

# Final Fantasy II Walkthrough

by DCallander

Updated to v1.0 on May 15, 2007

**This walkthrough was originally written for Final Fantasy II on the SNES, but the walkthrough is still applicable to the PSX version of the game.**

Final Fantasy 2 Walkthrough V 1.0

Finished: 12-9-98

Revised: 11-09-05

Written by: David Callander

**\*\*This walkthrough is best viewed with the Windows WordPad at a resolution of 800x600. If you use 640x480 resolution the document will have the Hard Returns (Enter) placed at the wrong place and all the text will be out of alignment.\*\***

If you have any questions or comments about this walkthrough, E-Mail me at [Cal\\_96@hotmail.com](mailto:Cal_96@hotmail.com)

**\*\*QUICK NOTE\*\*** I have received several emails asking me about FF2 through the use of an emulator. I made this walkthrough on the original cartridge, for FF2 (the FF4 Translations I had to use an emulator or that part of the walkthrough would never exist.) The main problems I have received questions for help on is first the Mist Cave, and then The Tower of Bab-Il. In the Mist Cave, you must have a video card with VESA2 support and have the video settings on your emu set to 16 bit color in order to see through the fog (also known as transparencies.) If your video card doesn't support that video mode, you can 1)download SciTech Display Doctor from the net, I can't recall the addy for it, or you can 2)disable the transparencies on the emu. I use Zsnes, and I think its 2 or 3 to disable the backgrounds, and you will be able to see through it. With the Tower, I hear that while you walk across the bridge after Yang is blown up, Golbez won't burn up the bridge. I've seen this happen once or twice to me, and I think it happens when you transfer or rename the FF2 or FF4 save or save state to something else. For example if you use a FF2 save state, renaming it to FF4 and using it, that will cause problems in the game. As far as I can tell, thats what causes that bug to happen.

I've been spending a lot of time away from FF2 which might explain why it took me so long to work on my walkthrough. FF2 is a great game and the translated version of FF4 is even better, yet its only a console game and you can only go so far on it. I've been spending a lot of time on an online RPG called Adventures Unlimited. Its an all text MUD (Multi-User Dungeon FYI) and it offers me a chance to Role Play like a character from FF2. I don't know how many of you are into that type of thing, but if you want to take a break from the linear type games such as FF2 and want to interact with other players stop by Adventures Unlimited and check it out. The addy for telnet is [au.betterbox.net](http://au.betterbox.net) port 5000 but I'd rather say to use Zmud or another mud client since anything is better than telnet. Hopfully I'll have a chance to see some of you there. I use two main characters there, but if anyone asks, just tell them that Caldor mentioned the MUD to you.

Here is a complete walkthrough for Final Fantasy 2.

I've divided this document into sections. Here's what each section covers:

Section I: Recommended Equipment  
Section II: Starting Character Stats  
Section III: Walkthrough  
Section IV: Quick exp. Point Locations  
Section V: Item List  
Section VI: Weapon List  
Section VII: Armor List  
Section VIII: Magic List  
Section IX: Character Spell Levels  
Section X: Game Genie Codes/Cheats  
Section XI: Monster Guide  
Section XII: Translation Guide  
Section XIII: Updated Weapon/Armor/Magic Lists for Final Fantasy IV  
Section XIV: Credits

\*The Hit Points of the bosses were obtained by using a Game Genie to obtain a Dummy item, (Dictionary of Monsters) which can be used on boss monsters to view their Hit Points and weaknesses.

\*The ways that I have to beat the Bosses throughout the game are the way that I defeated them. They may or may not work for you. You can try it my way, and if you can't seem to make it work, by all means, try experimenting with various combinations of your own since this game was made to be done various ways, not just one.

Now for the little copyright notices that everyone hates:

You can give this walkthrough to anyone you want as long as you do not charge them for it, or edit it. You can put this walkthrough up on your web page if you wish, following the same rules. If you wish to modify this walkthrough, please send me an E-Mail first, and once you have modified it, please be sure to give me credit for the original walkthrough.

Revision History:

Version 1.0 (11-09-05)

Nothing really serious here as far as new information goes. I did however redo the entire format of the document and hopefully it looks better now. Kinda funny how it took me over 3 years to notice this, but the document looks perfectly good on my own computer, but when I look at it on someone else's then I notice how bad a formatting job I did on it. Now with any luck it'll be easier to read. Things to do on this document still include making it compatible with FF4 from Final Fantasy Chronicles (some day I hope), as well as making sure I get all the names down properly from the J2E translation on it. Hmm there was something else I needed to do but it seems to have slipped my mind as I write this now.

