attacked, 60% chance of protecting him/her	10000
Stage 4:	When ally is attacked, 80% chance of protecting him/her	25000
Stage 5:	When ally is attacked, 100% chance of protecting him/her	40000

Effects: Vitality +1

Cover is found at Wall Market, and outside Aeris' House (the garden area).

Name: Destruct
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	DeBarrier	0	12
Stage 2:	DeSpell	6000	20
Stage 3:	Death	10000	30
MASTER:	---	45000	---

Effects: Strength +2, Vitality -1, Magic +2, Magic Def +1, MaxHP -5%, MaxMP +5%

Destruct is given to you by Sephiroth in the Shinra Mansion (he throws it at you). Otherwise, you can buy it from Fort Condor and Mideel in Disc 2 for 9000g.

Name: Deathblow
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Deathblow	0
MASTER:	---	40000

Effects: Luck +1

Deathblow is found in the area just outside Gongaga Village (all the trees and stuff, before or after you meet the Turks), or can be bought from Rocket Town or Mideel for 10000g.

Name: Double Cut
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	2X-Cut	0
Stage 2:	4X-Cut	100000
MASTER:	---	150000

Effect: Dexterity +2

Double Cut is found in the sunken plane (Gelnika).

Name: Earth
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Quake	0	6
Stage 2:	Quake2	6000	28
Stage 3:	Quake3	22000	68
MASTER:	---	40000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Quake is bought in Kalm, Costa Del Sol, or Junon for 1500g.

Name: Elemental
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	When you attack, you'll inflict elemental damage on the enemy (the elemental that your materia is is the elemental inflicted). When you are attacked, you'll take	0

half damage from the element of the materia attached.

Stage 2: When you attack, you'll inflict elemental damage on the enemy (the elemental that your materia is is the elemental inflicted). When you are attacked, you'll take no damage from the element of the materia attached. 10000

Stage 3: When you attack, you'll inflict elemental damage on the enemy (the elemental that your materia is is the elemental inflicted). When you are attacked, you'll absorb damage from the element of the materia attached. 40000

MASTER: --- 80000

Materia that can be linked: Fire, Ice, Lightning, Earth, Poison, Gravity, Alexander, Bahamut, Bahamut Zero, Choco/Mog, Ifrit, Leviathan, Neo-Bahamut, Phoenix, Ramuh, Shiva, Titan

Elemental Materia is found on the 62nd floor of Shinra HQ, Mt.Corel, or you recieve it when you play Tifa's piano.

Name: Enemy Away
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Decreases encounters by 50%	0
Stage 2:	Decreases encounters by 75%	8000
MASTER:	---	50000

Effects: Luck +1

The Enemy Away Materia is won at the Chocobo Square at the Gold Saucer.

Name: Enemy Lure
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Increases encounters by 1.5	0
Stage 2:	Increases encounters by 2	8000
MASTER:	---	50000

Effect: Luck -1

Enemy Lure is won at Battle Square in the Chocobo Square at the Gold Saucer.

Name: Enemy Skill
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Enemy Skill	0

You can find Enemy Skill on the 67th Floor of Shinra HQ, Junon, the Ancient City, and from the chocobo at the Chocobo Sages' house.

Name: Exp. Plus
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Receive 1.5 times of the usual amount of EXP after battle	0
Stage 2:	Receive 2 times of the usual amount of EXP after battle	60000
MASTER:	---	150000

Effects: Luck +1

Exp. Plus can be won at the Wonder Square in the Gold Saucer (2000 GP).

Name: Exit
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Escape	0	16
Stage 2:	Remove	10000	99
MASTER:	---	30000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Exit is bought at Rocket Town (Disc 2), for 10000g.

Name: Final Attack
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	When you die, you cast the spell that the highest stage of linked materia offers (once per battle)	0
Stage 2:	When you die, you cast the spell that the highest stage of linked materia offers (twice per battle)	20000
Stage 3:	When you die, you cast the spell that the highest stage of linked materia offers (three times per	40000

battle)
 Stage 4: When you die, you cast the spell 80000
 that the highest stage of linked
 materia offers (four times per
 battle)
 Stage 5: When you die, you cast the spell 160000
 that the highest stage of linked
 materia offers (five times per
 battle)

Materia that can be linked: Any Command/Magic/Summon materia

Final Attack is found at the Battle Square in Gold Saucer, you'll
 have to get both Omnislash and W-Summon, and then you'll enter a
 special battle. Win the battles, win Final Attack.

 Name: Fire
 Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Fire	0	4
Stage 2:	Fire2	2000	22
Stage 3:	Fire3	18000	55
MASTER:	---	35000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Fire is bought at Sector 7, Wall Market, Costa Del Sol, Fort Condor,
 Junon, and Mideel. Red XIII also comes equipped with this.

 Name: Fullcure
 Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	---	0	---
Stage 2:	Fullcure	3000	99
MASTER:	---	10000	---

Effects: Strength -4, Vitality -2, Magic +4, Magic Def +2, MaxHP -10%
MaxMP +10%

In Cosmo Canyon (Disc 2), head to the back area of the Item Shop and
 tax this for free!

 Name: Gil Plus
 Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Receive 1.5 times of the usual amount of Gil	0

after battle
 Stage 2: Receive 2 times of the usual amount of Gil 80000
 after battle
 MASTER: --- 150000

Effects: Luck +1

Gil Plus can be won at the Wonder Square in the Gold Saucer
 (1000 GP).

 Name: Gravity
 Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Demi	0	14
Stage 2:	Demi2	10000	33
Stage 3:	Demi3	20000	48
MASTER:	---	40000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Gravity is recieved after you defeat Gi Nattak, or it can be bought
 at Mideel for 8000g.

 Name: Hades
 Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Black Cauldron (once per battle)	0
Stage 2:	Black Cauldron (twice per battle)	35000
Stage 3:	Black Cauldron (three times per battle)	120000
Stage 4:	Black Cauldron (four times per battle)	150000
MASTER:	Black Cauldron (no limit)	250000

Effects: Magic +4, Magic Def +4, MaxHP -10%, MaxMP +15%

MP Cost: 150

Hades is found inside the Sunken Plane (Gelnika), near the oil
 spillage from the helicopter wreck.

 Name: Heal
 Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Poisona	0	3
Stage 2:	Esuna	12000	15
Stage 3:	Resist	52000	120
MASTER:	---	60000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Bought from either Kalm, Gongaga, Junon, Costa Del Sol, or Mideel for 1500g.

Name: HP Absorb
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	1/10th of damage that linked materia dealt is added to your HP.	0
MASTER:	---	10000

Materia that can be linked: Fire, Ice, Lightning, Earth, Poison, Gravity, Comet, Contain, Ultima, Deathblow, Double Cut, Steal, Manipulate, Throw, Slash-All, Morph, W-Summon, any summon spell, Mimic (only if the move that was mimicked dealt damage), W-Magic (only spells listed above)

HP Absorb is found at the Crater.

Name: HP Plus
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	MaxHP +10%	0
Stage 2:	MaxHP +20%	10000
Stage 3:	MaxHP +30%	20000
Stage 4:	MaxHP +40%	30000
Stage 5:	MaxHP +50%	50000

HP Plus can be bought at Cosmo Canyon or Mideel for 8000g.

Name: HP <> MP
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Switches MaxHP with MaxMP	0
MASTER:	---	80000

HP <> MP Materia is found in the cave near Mt.Corel. The cave is in the desert, and only accessible by Chocobo.

Name: Ice
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Ice	0	4
Stage 2:	Ice2	2000	22
Stage 3:	Ice3	18000	55
MASTER:	---	35000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Ice can be bought at Sector 7, Wall Market, Costa Del Sol, Fort Condor, Junon, or Mideel for 600g, and Cloud is equipped with this initially.

Name: Ifrit
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Hellfire (once per battle)	0
Stage 2:	Hellfire (twice per battle)	5000
Stage 3:	Hellfire (three times per battle)	20000
Stage 4:	Hellfire (four times per battle)	35000
MASTER:	Hellfire (no limit)	60000

Effects: Magic +1, MaxHP -2%, MaxMP +2%

MP Cost: 34

Ifrit is recieved after you defeat Jenova Birth, on the Shinra Boat Ride.

Name: Kjata
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Tetra Disaster (once per battle)	0
Stage 2:	Tetra Disaster (twice per battle)	22000
Stage 3:	Tetra Disaster (three times per battle)	60000
Stage 4:	Tetra Disaster (four times per battle)	90000
MASTER:	Tetra Disaster (no limit)	140000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 110

In the Sleeping Forest, just before you enter the Ancient City for the first time, there will be a red dot that keeps moving around (second section of the forest). Collect it and it will turn out to be Kjata.

Name: Knights of the Round

Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Ultimate End (once per battle)	0
Stage 2:	Ultimate End (twice per battle)	50000
Stage 3:	Ultimate End (three times per battle)	200000
Stage 4:	Ultimate End (four times per battle)	300000
MASTER:	Ultimate End (no limit)	500000

Effects: Magic +8, Magic Def +8, MaxHP -10%, MaxMP +20%

MP Cost: 250

Using a Gold Chocobo, travel to the stadium shaped island in the northwest corner of the map. Inside the cave is the fabled Knights of the Round materia.

Name: Leviathan
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Tidal Wave (once per battle)	0
Stage 2:	Tidal Wave (twice per battle)	18000
Stage 3:	Tidal Wave (three times per battle)	38000
Stage 4:	Tidal Wave (four times per battle)	70000
MASTER:	Tidal Wave (no limit)	100000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 78

With Yuffie, go to the Pagoda in Wutai and smack your way through the five floors, face *AHEM,coughcough,AHEM* and you will receive the Leviathan Materia.

Name: Lightning
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Bolt	0	4
Stage 2:	Bolt2	2000	22
Stage 3:	Bolt3	18000	55
MASTER:	---	35000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Lightning can be bought at Sector 7, Wall Market, Costa Del Sol, Fort Condor, Junon, or Mideel for 600g, and Cloud is equipped with this initially.

Name: Long Range

Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Lets you attack from the back row, and enemies that are out of reach, without any decrease in attack power.	0
MASTER:	---	80000

Long Range is found in the Mythril Mines.

Name: Luck Plus

Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Luck increases by 10%	0
Stage 2:	Luck increases by 20%	15000
Stage 3:	Luck increases by 30%	30000
Stage 4:	Luck increases by 40%	60000
Stage 5:	Luck increases by 50%	100000

Luck Plus is picked up at the Temple of the Ancients.

Name: Magic Counter

Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	When attacked, you counter with the spell offered at the highest stage of linked materia (30% chance)	0
Stage 2:	When attacked, you counter with the spell offered at the highest stage of linked materia (40% chance)	40000
Stage 3:	When attacked, you counter with the spell offered at the highest stage of linked materia (60% chance)	80000
Stage 4:	When attacked, you counter with the spell offered at the highest stage of linked materia (80% chance)	160000
Stage 5:	When attacked, you counter with the spell offered at the highest stage of linked materia (100% chance)	300000

Materia that can be linked: Any Magic/Summon Materia

Magic Counter is won at Chocobo Square, Gold Saucer.

Name: Magic Plus
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Magic increases by 10%	0
Stage 2:	Magic increases by 20%	10000
Stage 3:	Magic increases by 30%	20000
Stage 4:	Magic increases by 40%	30000
Stage 5:	Magic increases by 50%	50000

Magic Plus is found in the Corral Valley Mine.

Name: Manipulate
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Manipulate	0
MASTER:	---	40000

Manipulate is bought at Fort Condor and Rocket Town (Disc 2) for 10000g, however, Cait Sith also comes equipped with it.

Name: Mega All
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Battle commands affect all enemies	0
Stage 2:	---	10000
Stage 3:	---	50000
Stage 4:	---	80000
MASTER:	---	160000

Mega All is found in the Crater. It's that stupid bouncy pink ball thingy. You'll have to jump around (using O) to collect it.

Name: Mime
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Mime	0
MASTER:	---	100000

Mime is found in the cave that's in the Wutai area, the one that can only be accessed by a Chocobo.

Name: Morph
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Morph	0
MASTER:	---	40000

Morph is found at the Temple of the Ancients.

Name: MP Absorb
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	1/10th of damage that linked materia dealt is added to your MP.	0
MASTER:	---	100000

Materia that can be linked: Fire, Ice, Lightning, Earth, Poison, Gravity, Comet, Contain, Ultima, Deathblow, Double Cut, Steal, Manipulate, Throw, Slash-All, Morph, W-Summon, any summon spell, Mimic (only if the move that was mimicked dealt damage), W-Magic (only spells listed above)

MP Absorb is recieved from the "House of Cats" in Wutai.

Name: MP Plus
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	MaxMP +10%	0
Stage 2:	MaxMP +20%	10000
Stage 3:	MaxMP +30%	20000
Stage 4:	MaxMP +40%	30000
Stage 5:	MaxMP +50%	50000

MP Plus is bought from Cosmo Canyon or Mideel for 8000g.

Name: MP Turbo
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Linked materia becomes more effective, but MP cost of spell is raised (both by 10%)	0
Stage 2:	Linked materia becomes more effective, but MP cost of spell is raised (both by 20%)	10000
Stage 3:	Linked materia becomes more effective, but MP cost of	30000

spell is raised (both by 30%)
 Stage 4: Linked materia becomes more effective, but MP cost of spell is raised (both by 40%) 60000
 Stage 5: Linked materia becomes more effective, but MP cost of spell is raised (both by 50%) 120000

Materia that can be linked: Any Magic/Summon materia, and Enemy Skill

MP Turbo is found at the Whirlwind Maze, after/before meeting Jenova Death.

 Name: Mystify
 Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Confu	0	18
Stage 2:	Berserk	12000	28
MASTER:	---	25000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Mystify can be bought at either Gongaga or Cosmo Canyon for 6000g.

 Name: Neo Bahamut
 Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Giga Flare (once per battle)	0
Stage 2:	Giga Flare (twice per battle)	30000
Stage 3:	Giga Flare (three times per battle)	80000
Stage 4:	Giga Flare (four times per battle)	140000
MASTER:	Giga Flare (no limit)	200000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 140

This is found in the Whirlwind Maze, it's a little red bouncing ball on the same screen as the first save point. Don't miss it.

 Name: Odin
 Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Steel-Bladed Sword (once per battle)	0
Stage 2:	Steel-Bladed Sword (twice per battle)	16000
Stage 3:	Steel-Bladed Sword (three times per battle)	32000
Stage 4:	Steel-Bladed Sword (four times per battle)	65000

MASTER: Steel-Bladed Sword (no limit) 80000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 80

Odin is recieved when you defeat the Lost Number, who's stuck inside that tiny little safe in the Shinra Mansion.

Name: Phoenix
Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Phoenix Flame (once per battle)	0
Stage 2:	Phoenix Flame (twice per battle)	28000
Stage 3:	Phoenix Flame (three times per battle)	70000
Stage 4:	Phoenix Flame (four times per battle)	120000
MASTER:	Phoenix Flame (no limit)	800000

Effects: Magic +1, Magic Def +1, MaxHP -5%, MaxMP +5%

MP Cost: 180

You win this after you finish off the Huge Materia quest in Fort Condor.

Name: Poison
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Bio	0	8
Stage 2:	Bio2	5000	36
Stage 3:	Bio3	20000	50
MASTER:	---	38000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Poison can be found on the 68th floor of Shinra HQ, or can be bought from Kalm Town, Junon, or Costa Del Sol (Disc 2) for 1500g.

Name: Pre-Emptive
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Chance of attacking first +6%	0
Stage 2:	Chance of attacking first +12%	8000
Stage 3:	Chance of attacking first +24%	20000
Stage 4:	Chance of attacking first +36%	40000
Stage 5:	Chance of attacking first +48%	80000

Effects: Speed +2

Pre-Emptive Materia is bought at Battle Square in Gold Saucer.

Name: Quadra Magic
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Linked materia is cast four times in a row for the same amount of MP, however the power of linked materia drops by 2/5, and targets are random (Once per battle)	0
Stage 2:	Linked materia is cast four times in a row for the same amount of MP, however the power of linked materia drops by 2/5, and targets are random (Twice per battle)	40000
Stage 3:	Linked materia is cast four times in a row for the same amount of MP, however the power of linked materia drops by 2/5, and targets are random (Three times per battle)	80000
Stage 4:	Linked materia is cast four times in a row for the same amount of MP, however the power of linked materia drops by 2/5, and targets are random (Four times per battle)	120000
Stage 5:	Linked materia is cast four times in a row for the same amount of MP, however the power of linked materia drops by 2/5, and targets are random (Five times per battle)	200000

Materia that can be linked: Any Magic/Summon materia (excluding Knights of the Round. Who wants to see that four times in a row?)

Quadra Magic can be found in the Mideel Cave. It's the one on the end of a penninsula, and can only be accessible by Chocobo. However, the Highwind can still get you there, via this little glitch. See the cliff? Position yourself so that you're right up next to it, but you can still land on the glass. Land, and while you're descending, hold Square and the D-Pad to make it slide onto the penninsula. If all goes well, you'll appear on the penninsula along with the Highwind. Sometimes the Highwind will remain on the grass, but don't worry, you can still get back to it.

Name: Restore
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Cure	0	5
Stage 2:	Cure2	2500	24
Stage 3:	Regen	17000	30
Stage 4:	Cure3	24000	64
MASTER:	---	40000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

The Restore Materia can be bought from Sector 7, Wall Market, Fort Condor, Junon, Costa Del Sol, and Mideel (Disc 2) for 750g. It is also found in the first Mako Reactor.

Name: Revive
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Life	0	34
Stage 2:	Life2	45000	100
MASTER:	---	55000	---

Effects: Strength +2, Vitality -1, Magic +2, Magic Def +1, MaxHP -5%,
MaxMP +5%

Revive is bought in Junon, Gongaga, or Costa Del Sol for 3000g.

Name: Seal
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Sleepel	0	8
Stage 2:	Silence	10000	24
MASTER:	---	20000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Seal is bought at Junon or Costa Del Sol for 3000g.

Name: Sense
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Sense	0
MASTER:	---	40000

Sense is found at the playground near Wall Market, or bought at Kalm

	have a 20% chance of using the spell that the highest stage of the linked materia has to offer, though it is a random target.	
Stage 2:	At the start of battle, you have a 35% chance of using the spell that the highest stage of the linked materia has to offer, though it is a random target.	20000
Stage 3:	At the start of battle, you have a 50% chance of using the spell that the highest stage of the linked materia has to offer, though it is a random target.	60000
Stage 4:	At the start of battle, you have a 65% chance of using the spell that the highest stage of the linked materia has to offer, though it is a random target.	100000
Stage 5:	At the start of battle, you have a 80% chance of using the spell that the highest stage of the linked materia has to offer, though it is a random target.	150000

Materia that can be linked: Any Command (bar Slash-All)/Magic/Summon materia.

Sneak Attack is won at Chocobo Square, Gold Saucer.

Name: Speed Plus
Type: Purple (Independant)

Stage	Effect	AP Needed to reach Stage
Stage 1:	Speed +10%	0
Stage 2:	Speed +20%	15000
Stage 3:	Speed +30%	30000
Stage 4:	Speed +40%	60000
Stage 5:	Speed +50%	100000

Speed Plus Materia is bought at Battle Square in Gold Saucer.

Name: Steal
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Steal	0
Stage 2:	Mug	40000
MASTER:	---	50000

Effects: Dexterity +2

Steal is found in the Sewers, or you can buy it in Kalm for 1200g.

Name: Steal as Well
Type: Blue (Support)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	When you use the linked materia, you also use the Steal effect on the enemy, but if you targeted more than one enemy, the target stolen from will be random.	0
MASTER:	---	200000

Materia that can be linked: Any Command/Magic/Summon materia.

Found in Wutai, in the Cave of Many Flames (the one where you need the Leviathan Scales to enter).

Name: Time
Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Haste	0	18
Stage 2:	Slow	8000	20
Stage 3:	Stop	20000	34
MASTER:	---	42000	---

Effects: Strength +2, Vitality -1, Magic +2, Magic Def +1, MaxHP -5%, MaxMP +5%

Time is bought at Gongaga or Rocket Town for 6000g.