Version .35 (04-30-01)

I was reviewing this walkthrough, and I have come to the conclusion that with all the shops and items along with whatever else happens or doesn't happen in a town can make for a very cluttered document. I have rearranged the spacing a little bit. There is the area name, and then a space, any items and then another space, and it looks a little

bit easier to read now. I have also took the shop data, and took it from one or two lines and added it into a column type format. I was using a similiar style on my Breath of Fire walkthrough and it looks pretty good, at least I think it does. I hope you all have enjoyed this walkthrough, and keep your eyes open for the Breath of Fire and orginal Final Fantasy walkthroughs if any of you out there play either of those games.

Version .30 (4-22-01)

Almost two years after the last revision to Version .25, I have decided to update this good old walkthrough again. I have finally finished my monster list (it took a whole month to finish that I had done in 2000 but other things kept me from putting it into this walkthrough during that time.) I hope that its accurate and I have all the monsters listed. If not I'll keep at it, and if anyone out there finds a monster that I don't have, I would appreciate it if you'd share your find with me. On a curious note, I did manage to find a new chest that I've never found before down with the Dwarven Blacksmith. Its hidden pretty well behind the stairs on the first floor and I thought it would be something cool, but it turned out to be 1000 GP, but its just the fact that I didn't know about it that was cool.

Version .25 (9-18-99)

Well almost 7 months after the third revision of the walkthrough. I haven't really been working on this walkthrough that much. I also added the starting stats for all characters just to give everyone an idea on how the characters start out in terms of strength and agility and such. I've added a pretty big section of the walkthrough for a translation of the weapons, armor, items, and Spells in Final Fantasy II to their counterparts in Final Fantasy IV. These may or may not be totally accurate, but they can be used. I have also been working on a monster list but after several attempts in adding it to this walkthrough, I have decided to give up on this idea (for now at least). If I ever finish the monster list, I will update this walkthrough again, otherwise this will be the final update to the walkthrough.

Version .20 (2-19-99)

I added the weapon, armor, and item charts. I also added the magic level chart for all magic using characters. I also corrected some spelling errors and redid the format of the document, dividing it into sections.

Version .15 (1-11-99)

In this revision, I corrected spelling errors, and added the quick exp. locations section. There is not a big difference between this version and the original.

Version .10 (12-19-98)

This is the very first version of the walkthrough, so there is nothing to talk about being added and/or changed.

Enough with the talking. Lets get to the walkthrough:

Section I: Recommended Equipment

1-4. Cecil-Shadow Sword, Shadow Shield, Shadow Helmet, Shadow Armor,  
Shadow Gauntlet

Kain-Spear, Iron Shield, Iron Helmet, Iron Armor, Iron Gauntlet

5. Cecil-Shadow Sword, Shadow Shield, Shadow Helmet, Shadow Armor,  
Shadow Gauntlet

Rydia-Rod, Cap, Leather Robe, Iron Ring

6. Cecil-Darkness Sword, Shadow Shield, Shadow Helmet, Shadow Armor,  
Shadow Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Tellah-Staff, Cap, Leather Robe, Iron Ring

7. Cecil-Darkness Sword, Shadow Shield, Darkness Helmet, Darkness  
Armor, Darkness Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Tellah-Staff, Cap, Leather Robe, Iron Ring

8. Cecil-Darkness Sword, Shadow Shield, Darkness Helmet, Darkness  
Armor, Darkness Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Edward-Dream Harp, Leather Cap, Bard Robe, Iron Ring

9. Cecil-Darkness Sword, Shadow Shield, Darkness Helmet, Darkness  
Armor, Darkness Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Edward-Charm Harp, Leather Cap, Bard Robe, Iron Ring

10. Cecil-Darkness Sword, Shadow Shield, Darkness Helmet, Darkness  
Armor, Darkness Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Edward-Charm Harp, Leather Cap, Bard Robe, Iron Ring

Rosa-Crossbow, White Arrows, Cap, Leather Robe, Iron Ring

11. Cecil-Darkness Sword, Shadow Shield, Darkness Helmet, Darkness  
Armor, Darkness Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Edward-Charm Harp, Leather Cap, Bard Robe, Iron Ring