Name: Throw
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	Throw	0
Stage 2:	Coin	45000
MASTER:	---	60000

Effects: Vitality +1

When Yuffie joins your party, she'll have the Throw Materia, and you can buy it from Fort Condor and Rocket Town (both Disc 2) for 1000g.

Name: Titan

Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Anger of the Land (once per battle)	0
Stage 2:	Anger of the Land (twice per battle)	15000
Stage 3:	Anger of the Land (three times per battle)	30000
Stage 4:	Anger of the Land (four times per battle)	60000
MASTER:	Anger of the Land (no limit)	80000

Effects: Magic +1, MaxHP -2%, MaxMP +2%

MP Cost: 46

Titan is recieved from the burnt out reactor in Gongaga.

Name: Transform

Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	Mini	0	10
Stage 2:	Toad	8000	14
MASTER:	---	24000	---

Effects: Strength -1, Magic +1, MaxHP -2%, MaxMP +2%

Transform is bought at North Corel, Cosmo Canyon, Gongaga, or Mideel for 5000g, it's found at Mt. Corel, and Cait Sith is equipped with it.

Name: Typhoon

Type: Red (Summon)

Stage	Effect	AP Needed to Reach Stage
Stage 1:	Disintergration (once per battle)	0
Stage 2:	Disintergration (twice per battle)	10000
Stage 3:	Disintergration (three times per battle)	25000
Stage 4:	Disintergration (four times per battle)	50000
MASTER:	Disintergration (no limit)	70000

Effects: Magic +4, Magic Def +4, MaxHP -10%, MaxMP +15%

MP Cost: 160

Negotiate the maze of the Ancient Forest and get up into the trees. Typhoon will be hanging on a branch.

Name: Ultima

Type: Green (Magic)

Stage	Spell	AP Needed to reach Stage	MP Cost of Spell
Stage 1:	---	0	---
Stage 2:	Ultima	5000	130
MASTER:	---	100000	---

Effects: Strength -4, Magic +4, Magic Def +2, Vitality -2, MaxHP -10%, MaxMP+10%

Found at North Corel, after the Train Ride. If you successfully saved the town, a little kid will give this to you for free (the one that said that he found something shiny at the bottom of the well). If not, you can buy it off the same little kid for 50000. However, if you fail to make it to the train, no Ultima for you!

Name: Underwater
Type: Purple (Independent)

Stage	Effect	AP Needed to reach Stage
Stage 1:	When fighting Emerald Weapon, timer is disabled	0

Underwater Materia is recieved from the old guy in Kalm, once you trade him the Guide Book.

Name: W-Item
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	W-Item	0
MASTER:	---	250000

W-Item is found at the end of the Midgar Tunnel (Disc 2, the break-in). You'll have to go backwards to find it.

Name: W-Magic
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
Stage 1:	W-Magic	0
MASTER:	---	250000

W-Magic is hidden in the Crater; find the spot with a central Materia column, and check the trees in that area.

Name: W-Summon
Type: Yellow (Command)

Stage	Command Added	AP Needed to reach Stage
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Stage 1:      W-Summon                                0
MASTER:      ---                                    250000

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W-Summon is located at the Battle Square, Gold Saucer, for a hefty 64000BP.

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8) Magic List
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Name	Effect	Which Materia?	MP
Barrier	Protects from physical attacks, wears off after a certain amount of damage	Barrier	16
Berserk	Causes Berserk (can only attack, power increases, hit rate decreases)	Mystify	28
Bio	Level 1 Poison damage, causes Poison	Poison	8
Bio2	Level 2 Poison damage, causes Poison	Poison	36
Bio3	Level 3 Poison damage, causes Poison	Poison	80
Bolt	Level 1 Lightning damage	Lightning	4
Bolt2	Level 2 Lightning damage	Lightning	22
Bolt3	Level 3 Lightning damage	Lightning	55
Break	Causes Level 4 Earth damage 10% chance of causing Petrify	Contain	86
Comet	Causes physical damage to target	Comet	70
Comet2	Causes physical damage to target/s (more comets hit, less damage in total though)	Comet	110
Confu	Causes Confusion	Mystify	18
Cure	Level 1 HP recovery	Cure	5
Cure2	Level 2 HP recovery	Cure	24
Cure3	Level 3 HP recovery	Cure	64
DeBarrier	Removes Barrier, MBarrier, Reflect, and	Destruct	12

Wall from target

DeSpell	Removes indirect spell effects, along with Regen, Haste, Slow, Stop, Resist, and Countdown from target	Destruct	20
Death	Instant kill	Destruct	30
Demi	Drains target's HP by 1/4 Demi		14
Demi2	Drains target's HP by 1/2 Demi		33
Demi3	Drains target's HP by 3/4 Demi		48
Escape	Exit from battle	Exit	16
Esuna	Cures all status	Heal	15
Fire	Level 1 Fire Damage	Fire	4
Fire2	Level 2 Fire Damage	Fire	22
Fire3	Level 3 Fire Damage	Fire	55
Flare	Causes Level 4 Fire damage	Contain	100
Freeze	Causes Level 4 Ice damage 10% chance of causing Paralyze	Contain	82
Fullcure	Restore all HP	Fullcure	99
Haste	Time Bar speeds up	Time	18
Ice	Level 1 Ice damage	Ice	4
Ice2	Level 2 Ice damage	Ice	22
Ice3	Level 3 Ice damage	Ice	55
Life	Revive fallen ally	Life	34
Life2	Revive fallen ally with full HP	Life	100
MBarrier	Protects from magical attacks, wears off after a certain amount of damage	Barrier	24
Mini	Shrinks target (they only deal one point of damage with physical attacks)	Transform	10
Quake	Level 1 Earth damage	Quake	6
Quake2	Level 2 Earth damage	Quake	28

Quake3	Level 3 Earth damage	Quake	68
Remove	Kills all targets	Exit	99
Poisona	Heals Poison	Heal	3
Reflect	If a spell targets you, it is "bounced back" to caster	Barrier	30
Regen	Slowly restore HP	Cure	30
Resist	Can't be affected by status changes, any status changes already on target cannot be cured	Heal	120
Shield	Makes target near-	Shield	180
Silence	Causes Silence (cannot use magic) invincible	Seal	24
Sleepel	Causes Sleep	Seal	8
Slow	Time Bar slows down	Time	20
Stop	Time Bar stops	Time	34
Tornado	Causes Level 4 Wind damage 10% chance of causing Confusion	Contain	90
Toad	Turns target into a Frog, which makes them much weaker	Transform	14
Wall	Combines Barrier + MBarrier	Barrier	58
Ultima	Huge non-elemental damage to all enemies	Ultima	130

Enemy Skill List

To learn Enemy Skills, you must have the Enemy Skill Materia equipped, and in battle, the enemy must use it on you (whether you manipulate it or not). You can't escape from the battle, you have to survive the whole fight to actually learn the spell.

Name: ????

What?: Non-elemental damage to single target, damage is equal to amount of damage that the character casting it has taken this turn

Where?: Jersey (Shinra Mansion), Behemoth (Invasion of Midgar), you must damage them first before you can learn it

MP Cost?: 3MP

Name: Angel Whisper
What?: Either brings dead ally back to life with 7000+ HP (the amount is totally random), or sets an allies life to a random amount above 7000 (so yes, you can lower your HP)
Where?: Manipulate Pollensalta (Crater)
MP Cost?: 50MP

Name: Aqualung
What?: Water damage to all enemies
Where?: Jenova Birth (Ancient City), Harpy (Gold Saucer Prison Desert), Serpent (Sunken Plane, Gelnika)
MP Cost?: 34MP

Name: Bad Breath
What?: Casts Confusion, Frog, Minimum, Mute, Poison and Sleepel to all enemies
Where?: Malboro (Gaea's Cliff, Crater)
MP Cost?: 58MP

Name: Beta
What?: Fire damage to all enemies
Where?: Midgar Zolom (Chocobo Farm Swamp), wound him until he starts swaying back and forth
MP Cost?: 35MP

Name: Big Guard
What?: Casts Haste, Barrier and MBarrier on all allies
Where?: Beachplug (Gongaga Beach, Costa Del Sol Beach)
MP Cost?: 56MP

Name: Chocobuckle
What?: Non-elemental damage equal to number of battles you've escaped from
Where?: Long process. Learn L4 Suicide first, then buy some Mimett Greens and go into battle with the Chocobos outside the farm. Sense the Chocobo to see if its level is a multiple of 4, if it is, feed it a Mimett Green, use L4 Suicide, and it will hit back with Chocobuckle
MP Cost?: 3MP

Name: Death Force
What?: Ally becomes immune to Sudden Death
Where?: Adamantaimai (Wutai Beaches)
MP Cost?: 3MP

Name: Death Sentence
What?: Causes Condemned, a counter appears above the enemy, when
it reaches zero, they die
Where?: Sneaky Step (Cave of the Gi), Gi Spector (Cave of the Gi),
Boundfat (Corral Valley)
MP Cost?: 10MP

Name: Dragon Force
What?: Raises Def and MDef
Where?: Dark Dragon (Crater)
MP Cost?: 19MP

Name: Flame Thrower
What?: Fire damage to single target
Where?: Ark Dragon (Mythril Mines), Dragon (Mt.Nibel)
MP Cost?: 10MP

Name: Frog Song
What?: Transforms enemy into to Frog, also casts Sleepel
Where?: Touch Me (Gongaga)
MP Cost?: 5MP

Name: Goblin Punch
What?: Physical damage to single target, if enemy has same level
of exp as caster, deals more damage
Where?: Goblin (Goblin Island)
MP Cost?: 0MP

Name: L4 Suicide
What?: If enemy has exp. level that is a multiple of 4, they lose
most of their HP
Where?: Trickplay (Bone Village Area), Mu (Chocobo Farm Area)
MP Cost?: 10MP

Name: L5 Death
What?: Any enemy that has an exp. level that is a multiple of 5 is
instantly killed
Where?: Parasite (Crater)
MP Cost?: 22MP

Name: Laser
What?: Reduces target's HP by half
Where?: Death Claw (Gold Saucer Prison), Dark Dragon (Crater)

MP Cost?: 16MP

Name: Magic Breath
What?: Fire/Ice/Lightning damage on all enemies
Where?: Stilva (Gaea's Cliff), Parasite (Crater)
MP Cost?: 75MP

Name: Magic Hammer
What?: Drains 100MP from target
Where?: Razor Weed (Wutai)
MP Cost?: 3MP

Name: Matra Magic
What?: Non-elemental damage to single target
Where?: Custom Sweeper (Midgar)
MP Cost?: 8MP

Name: Pandora's Box
What?: Physical damage to all enemies
Where?: Dragon Zombie (Crater)
MP Cost?: 110MP

Name: Roulette
What?: Kills one random target on battlefield
Where?: Death Dealer (Crater)
MP Cost?: 6MP

Name: Shadow Flare
What?: Heavy magical damage to single target
Where?: Ultimate Weapon (Cosmo Canyon), Dragon Zombie (Crater)
MP Cost?: 100MP

Name: Trine
What?: Lightning damage to all enemies
Where?: Materia Keeper (Nibel Reactor), Stilva (Gaea's Cliff),
Godo (Wutai Pagoda)
MP Cost?: 20MP

Name: White Wind
What?: Allies gain HP equal to current HP of caster, status cured
Where?: Zemezelett (Junon Area), Wind Wing (Whirlwind Maze)
MP Cost?: 34MP

9)Chocobo Breeding

Aaah...chocobo breeding. Not a necessary part of the game, however, it is recommended as you can obtain some great items, and it's fun!