Rosa-Crossbow, White Arrows, Cap, Leather Robe, Iron Ring

Yang-Fire Claw, Cap\*, Leather Robe, Iron Ring\*

\*These cannot be equipped until the Mombomb is defeated\*

12. Cecil-Black Sword\*, Black Shield\*, Black Helmet, Black Armor,  
Black Gauntlet

Rydia-Ice Rod, Leather Cap, Leather Robe, Iron Ring

Edward-Charm Harp, Leather Cap, Bard Robe, Iron Ring

Rosa-Crossbow, White Arrows, Cap, Leather Robe, Iron Ring

Yang-Ice Claw, Thunder Claw, Cap, Leather Robe, Iron Ring

\*These cannot be equipped until the siege of the castle has ended.\*

13. Cecil-Black Sword, Black Shield, Black Helmet, Black Armor, Black  
Gauntlet

Porom-Cure Staff, Gaea Cap, Gaea Robe, Silver Ring

Palom-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

14. Cecil-Black Sword, Black Shield, Black Helmet, Black Armor, Black  
Gauntlet

Porom-Cure Staff, Gaea Cap, Gaea Robe, Silver Ring

Palom-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

15. Cecil-Legend, Paladin Shield, Paladin Helmet, Paladin Armor,  
Paladin Gauntlet

Porom-Cure Staff, Gaea Cap, Gaea Robe, Silver Ring

Palom-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

16. Cecil-Legend, Paladin Shield, Paladin Helmet, Paladin Armor,  
Paladin Gauntlet

Porom-Cure Staff, Gaea Cap, Gaea Robe, Silver Ring

Palom-Fire Staff, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Thunder Staff, Gaea Cap, Gaea Robe, Silver Ring

17. Cecil-Legend, Paladin Shield, Paladin Helmet, Paladin Armor,  
Paladin Gauntlet

Porom-Cure Staff, Tiara\*, Gaea Robe, Silver Ring

Palom-Dancing Knife\*, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

\*These are only obtainable if you went to the Village of Mist before  
defeating Kainazzo.\*

18. Cecil-Legend, Paladin Shield, Paladin Helmet, Paladin Armor,  
Paladin Gauntlet

Porom-Cure Staff, Tiara, Gaea Robe, Silver Ring

Palom-Dancing Knife, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

19. Cecil-Legend, Paladin Shield, Paladin Helmet, Paladin Armor,  
Paladin Gauntlet

Porom-Cure Staff, Tiara, Gaea Robe, Silver Ring

Palom-Dancing Knife, Gaea Cap, Gaea Robe, Silver Ring

Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

20. Cecil-Silver Sword, Silver Shield, Silver Helmet, Silver Armor,  
Silver Gauntlet

Cid-Silver Hammer, Silver Helmet, Silver Armor, Silver Gauntlet

Tellah-Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

21. Cecil-Slumber Sword, Silver Shield, Silver Helmet, Silver Armor,  
Silver Gauntlet

Cid-Silver Hammer, Silver Helmet, Silver Armor, Silver Gauntlet

Tellah-Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

22. Cecil-Slumber Sword, Silver Shield, Silver Helmet, Silver Armor,  
Silver Gauntlet

Cid-Silver Hammer, Silver Helmet, Silver Armor, Silver Gauntlet

Tellah-Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

23. Cecil-Slumber Sword, Silver Shield, Silver Helmet, Silver Armor,  
Silver Gauntlet

Cid-Silver Hammer, Silver Helmet, Silver Armor, Silver Gauntlet

Tellah-Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring

Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

24. Cecil-Great Bow, Ice/Fire/Lit Arrows, Gaea Cap, Karate Robe, Ruby Ring  
Cid-Great Bow, Ice/Fire/Lit Arrows, Leather Cap, Karate Robe, Ruby Ring  
Tellah-Change Staff, Gaea Cap, Karate Robe, Ruby Ring  
Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Ruby Ring

25. Cecil-Slumber Sword, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Cid-Silver Hammer, Silver Helmet, Silver Armor, Silver Gauntlet  
Tellah-Tellah-Change Staff, Gaea Cap, Gaea Robe, Silver Ring  
Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring

26. Cecil-Fire Sword, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Cid-Earth Hammer, Silver Helmet, Silver Armor, Silver Gauntlet  
Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring  
Tellah\*-Change Staff, Gaea Cap, Wizard Robe, Silver Ring  
Rosa-Great Bow, Lit Arrows, Gaea Cap, Gaea Robe, Silver Ring  
Kain-Wind Spear, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
\*Tellah is available up to the point where he dies in the tower.

27. Cecil-Fire Sword, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Cid-Earth Hammer, Silver Helmet, Silver Armor, Silver Gauntlet  
Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Silver Ring  
Rosa-Great Bow, Lit Arrows, Gaea Cap, Gaea Robe, Silver Ring  
Kain-Wind Spear, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet

28. Cecil-Fire Sword, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Cid\*-Earth Hammer, Silver Helmet, Silver Armor, Silver Gauntlet  
Yang-Thunder Claw, Ice Claw, Leather Cap, Karate Robe, Rune Ring\*\*  
Rosa-Great Bow, Lit Arrows, Wizard Cap\*\*, Wizard Robe\*\*, Rune Ring\*\*  
Kain-Flame Spear\*\*, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap\*\*, Wizard Robe\*\*, Rune Ring\*\*  
\*Cid will leave your party before you fight Calbrena.  
\*\*These are only available after Rydia rejoins your party and you defeat Calbrena and Golbez