Fun = Frustration

There's two main places you'll be visiting, the Chocobo Farm, and the Choco Sages' house (on the Ice Continent, in a valley just behind Icicle Village).

First step. You'll need to have the Chocobo Lure materia equipped on one of you active party members, preferably mastered so that you have more of a chance of encountering a Chocobo instead of entering an enemy-only battle. You'll also require some Greens from the Chocobo Ranch. Any of these will work fine, grab about 15 or so of the one that you want to use. Don't lash out and grab the most expensive greens; save your Gil for later. I stuck to the Gyshal greens, and they worked fine.

Greens	Bought From	Price
Gyshal Greens	Chocobo Farm	100 Gil
Krakka Greens	Chocobo Farm	250 Gil
Tantal Greens	Chocobo Farm	400 Gil
Pashana Greens	Chocobo Farm	800 Gil
Curiel Greens	Chocobo Farm	1000 Gil
Mimett Greens	Chocobo Farm	1500 Gil
Reagen Greens	Chocobo Sage	3000 Gil
Sylkis Greens	Chocobo Sage	5000 Gil

Alrighty. To capture a Chocobo, you must first encounter it in battle (which you can only do by walking around on the Chocobo tracks on the World Map), and when in battle, you must feed it a green to keep it busy for a while. While it's eating, kill off all the other enemies without hurting the Chocobo, and the Chocobo is yours!

You can only bring it back to the Farm if you've bought the stables there. The stables are 10000 gil a pop (I think), and I recommend buying out all of them. Once you've bought them, and you catch a Chocobo, you'll get the option to send them back to the farm (in the pen), and if you think they're good enough, you can move them into the stables, where they'll be fed, groomed, and ready to mate (anyone consider making a Chocobo Manager game?).

There are different sorts of conditions that the Chocobos can be in, here's a list of what condition, where to find it, and what Billy boy thinks of them.

Condition Area

Billy Boy's judgement

Weak	Chocobo Farm Area	I can't really recommend this one
Poor	Anywhere, basically	This one does not seem to be very good
Mediocre	Rocket Town Area	This Chocobo is so so
O.K	Wutai, Junon Area	This is a pretty average Chocobo
Good	Gold Saucer, Mideel Area	This Chocobo seems to be good
Great	Mideel Area	This is a great chocobo!
Wonderful	Icicle Area	This is a wonderful chocobo!

Capture the Chocobo of your choice, send it back to the farm, and if you like it, keep it. There's a few more things to breeding Chocobos. To breed, they can't be the same sex (well duh!!!!), and you need to feed them nuts, so that they can "get into the mood", so to speak.

Nuts	Location	Price
Pepio Nut	Chocobo Farm	100g
Luchile Nut	Chocobo Farm	200g
Saraha Nut	Chocobo Farm	400g
Lasan Nut	Chocobo Farm	600g
Pram Nut	Chocobo Sage	1500g
Porov Nut	Chocobo Sage	2000g
Carob Nut	Stolen from Vlakorados	
Zeio Nut	Stolen from Goblins	

Basically, you only want to obtain the Carob and Zeio Nuts, as the normal nuts will only grant you a normal Chocobo. Carob Nuts are stolen from Vlakorados, that huge arse dragon thingy in the Bone Village area, but don't worry, even though it's got tons of HP, it's easy to beat. The Goblins can be found on Goblin Island and are very weak.

Greens aren't just used for keeping Chocobos at bay in battles, they can also be used to improve your Chocobo's abilities, if you feed them while they're in the stables.

Greens	Effects	Location	Cost
Gysahl Greens	Stamina Up	Chocobo Farm	100g
Krakka Greens	Intelligence Up	Chocobo Farm	250g
Tantal Greens	Speed+Stamina+Intelligence Up	Chocobo Farm	400g

Pashana Greens	Stamina Up	Chocobo Farm	800g
Curiel Greens	Speed+Stamina Up	Chocobo Farm	1000g
Mimett Greens	Speed+Stamina Up	Chocobo Farm	1500g
Reagen Greens	Speed+Stamina Up	Chocobo Sage	3000g
Sylkis Greens	Speed+Stamina+Intelligence Up	Chocobo Sage	5000g

Why feed them Greens? So that they can run faster when they're in the Chocobo Square at the Gold Saucer, and the more races you win, the higher the rank of the Chocobo becomes, allowing you to breed a super-Chocobo. By the way, you should only really use Sylkis Greens, and only forty of them for each Chocobo, as their stats can't be pushed any higher.

To race Chocobos, you must first catch one, give it a name, and place it in a stable. Then, when you go to the Gold Saucer, Ester will be standing there, and you can talk to her to enter yourself into a race. You race for prizes, and the more races you win, the higher your class and competition get. You'll go from C Class, B Class, to A Class, and then the S Class. You'll require S Class Chocobos if you want to breed a Gold Chocobo.

So, after all that info, here's the walkthrough on breeding!

Breeding a Green Chocobo

The Green Chocobo should be the first Chocobo that you breed. Its only ability is that it can climb mountains, and that's quite handy as you can collect a couple of Materia, and enter the Ancient Forest.

To breed a Green Chocobo, you'll need a WONDERFUL (Icicle Village) Chocobo and a GREAT (Mideel) Chocobo, plus a CAROB (Vlakorados) Nut. Make sure the Chocobos are of different sex, and then head to the Chocobo Farm. Save before entering, and head into the stables. Breed them with a Carob Nut...and if all goes well, you'll have a bouncing Green Chocobo! If you get a yellow on, don't worry, reset the game and try again. Take note of the sex of the Chocobo, as you'll have to aim to get a Blue Chocobo of the opposite sex.

Breeding a Blue Chocobo

Blue Chocobos can cross rivers and shallow water. Wow. However, you'll still need it to grab a Black Chocobo. Keep the Great Chocobo that you had from the Green breeding session, and search for another GREAT (Mideel) Chocobo of the opposite sex. Grab a CAROB (Vlakorados) Nut, and then repeat the breeding process, remembering to save before you breed them, so if something goes wrong, you can reset. Hopefully, you'll end up with a Blue Chocobo that is the opposite sex of the Green Chocobo.

Before breeding the Black Chocobo, you'll want to race these two babies up to S-Class. Head over to the Chocobo Sage, and grab 80 Sylkis Greens (make sure you're loaded with Gil). If you don't have enough money for 80 Sylkis Greens, just buy one, and when you're in battle, use the W-Item trick to grab 99 of them. Sneaky, eh? Head home and feed the Chocobos 40 each, and then head over to the Gold Saucer to race them. Get them up to S-Class, and you're ready to get

a Black Chocobo.

Breeding a Black Chocobo

Black Chocobos can climb mountains and cross rivers/shallow waters. It's as easy as collecting a CAROB (Vlakorados) Nut, and then breeding your S-Class Blue and Green Chocobos. As usual, save before doing it and the Black Chocobo will hopefully be yours!

Feed the Black Chocobo 40 Sylkis Greens, and race it up to S-Class as well. Take note of the sex.

Breeding a GOLD Chocobo

Almost there! The Gold Chocobo can go anywhere. To breed it, you'll need your Black Chocobo, and a WONDERFUL (Icicle Village) Chocobo of the opposite sex. If the Wonderful Chocobo from the beginning is of the opposite sex, good for you, if not, kick the Great Chocobos out of your stables to make room for the Gold Chocobo.

Get the Wonderful Chocobo, feed it 40 Sylkis Greens, and race it up to S-Class at the Gold Saucer. Once that's done, head to the Goblin Island and steal some Zeio Nuts. Head back to the Farm, save, and breed the Black with the Wonderful...you should end up with a GOLD CHOCOBO!!!!!!! Feed it 40 Sylkis Greens, race it in the Gold Saucer, and nobody will be able to catch you!

That's it!

10)Other Stuff

Getting Yuffie

Yuffie is one of the best characters in the game. Don't know why, but she is. Getting her is quite easy. Apart from what everyone else believes, you CAN get her in the forests of Junon, not just the forests of Gongaga. What you'll have to do is to wander around in either of those forests (I recommend Junon as then you have her earlier), until you get into battle with her (she'll look like a ninja chick, that usually attacks with fire). After the battle, you'll enter a new screen.

Here, DON'T TOUCH THE SAVE POINT! Go over to Yuffie and talk to her. There's five questions she'll ask, you've got to answer them correctly, otherwise she'll hop away with some of your gil. Here are the correct answers:

- 1)Not interested.
- 2)...petrified.
- 3)Wait a second!
- 4)...That's right.
- 5)...Let's hurry on.

After you answer the first question, she'll hop to a new part of the screen, follow her and talk to her again. Do it all correctly, and she'll join your party!

Getting Vincent

The two optional characters are the best, I reckon. Along with Cloud, who's just a powerhouse. Anyhoo. It's ideal to get Vincent on your first visit to the Shinra Mansion in Nibelheim. You've got to get to the safe, open it (Right 36, Left 10, Right 59, Right 97, you've got to land EXACTLY on each of the numbers, in the right direction), defeat the Lost Number boss inside, and pick up the Basement Key.

Head down into the basement, and before you reach the door to the library thingy, you'll see a door on the back wall. Enter. Examine the coffin, and Vincent will pop out. Reply with, "Talk about Sephiroth," and he'll say something and go back to sleep. Examine one more time, and he'll ask who you are.

As you leave, he'll jump out, and decide to join you. This ex-Turk is NAAAAASTY!

Guy in the Cave near Junon

Follow the river that runs near Junon/Midgar. You'll see a cave... what's it for? Inside is the sleeping guy that tells you how many battles you've won. If the last two digits of your battle count are even, you score a Mythril. If they're even, you score a Bolt/Ice Ring.

Mythril? The Weaponsmith?

Across from the Gold Saucer, slightly above Gongaga, is a solitary house. Inside is the weaponsmith, who happens to be looking for Mythril. Trade it to him to recieve either Aeris' Limit Break Manual, or a Gold Armlet. Your choice. You can go back to the sleeping guy for more Mythril.

Also, you can rest in this guy's house for free, just face the bed, examine it, and sleep tight!

Turtle's Paradise

Scattered around the world are six Turtle's Paradise flyers (Turtle's Paradise is the little pub in Junon. I drink there often) If you find all six of them, you get a reward.

1) In Midgar, Section 5, there's a house where a little boy is sick, and you can check his chest of drawers for 5gil (leave it, come back later and get a Turbo Ether). There's a poster on his wall.

2) Shinra HQ Lobby, it's on the wall, or one of those messageboard

things.

3) Ghost Square, in Gold Saucer, it's on the wall near the Item Shop.

4) Cosmo Canyon, in the Weapon Store.

5) Cosmo Canyon Inn, on the second level.

6) Yuffie's Basement (you can only get this if you've got Yuffie)

Your reward? A Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source, and a Megalixir. Yummy.

Yuffie, thy who steals your Materia

If you got Yuffie to join your party, pilot the Tiny Bronco to the island that's to the west of Cosmo. Land there, cross through the land, and halfway up the first mountain, Shinra Soldiers will appear. Yuffie will then leave, and take all your materia with her!!! After the battle, continue up through the island, and you'll end up at the Town of Wutai.

Head a couple of screens right, and you'll reach a screen with a big towering pagoda in the distance. Go into the building on your right, and disturb the sleeping dude. He's Godo, Yuffie's dad. Keep on annoying him, until he gets up, and out of nowhere, Yuffie pops up too. She'll run.

Head to the first screen, and into the Item Shop. Open the chest, grab the Materia, and then Yuffie will pop out of nowhere again, and steal the Materia!

The house on the right of the screen is where you want to head next. Inside, check the sliding screen thing (the one where people get changed behind), and Yuffie will pop out once again. She's annoying.

Move along to the Inn. What's that? A shaking pot? Examine it, and you'll surround it. Yuffie will pop out, be trapped, and then she'll take you back to her place to give all the Materia back.

Down in her basement, she traps two members, and flees! AGAIN! DAMN IT SHE CAN BE ANNOYING!!! Bail them out with that switch, and head back to the pagoda screen.

The building on your left has a big gong outside, hit it, and a secret passage will open. Enter it. Inside you'll find Yuffie, Elena, and ... Don Corneo? THIS IS WEIRD!!! Well, chase him, and soon, the Turks will come. You'll agree to a temporary alliance, and then you'll go searching for the Don and the ladies, in the mountains above Wutai.

Search the area, until you can walk along the arm of the Dachao Statue. You'll find Don after that, and you can skip through the wacky stuff that goes on here. Once that's done, beat his pet Rapps, and the Turks will dispose of Corneo.

Yuffie will hand your materia back, and now you can buy stuff in the

shops.

Yuffie's Pagoda

You can do this whenever you want, but right after the Materia stealing quest is the most convenient. Enter the Pagoda with Yuffie in your party. Some Gorky guy will ask her if she wants to challenge the five Stars of the Pagoda, or something like that. Say yes. Each floor, you'll fight a new enemy. If you die, you have to revive Yuffie before she can fight again. You'll start each battle with the same amount of HP and MP as you did at the end of the last battle.

The enemies you'll fight are Gorky, Shake, Chekhov, Staniv, and last, but not least, Godo! After you defeat Godo, you'll pick up Yuffie's Limit Break Manual, and the Leviathan materia.

Tifa's Piano

After you've got the Highwind, fly over to Nibelheim, with Tifa in your party, and head into her house. Play this tune on the piano:

X, S, T, L1+T, L1+S, X, S, T, L1+X, O, X, S, X

On the first time you play it, you'll score 1 gil. Second, you'll score the Elemental Materia. Third, you'll score a letter and her Limit Break Manual.

GOLD SAUCER

GP Dude

When you enter the Gold Saucer, take a look at the house in the background. If you see a little figure there, it's the GP Dude. He'll appear randomly, and when he appears, you can pick up 1 GP for 100gil. If I were you, I'd stick to Chocobo Racing.

Battle Arena

The rules are simple, the battles might be hard. Select one character. He/she will be thrown into a arena, where you'll have to fight eight battles. If you win, you receive BP, which must be spent before you leave the Battle Arena, otherwise they get wiped. If you lose a battle, you lose all your BP that you collected in that set of battles.

To enter, hand over 10 GP to the lady at the counter.

After you win the first battle, you'll get a "Great!" and then you'll get the option to continue fighting, and risk the BP you've collected or run away with the BP you have.

If you choose to fight on, which most of you will do, you'll get a slot game to play with, much like Tifa's Limit Break. There's a few icons, each icon affects you in some way.

Icon	Effect
Bag	Items broken (can't use it)
Blue Orb	Blue (Support) Materia broken (can't use it)
Boot	Slow Status
Bracelet	Defense lowered
Cure	Fully healed
Five Orbs	All Materia broken (can't use it)
Frog	Frog/Toad status
Green Orb	Green (Magic) Materia broken (can't use it)
HP & MP	Max HP and MP halved
Lucky	Nothing
Lv. Down	This lowers your level by multiples of five
MP	Max MP halved.
MP Zero	Max MP reduced to 0
Poison	Poison status
Purple Orb	Purple (Independent) Materia broken (can't use it)
Red Orb	Red (Summon) Materia broken (can't use it)
Ring	Accessories broken (can't use it)
Small Cloud	Mini status
Stopwatch	Damage to you, equal to time spent in the Battle Arena x30
Sword	Attack power lowered
Yellow Orb	Yellow (Command) Materia broken (can't use it)

Uh huh? So the more battles you fight, the more ailments you endure. Unfortunately, Cure and Lucky don't show up that often. However, the more ailments you go through, and the worse your condition, the more BP you'll earn. If you go through without taking any damage or any status changes, you're most likely to get jack all BP.

After winning all eight battles/giving up/dying/running away, you'll appear back in the foyer. If you won or gave up, you'll have some BP to spend at the terminal at the bottom left corner.

Disc One

Item	BP Cost
Potion	80
Phoenix Down	160
Shrapnel	320
Ether	640
Mimett Greens	1280
Fury Ring	2560
Enemy Lure	5120
Pre-emptive	10240
Speed Plus	20480
Champion Belt	41960

Late Disc One

Item	BP Cost
Phoenix Down	100
Remedy	200

Mimett Greens	400
Enemy Lure	800
Choco Feather	1600
S-mine	3200
Pre-emptive	6400
Speed Plus	12800
Champion Belt	25600
OmniSlash	51200

Disc 2 onwards

Item	BP Cost
-----	-----
Remedy	100
Enemy Lure	250
Right arm	500
Pre-emptive	1000
Reagan Greens	2000
Speed Plus	4000
Stardust	8000
Champion Belt	16000
OmniSlash	32000
W-Summon	64000

After collecting the Omnislash and W-Summon, you'll be asked to compete in a "Special Battle"... enter it, defeat all eight enemies, and you'll receive the great FINAL ATTACK materia!

My recommendations for fighting in the Battle Arena are to use Cloud, his Ultimate Weapon, plus the Mystile/Ziedrich. Make sure you've got Enemy Skill (with Big Guard), Counter Attack, Slash All/Double Cut (your choice) and a Cure materia. You should be set.

 Wonder Square

Wrestle me! With your arm!

Yes, I am referring to the Arm Wrestling game. Turbo controllers rock here. Wrestle the Sumo for 1 GP, wrestle the real wrestler and you'll get 2 GP. For 100 gil, your money is best spent elsewhere.

Dunk it!

Basketball game. Requires practice. After 10 straight shots, you'll get a chance to double your 10 GP to 20, sink the 11th shot and that will happen. This pattern continues (e.g 21st shot doubles GP, 31st shot doubles GP, etc...)

Wonder Catcher

Receive Nothing, a Potion, 1 GP, 3 GP or 80 GP. It's all random.

Submarine

It's the Shinra Materia hunt all over again... the first time, you'll score 20 GP. Then you'll score an item for each individual battle:

Materia Hunt - Ink

- Stage 1 - T/S Bomb
- Stage 2 - Dragon Fang
- Stage 3 - Dragon Scales
- Stage 4 - Cauldron

After you collect an item from finishing the level, you'll go back to retaining 20 GP again.

Mog's House

Rather pointless. Finish it once, talk to the person behind you, and you'll get 30 GP. This can't be done again.

Motorbike

If you get below 10000 points, you'll score 2 GP, above 10000 and you will receive 10 GP.

Virtual Battle

Like a game of Rock Paper Scissors. Get up to the third guy, and you'll get 2 GP. Get up to the fourth guy, and you'll get 20 GP.

Snowboarding

One of the best games to play. Like the Chocobo Square, if you have Tifa or Cid in your party, they'll ask if they can play, occasionally.

If you finish Course A with 90+ points, you'll get a Safety Bit and 20 GP.

If you finish Course B with 97+ points, you'll get an All Materia, and 100 GP.

If you finish Course C with 96+ points, you'll get a Crystal Bangle and 300 GP.

Speed Square

This is a fun shooting game, pretend you're on a rollercoaster ride, with a HK5 in your hands, shooting anything you can see. Try not to let your bar fall too low. Some targets here are worth more than others, like the things popping out of the lava, the lights, balloons, and the boat.

If you collect over 3000 points, you will pick up the Masamune OR Custom Sweeper OR 1/35 soldier

If you collect over 5000 points, you'll will pick up the Parasol (Disc One), or the Flayer

Chocobo Square

This is where all your Chocobo breeding pays off. There's four classes, C,B,A and S. Come in first about five times for each class, and you'll be promoted to the next one. When you win 10 straight races in S Class, you'll receive the Special Basket, that includes: Counter Attack Materia, Cat's Bell, Precious Watch, Chocobracelet, and Sprint Shoes.

Beware of the rider named Teioh, he's a real pain in the arse, as he always is 15km faster and has 250 more stamina than your Chocobo. He can be beaten though, it's quite easy if you've got a Gold Chocobo that's filled up with Greens.

Here are the prize lists and GP conversion rates:

C Class

Prize	GP Conversion

Potion	5
Phoenix Down	10
Hyper	10
Tranquilliser	10
Hi-Potion	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20
Ether	30

B Class

Prize	GP Conversion

Phoenix Down	10
Hyper	10
Tranquilliser	10
Hi-Potion	15
Hero Drink	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20
Ether	30
Ice Crystal	50
Turbo Ether	150
Elixir	200

A Class

Prize	GP Conversion

Phoenix Down	10
Hi-Potion	15
Hero Drink	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20

Ether	30
Ice Crystal	50
Swift Bolt	50
Fire Veil	50
Elixir	200
Enemy Away	300
Sneak Attack	300
Counter Attack	300
Cat's Bell	500

S Class

Prize	GP Conversion
Phoenix Down	10
Hero Drink	15
Bolt Plume	20
Ice Crystal	50
Swift Bolt	50
Fire Veil	50
Turbo Ether	150
Elixir	200
Enemy Away	300
Sneak Attack	300
Counter Attack	300
Precious Watch	300
Megalixir	300
Chocobracelet	400
Magic Counter	500
Cat's Bell	500
Sprint Shoes	500

Return to Sector 5

Once you've saved Cloud from the Lifestream, whenever you return into Midgar, a guy will be in front of the entrance, saying that he dropped his key. Go over to Bone Village, and choose to dig for Normal Treasure. Dig around the plane (which is near the skull), and after a few tries, you'll find the key.

Back inside Sector 5, the machine in the Item Shop will yield Tifa's Ultimate Weapon, Premium Heart, and the guy in the Weapon Shop will sell you the Sneak Glove for 129000 gil.

Huge Materia

The Huge Materia will play a vital role in FFVII. There are four Huge Materia:

-North Corel (Green)

This is quite a fun subquest. What is it with Final Fantasy and trains? And every good action game? FFVI had a train, FFVIII has a train, Syphon Filter 2, Res Evil 2... anyhoo. After you find Cloud at Mideel, Cid will be assigned as your new leader. Fly to Corel, and

head over to the reactor. When you reach the entrance of the reactor, you'll fight some Shinra dudes, and then the train will leave. Cid will steal another train, and you'll try to catch up with the Shinra train.

Here's a fun challenge: you have to press Up and Triangle (separately) in a fast rhythm. Keep pressing them until you catch up to the Shinra train. You'll have to make your way to the engine, and fight a few sub-bosses on the way. Easy stuff. Just don't dawdle around with summon spells, or anything else time consuming.

Another button pressing part awaits you at the engine. There's some levers, pushing Up+Triangle will slow the train down, pushing Down+X will speed it up. You've got to press the commands in between your other party members talking to you. I pressed Up+Triangle, Down+X, and Up+Triangle, however, pressing Down+X three times works, along with Up+Triangle, and Down+X twice. Experiment.

Hopefully you'll get the best outcome. There's three:

Stop the train before it reaches North Corel :

The best situation as you receive not only the Green Huge Materia, you also pick up the Ultima materia for free!

Get onto the train, but fail to stop it :

Not good. No Huge Materia for you, and if you want to get the Ultima Materia now, you'll have to hand over 50,000 to the little kid who's got it.

Fail to get onto the train :

You get zip.

-Fort Condor (Yellow)

Oh yay, more of those bloody battle games... Point of the game? Kill them before they a) kill you, or b) take control of the area. You are blue, and the baddies are red. You'll start off the battle, moving a little cursor around. Use the cursor to place your army. You can't place them past the red line, and placing a unit costs money.

Unit	Cost (Gil)
Worker	400
Fighter	400
Attacker	420
Defender	440
Stoner	480
Catapult	480
Repairer	480
Shooter	520
Fire Catapult	600
Tristoner	1000

Oh yeah. If you've collected 12 of those bloody 1/35 soldiers, they'll represent your army, which means you won't have to pay for all the units. You make all selections with Circle.

Strategy? If you've got tons of money, just place tons of Tristoners and let them do the job. Otherwise, you'll want to have a good mix of units scattered around the place. For units like the Tristoner and the Shooter, you may want to try and put them in a place that isn't instantly accessible, for a bit of cover. Have plenty of defenders up top, with one or two Fighters, and place the majority of your Fighters/Attackers down the bottom, where they can take the brunt of the attack. As soon as a unit dies, buy a new one.

If my memory serves me right, you can let them reach the top, and your party will battle a single Commander... or is that for the first visit to Condor?

After the battle, if it was completed successfully, head out onto the mountain and get the Pheonix Materia. Head back inside and some guy will give you the Yellow Huge Materia.

-Underwater Reactor (Red)

Head to Junon. Go down the streets until you reach the blue street, and at the bottom of it should be a group of Shinra soldiers. There's also an elevator there, you want get into that (Note: If you fiddle with the alarm on the wall, the soldiers will run away).

Work your way through the reactor, and soon you'll be fighting Carry Armor. Then you'll reach the submarines, and you'll hijack one. Inside is a bunch of very afraid Shinra soldiers. Fight them and steal for some decent armor. Here's the fun sub chase!

D-Pad	Move/Descend/Ascend
X	Go backward
Triangle	Go forward
Square	Shoot, only when you have a lock on
R1, R2	Switch view
Start	Show control panel

The object? Destroy the red Shinra Sub. The yellow ones are for target practice. If you fail this quest, I suggest learning how to play video games.

After this, you'll acquire the Grey Shinra Sub. Head underwater, find the Red Sub, and collect the Huge Materia!

-Rocket (Blue)

The final quest. This is quite interesting as it reveals a lot about Cid's past. Travel to Rocket Town, hop on the Rocket, fight a few guys, get up in space, and the passcode to get the Huge Materia is O, Square, X, X.

You'll take all of the materia back to Cosmo Canyon, and put them in Bugenhagen's lab. When you return, examine each of them, and you might get something special...

Materia	Gift	Need to Have
Green	Master Magic Materia	Mastered all Magic Materia
Yellow	Master Command Materia	Mastered all Command Materia
Red	Master Summon Materia	Mastered all Summon Materia
Blue	Bahamut Zero	Bahamut, Neo Bahamut

Limit Breaks

In battle, you'll notice the presence of a Limit Bar. Wassitfor? What it does is increase every time you get attacked, and when it reaches full, your character is able to pull off a superhuman attack. There are usually four stages of Limit Breaks, and you can set which ones to use in the Limit menu.

There is also your FINAL limit break, and to learn that, you must first master all of the previous limit breaks, and have the Limit Break Manual for your character. If you've got them, use the Manual, and volia, your Final Limit Break is available in battle!

Aeris

Limit Break Manual - 'Great Gospel'

To get Aeris' Great Gospel, you must first learn all six of her other Limit Breaks. This is going to be hard as you've only got one disc to do it in. Once you've done that, go to the sleeping man's cave (detailed in a section above). Get the Mythril, and head over to the Weaponsmith, who's across the river from the Gold Saucer. Trade the Mythril for what's upstairs, and the Great Gospel is yours.

Level 1

Heal Wind - Heals your party members to the full, I think. Very useful.

Seal Evil - Causes Silence and Paralysis on all enemies. Also very useful.

Level 2

Breath of Earth - Cures party of all status. That includes Barriers and Regens.

Fury Brand - This fills up the limit bars of the other two party members. Extremely useful when you've got, hmm... Cloud and Cid?

Level 3

Planet Protector - Makes the party temporarily invincible. Being immortal is always a bonus.

Pulse of Life - All party members recover all HP and MP, and all dead allies are brought back to life, also fully restored.

Level 4

Great Gospel - It's a Planet Protecting Pulse of Life, meaning it's a combo of both of the Level 3 Limit Breaks. A bonus is that the invincibility lasts longer.

Barret

Limit Break Manual - 'Catastrophe'

After completing the North Corel Huge Materia quest, a woman in one of the tents will give this to you, in exchange for one promise: That you save the world.

Level 1

Big Shot - Big fireball shot at one enemy. Useful when in the very early stages of the game, it deals heavy damage.

Mindblow - A Big Shot, this time with a blue ball of energy, and it takes 100MP off the enemy.

Level 2

Grenade Bomb - A decent Limit Break, where Barret throws a bomb into the enemy/ies and deals pretty good damage.

Hammerblow - One of the crappiest Limit Breaks ever. Barret throws an enemy off screen, and if you're lucky, it won't come back. Otherwise, it does no damage.

Level 3

Satellite Beam - Now you're talking. Barret tells a satellite up above to unload on the enemies below, this rocks when used on a group of enemies.

Ungarmax - Now it's Barret's turn to unload on a group or a single enemy, hitting the enemy/ies ten times. Each shot has the power of a normal hit.

Level 4

Catastrophe - This more than makes up for all of his crappr Limit Breaks. He unleashes one HUGE beam which hits the enemy/ies about 15 times, and the higher his attack power, the more damage he'll deal. Call it a Barret-OmniSlash.

Cait Sith

No Limit Break Manual

Cait Sith has two Limits.

Level 1

Dice - Cait Sith rolls a number of dice. Each dice roll deals Yx100 damage, where Y is the number rolled.

Level 2

Slots - Play around with three slot thingies for different effects:

1 Bar, 2 Cait Sith - Errr....your whole party dies.

3 Bars - A random summon spell is cast, even ones you don't have.

3 Cait Sith - INSTANT WIN!

3 Crowns - Some soldiers march out and deal respectable damage to the enemy.

3 Hearts - An elf appears, and casts a spell that raises magic attack and attack percentage to full, so none of your attacks miss.

3 Moogles - Cait Sith turns into a giant, and at the end of battle, takes all EXP. All other party members will be on 3333HP and 333MP.

3 Stars - A Moogle appears, does a dance and restores a little HP/MP.

Cid

Limit Break Manual - 'Highwind'

This is found inside one of the chests on the Gelnika (Sunken Plane).

Level 1

Boost Jump - Does damage to a single enemy, which is twice the damage he would normally deal.

Dynamite - Using Vitality as a damage factor, Cid chucks a stick of the good stuff into the enemy/ies, for reasonable damage.

Level 2

Hyper Jump - Like a Boost Jump but deals damage to all enemies. May also cause death, so be careful when facing creatures that are undead.

Dragon - Cid summons a Dragon, that steals HP and MP off an opponent and gives it to Cid.

Level 3

Dragon Dive - OH YEAH! Six BIG hits on the enemy. One of the best Limits in the game.

Big Brawl - Twelve hits on the enemy, but only at Cid's normal attack rate. Almost as good as Dragon Dive.

Level 4

Highwind - Like the Omnislash, but Cid calls the Highwind to send it's missiles down from above. It's about 35+ missiles, for about 4000 damage each... second best limit in the game, I reckon.

Cloud

Limit Break Manual - 'Omnislash'

Buy it at Battle Square. You'll be there for a long time...

Level 1

Braver - Powerful sword attack on a single enemy. I reckon it's about twice the normal damage Cloud would deal. This limit is quite useful early on in the game.

Crossslash - Basically the Braver all over again, but if you're lucky, it causes Paralysis on the target.

Level 2

Blade Beam - Targets all enemies. It's like a sound wave, it hits the first enemy for lots of damage, then splits up into smaller waves and deal less damage to the enemies it hits. Very cool.

Climhazzard - Like a Braver, just more powerful. Only use this when up against a boss or a single foe, as it can only target one enemy.

Level 3

Meteorain - Cloud uses his sword to emulate the effects of Comet 2. Four comets hit for lots of damage, and damage is determined by the attack power of your sword. Until you get Omnislash, make this your primary Limit.

Finishing Touch - Blows away all weak enemies (instant win), or if it's a boss, deals high damage to it. Stick with Meteorain unless you're up against a big group of annoying weenies.

Level 4

Omnislash - The best attack ever. Cloud will hit the enemy, lets' see... at least 20+ shots? And if you're dealing 7000 damage each shot, the enemy you're facing is bound to have no chance. This is the attack you want when facing Sephiroth, or the Weapons. Good stuff.

Red XIII

Limit Break Manual - 'Cosmo Memory'

Defeat the Lost Number that's stuck in the safe of the Shinra Mansion.

Level 1

Sled Fang - As with most Level 1 Limits, this deals twice the amount a normal attack would, to a single target.

Lunatic High - Casts Haste on the whole party. Nice.

Level 2

Blood Fang - Basically a Sled Fang, but you gain some HP and MP.

Stardust Ray - This is a great Limit for Level 2! Tons of stars fall from the sky, dealing big damage with each hit. This is even more powerful than some of his later limits.

Level 3

Howling Moon - Casts Haste and Berserk on himself.

Earth Rave - Deals HEAPS of earth elemental damage to all enemies.

Level 4

Cosmo Memory - The biggest ***** fireball you'll ever see is shot at the enemy. Kinda sucks though as it only hits once.

Tifa

Limit Break Manual - 'Final Heaven'

Play the piano in Tifa's Room to recieve this. You've got to play the Highwind tune.

Tifa's Limits are like playing slots. There's a slot for each limit, and you can either get a MISS (attack doesn't happen), HIT (attack happens) or YEAH! (attack deals double damage). She does non-elemental damage.

Level 1

Beat Rush - Punches up the enemy.

Somersault - Nice little flippy thing.

Level 2

Waterkick - Roundhouse kick thingy.

Meteor Drive - In wrestling, I believe it's called a backdrop.

Level 3

Dolphin Blow - Hard hitting stuff.

Meteor Strike - Enemy is thrown up, up, up into the sky. And what goes up must come down.

Level 4

Final Heaven - Strike number seven, the most powerful punch you'll ever see.

Vincent

Limit Break Manual - 'Chaos'

Get this from Luceria's Waterfall, on your second visit (either late Disc 2, or Disc 3).

Vincent turns into an uncontrollable creature for his limit breaks. He only has one per level.

Level 1

Gallan Beast (Fire)

Uses two main attacks:

Beast Flare - Basically the spell 'Flare', heavy fire damage.

Berserk Dance - Hard hitting physical attack.

Level 2

Death Gigas (Lightning)

Livewire - Heavy Lightning Damage.

Gigadunk - Hard hitting physical attack.

Level 3

Hellmasker

Splattercombo - Hard hitting physical attack.

Nightmare - Casts all status effects on a single enemy.

Level 4

Chaos

Satan Slam - A skull rises up from the ground, and hits the enemy
with some skulls.

Chaos Saber - Basically a Slash All for lots of damage.

Yuffie

Limit Break Manual - 'All Creation'

Get through the five levels of the Pagoda in Wutai.

Level 1

Greased Lightning - Deals double damage.

Clear Tranquil - Restores party's HP, but not to full.

Level 2

Landscaper - Makes the earth rise up to damage opponents.

Bloodfest - About 15 half normal damage blows to the enemy/ies.

Level 3

Gauntlet - Big beam of energy hits the enemy once.

Doom of the Living - An improved Bloodfest.

Level 4

All Creation - An improved Gauntlet.

Final Weapons

Final weapons rock. They've got eight slots, the best attack power, a special effect, but the only thing that sucks is that there's no materia growth. You obtain a Final Weapon, the character which it belongs to needs to be in your party.

Aeris - Princess Guard

This can be found in the Temple of the Ancients. When in the clock room, point towards err... I think it's IV. Enter and collect it. The Princess Guard's special ability is that when the other members of your party are dead or near dead, the attack power of the weapon rises.

Barret - Missing Score

This one is found on the stairs leading up to Hojo, when you're climbing the Mako Cannon. The more materia you put on this weapon, the more powerful it gets.

Cait Sith - HP Shout

This is found on your return to the Shinra HQ in Disc 2. On the 64th floor, the gym floor, search the lockers to find this. It's name probably gives away the ability, the more HP you have, the more damage.

Cid - Venus Gospel

This is found in Rocket Town, after you've done the out-in-space Huge Materia quest. Talk to the old man (you know, the one that asked you to look at the rocket with him, and the one that gave you a sword, what was it, ...the Yoshiyuki) and he'll give you the Venus Gospel if you keep annoying him. This powers up when you have more MP left.

Cloud - Ultima Weapon

This is recieved once you defeat the Ultimate Weapon, the one who flies around and finally stops at Cosmo. This weapon works like Cait Sith's, the more HP you have left, the more damage.

Red XIII - Limited Moon

Just before (or after) the raid on Midgar, head back to Cosmo Canyon and talk to Bugenhagen. You'll receive this as a parting gift... Like Cid, it powers up with the more MP you have left.

Tifa - Premium Heart

If you re-enter Sector 5, you can get this when inside the ITEM building. What this does is that when Tifa "misses" one of her Limits, the weapon will power up.

Vincent - Death Penalty

When you visit Luceria's Waterfall for the second time, you'll get this. It raises in power for every enemy that's been killed since Vince has been around.

Yuffie - Conformer

One of the best weapons. This is found in the Gelnika, and the best thing is that it powers up if you fight an enemy that's on a higher level than you. Sweet!!!

Almost Unlimited Gil trick

How? Easy. Once you're in Disc 2-3, you'll have an abundance of Mastered materia. Make sure to master the orbs that were spawned, and then sell it for tons of cash. The All materia alone will net you at least 1000000 gil. Nice, eh?

From JJL:

If you add a materia combos guide, please add this materia setup. It's my special setup which won me the game with extreme ease. Oh yeah, and give all the "source" items to Cloud, since he's the main character and is always in your party. For most of the game anyways.

Cloud - Ultima Weapon

Mystile

Ribbon

Materia - mp turbo-ultima final attack-phoenix doublecut-mime

hpplus-counterattack

counter attack for the rest of the slots

Yuffie - Conformer

Mystile

Ribbon

Materia - same setup as shown above

Tifa - Premium Heart

anything with six slots that has high evade and magic evade %
anything you want

Unless you cheat, you can only have two Mystiles and Ribbons. The reason for no MP Pluses is because Ultima will give your character full MP, guaranteed. The reason for no Restore is because when you get W-Item, you can make more of an item. The trick is as follows:

1. Have W-Item equipped on a character, doesn't matter who, don't have any characters with Counter Attacks, you'll soon see the reason why. Go into a battle with weak monsters. Make sure you have at least one of the item you want to make more of. Also, have at least one

other item.

2. Select W-Item on the menu. Click the item you want to make more of and use it. Next, select any other item and cancel it. You should have one more of the original item selected. Keep selecting and canceling the second item and pow, instant 99 of some item.

3. The only requirement to this is the item MUST be usable in battle. Megalixers are my favorite to multiply. I won't need any other item.

See now why you don't need Restore until you get W-Item? A great trick to use to sell items. Try buying an expensive item such as Sylkis Greens or Ethers. Multiply them and instant cash for the Coin command or if you need to buy some extra supplies.

The reason to choose Yuffie is because the Conformer is powered up (more damage) if the monster she's fighting is stronger than her. The reason for Tifa is her limit break. Seven limits for one use is worth the weak attack power. Trust me on this.

To get Yuffie, walk around in forest areas in the Junon area until you fight her. When you can control yourself again, don't use the save point, instead, talk to Yuffie. If you touch the save point Yuffie will awaken and steal cash from you. When you get to choose some options, for the first option, pick the top one (I tihnk). After that pick the bottom one, then the top one, etc.

The reason for only one magic materia is because Ultima is the best f**king magic attack in the game. 9999 damage for me when Cloud uses it, or anyone else for that matter when it's attached to MP Turbo.

Doublecut is for when you fight just one guy. When there is multiple guys on the screen, use Ultima. I'll add the link to an awesome save game editor. It's called ff7che.zip. It's very easy to spot because in bold letters is written, "THIS IS A GREAT EDITOR". Hehe, and it is. The link: <http://www.davestavern.iwarp.com/stuff.html> There you go.

There are tons more things I can add, like where to get all the enemy skills, the locations of the ultimate weapons and how they do more damage, a materia list with locations, MP use and stuff like that, but it'll make this email the size of someone's FAQ! Haha! I truly am that good. Mwahahahahahaha! Have fun with this great game.

Another FF7 tip: for major experience, AP, gil, and to learn limit breaks quickly and easily, got to the Mideel area after you get the Tiny Bronco. I got everybody over level 50, I mastered tons of materia, I learned all my learnable limit breaks for everyone, and I ended up with loads of gil. All you need is an enemy skill with Aqualung or Beta. Aqualung can be learned by fighting Harpies in the desert after getting the buggy. Beta can be learned from the Midgar Zolom in the marsh, the one you had to cross with the chocobo. You know, the one with the long snake thing following you when you cross it? IDIOTS!!! THE CHOCOBO FARM!!! Heh. Sorry about that. Anyways, after getting those two enemy skills, go to the Mideel area. Yes, I know the enemies here are really hard to beat, but they give loads of experience, AP, and gil. Especially the head hunters, which you will fight most commonly on the little grassy peninsula (almost every battle). Odin works great too. Be sure to have lots of tents and hypers. Hypers work well when you have to use limit breaks to learn the next one. A good place to stock up on supplies to

survive this place is the Wutai area. The enemies there will give Phoenix Downs and X-Potions. It's that easy to learn limits and gain levels and AP at the same time. The best place for this stuff is at the Northern Crater in the third disk. The Magic Pots and Movers there will give loads of AP. Be sure to have plenty of elixirs to feed the pots. You have to feed them elixirs to be able to hurt them. The only place you will fight these enemies is the left path, and then the upper path. You'll know what I mean when you get there. Hopefully. Lol. Also, be sure to have the Apocalypse and the Scimitar, they have triple growth AP. The Apocalypse is in the Ancient Forest, which you can reach after killing the Ultima Weapon, or with a Black, Blue or Gold Chocobo. Or was it Black, Green, and Gold. Oh well. The Ancient Forest is near Cosmo Canyon. As for the Huge Materia sub quests, if you don't want to do them, at least successfully finish the one at North Corel. You can get the Ultima materia for free, and you can also get the extreme limit manual for Barret. Also, do the Fort Condor one as well. You get Phoenix materia if you beat it. That's all for now.

The Midgar Key is just under the nose of the airplane. Search for good treasure and tell them to dig under the nose of the wrecked plane. Keep racing at the chocobo square to get special items from Ester. Final Attack - Revive doesn't always work. Final Attack may not kick in. Mega All sucks if you have a Double Materia equipped as it will cancel out those effects and put in the slash all command in place of attack.

There is also a special condition in FF7 where you always do 7777 damage. It's called Lucky Sevens. When someone's HP is at 7777, they will act like they're berserked and will always do 7777 damage, no matter what special defenses the enemy has.

I have a correction to make. This is a note to ATadeo. You can't breed chocobos in the third disk. So when you say to use the W-Item trick to make more Sylkis Greens, you're wasting your time. The only thing you can do in disk 3 is beat the Northern Crater. This is a warning to everyone who wants to breed chocobos in disk 3. By the way, If I were you, I'd wait for Cloud to come back to my party before breeding them. The reason is because when I was trying to breed chocobos, I got as far as one green. I tried hundreds of times to breed a blue one and it didn't work. I tried again to breed them after going to the Gold Saucer and leveling them up, still no go. So I decided to go and continue my journey and try the breeding later (after a few piss off hours). When I got Cloud back, I amazingly got every single chocobo I needed on the first attempt. This brings me to believe that having Cloud in your party increases the chances of getting the right chocobo.

From ATadeo:

-I have a perfect use for the Final Attack Materia. Use it in conjunction with the Phoenix Materia. It will revive ALL your downed characters plus it will attack you opponent. Useful against Ruby Weapon. :)

Here's a great tip. You can use Knights of the Round without using a single MP. Just use it in conjunction with the MP Absorb Materia. You'll use up 250 MP but a minimum of 500 HP will come back to you (It depends on the total damage you do).

Another info. The best place to Level up your character EASILY is at the northern crater. When your party decides to part ways, to either left or right, go left. Make sure, to choose the 3 characters you want to level up with you. Now, on the next screen, you'll be asked again if you want to go up or down. Choose up. Again, bring the 3

characters that you want to level up. Note that you can bring your entire party.

You can also put the Save Crystal item here so that if you need to healing, you'll have fast access to the save point so that you can use your tents.

to make it more easier, use EXP plus materia. The enemies here are the Magic Pots. At the beginning of the battle, give them Elixirs first. Then you can beat them. They give off 8000 EXP and 1000 AP each. I don't remember the Gil that they give. If you run out of Elixirs, use the w-item duplication technique. You'll reach 99 in no time.

Another one here. Acquire Lucky Sevens status easily. Here's what you'll need. One character has a Manipulate. The second character has Transform Materia (specifically, Mini). Take note that we're going to make the second character, the one in Lucky Seven Status. Now, go to anywhere with weak monsters. Best bet is near Junon. If you encountered more than 1 opponent, kill the excess first and just leave a single opponent. HAVE the first character manipulate the lone opponent. Then, you're left with your 2nd and 3rd party member. Attack your second character until his/her HP is below 7600, if it's already below 7600, don't attack him/her. Have the second party member cast Mini on the third Character. Now, use your third character to attack the second character. Continue attacking the second character until the 2 rightmost digits in his/her HP is 77. After achieving this, quickly KILL the lone opponent right away. Now, to put that character in Lucky 7s, use your items. Example, the 2nd character has 6577 HP. Use 2 potions and you'll get 6777 HP. then, use 2 Hi Potions and you'll get 7777! Just use your math skills in adding. Just have that character's last 2 digits at 77 and it should be lower than 7600.

Here's a strategy in getting the great golden Chocobo (Not the pathetic Gold Chocobo you can get if you defeat Ruby Weapon).

First, make sure you bought all 6 chocobo stables and you have lots of money (i.e. you've sold at least 3 Mastered All Materia) then go to Mideel. Get 4 Chocobos here. You can get great chocobos. Now, continue getting chocobos until you have a female and a male great chocobo (it's better than a breed that came from a good chocobo).

Buy 80 Sylkis Greens from the Chocobo Sage or use the W-item trick. Then, feed each of the 2 Great Chocobos, 40 Sylkis greens. Then, race them in Gold Saucer to reach at least Class A.

Now, mate those two using Carob Nuts (Carob nuts can be stolen from the Red dinosaur-like monster below Bone Village, it has a very high HP so be patient).

You'll get a Blue or a Green Chocobo afterwards. Now, get 40 Sylkis Greens and feed it to your new chocobo. Then, Race it to reach Class A level.

Afterwards, save first, then mate the 2 great chocobos again using another Carob Nut. Make sure it is the exact opposite of the one you had before. I.e. In the first mating of the 2 great chocobos, let's say you got a Male, Green Chocobo. Make sure you have a Female, Blue Chocobo. If you got the same sex or color, restart (It's ok, I told you to save).

Now, as usual, feed it with 40 Sylkis Greens then race it to Class A. Then, go to the Chocobo footsteps found in the icicle area. You can land the highwind in a small area. Capture chocobos here until you get a Wonderful Chocobo. Sex doesn't matter for now. Feed it 40 Sylkis greens again then race it to Class A. Afterwards, save first then mate the 2 colored chocobos using another Carob nut. Make sure is is of different color (blue and green) and different sex (of course). you'll now get a Black chocobo. Make sure that the Black Chocobo is of opposite sex with the Wonderful Chocobo. Now, release the 2 Great Chocobos. You have to release them in order to have a stable for the gold chocobo. Now, feed the Black Chocobo with 40 Sylkis greens. then Race it to Class S if possible. Now, Mate the Wonderful Chocobo and the Black Chocobo using the Zeio Nut (stolen/won from the goblins at goblin island). You'll finally get the Gold Chocobo!

you can use your gold Chocobo to win every race in the gold saucer. Feed it first with 40 Syklis Greens. You can always win against Teioh.

You said that you can only get 2 Mystile and Ribbons unless you cheat. 2 Mystiles is correct. But you can actually stock up to 99 Ribbons! Just Morph the Tonberries in the North Crater. Take note that Morph only Tonberries that has a star on their head. :) Lots more to come!

From The Clown:

Hello. I have read your list that is published on Gamewinners.com, and I think that it is great. You must have put a lot of effort in to it. But, when I read the part about raising yourself to level ninety-nine in the northern crater, I truly think that you should notify the people that, even though it may make some battle easier, Safer Sephiroth, (The horse looking sephiroth) has a ton more health, and is a lot more vicious if your party is at level ninety-nine, then he would be if they were at, oh, say eighty-five. I know this because I have played the game some times, the first without codes, and the second with the level code, and the first time, he was not as offensive, and the second time, he almost kicked my ass. Well, please consider this.

From Cyril:

Hi DC,

Just need to tell you a couple of things about what you added at the bottom.

Whoever corrected ATadeo is 100% wrong. It is absolutely possible to breed chocobo's on Disk 3... the person who corrected him must not have tried breeding as you can do whatever you want to on Disk 3. You don't have to only just go to North Crater.

But one correction about what he said about the Mystiles... its possible to get 3 Mystiles. You get the one after Proud Clod but you can also get 2 from North Crater.

Instead of taking the path to get the Mystile, take another pathway. When you later meet up and your characters give you the items that they have found on the way, you can go back to the start and go to the pathway that contains the Mystile chest. That way you can gain 3 Mystiles... this is also true with all the other pathways except for the one that you had taken.

11) Acknowledgements

Square- I'll just say what's in the minds of all RPG players: SQUARE ROCK!

ATadeo- For encouragement, and willingness to help out. Check out his awesome Chrono Trigger guide and his Chrono Cross guide!

Dingo Jellybean- Encouragement, and for being a ... "role model". You are the FAQ master.

JJL- You plain rock. Um, you rock, you rock, and oh yeah! You rock!

LOTS MORE COMING SOON!

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