29. Cecil-Ice Brand, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Yang-Thunder Claw, Ice Claw, Bandanna, Karate Robe, Rune Ring  
Rosa-Archer Bow, Lit Arrows, Wizard Cap, Wizard Robe, Rune Ring  
Kain-Blizzard Spear, Silver Shield, Silver Helmet, Silver Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap, Wizard Robe, Rune Ring

30. Cecil-Ice Brand, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet  
Rosa-Archer Bow, Ice Arrows, Wizard Cap, Wizard Robe, Rune Ring  
Kain-Blizzard Spear, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap, Black Robe, Rune Ring

31. Cecil-Ice Brand, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet

Rosa-Archer Bow, Ice Arrows, Wizard Cap, Wizard Robe, Rune Ring  
Kain-Blizzard Spear, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap, Black Robe, Rune Ring  
Edge-Short Sword, Short Sword, Bandanna, Black Belt, Silver Gauntlet

32. Cecil-Ice Brand, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet

Rosa-Archer Bow, Ice Arrows, Wizard Cap, Wizard Robe, Rune Ring  
Kain-Blizzard Spear, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap, Black Robe, Rune Ring  
Edge-Middle Sword, Ice Claw, Bandanna, Black Belt, Silver Gauntlet

33. Cecil-Ice Brand, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet

Rosa-Archer Bow, Ice Arrows, Wizard Cap, Wizard Robe, Rune Ring  
Kain-Blizzard Spear, Ice Shield, Silver Helmet, Ice Armor, Silver Gauntlet  
Rydia-Whip, Wizard Cap, Black Robe, Rune Ring  
Edge-Middle Sword, Ice Claw, Bandanna, Black Belt, Silver Gauntlet

34. Cecil-Ice Brand, Diamond Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet

Rosa-Archer Bow, Mute Arrows, Tiara, Wizard Robe, Diamond Ring  
Kain-Blizzard Spear, Diamond Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet  
Rydia-Chain Whip, Tiara, Wizard Robe, Diamond Ring  
Edge-Middle Sword, Middle Sword, Bandanna, Black Belt, Diamond Ring

35. Cecil-Defense Sword\*, Aegis Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet

Rosa-Samurai Bow\*, Charm Arrows\*, Tiara, Sorcerer Robe\*, Diamond Ring  
Kain-Avenger Sword\*\*, Diamond Helmet, Diamond Armor, Diamond Gauntlet  
Rydia-Blitz Whip\*, Tiara, Sorcerer Robe\*, Diamond Ring  
Edge-Ninja Sword\*, Long Sword, Bandanna, Black Belt, Diamond Ring  
\*Only if you went to the Land of Summoned Monsters  
\*\*Only if you went to the Sylphan Cave first

36. Cecil-Light Sword\*, Diamond Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet

Rosa-Elven Bow\*\*, Mute Arrows, Tiara, Wizard Robe, Diamond Ring  
Rydia-Charm Rod\*\*, Tiara, Black Robe, Diamond Ring  
Edge-Long Sword\*, Middle Sword, Ninja Cap\*, Black Belt, Diamond Ring  
\*Only if you went to the Sealed Cave first  
\*\*Only if you went to the Sylphan Cave first

37. Cecil-Defense Sword\*, Aegis Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet

Rosa-Samurai Bow\*, Charm Arrows\*, Tiara, Sorcerer Robe\*, Diamond Ring  
Kain-Avenger Sword\*\*, Diamond Helmet, Diamond Armor, Diamond Gauntlet  
Rydia-Blitz Whip\*, Tiara, Sorcerer Robe\*, Diamond Ring  
Edge-Ninja Sword\*, Long Sword, Bandanna, Black Belt, Diamond Ring  
\*Only if you went to the Land of Summoned Monsters  
\*\*Only if you went to the Sylphan Cave first

38. Cecil-Defense Sword, Aegis Shield, Diamond Helmet, Diamond Armor, Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring  
Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Black Belt, Diamond Ring

39. Cecil-Defense Sword, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Black Belt, Diamond Ring

40. Cecil-Defense Sword, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Black Belt, Diamond Ring

41. Cecil-Excalibur, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Black Belt, Diamond Ring

42. Cecil-Excalibur, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Black Belt, Diamond Ring

43. Cecil-Excalibur, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Ninja Cap, Black Belt, Diamond Ring

44. Cecil-Excalibur, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Ninja Cap, Black Belt, Diamond Ring

45. Cecil-Excalibur, Aegis Shield, Diamond Helmet, Diamond Armor,  
Diamond Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Ninja Cap, Black Belt, Diamond Ring

FuSoYa-Lunar Staff, Wizard Cap, Sorcerer Robe, Diamond Ring

46. Cecil-Excalibur, Samurai Shield, Samurai Helmet, Diamond Armor,  
Samurai Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword, Bandanna, Samurai Armor, Diamond Ring

FuSoYa-Lunar Staff, Wizard Cap, Sorcerer Robe, Diamond Ring

47. Cecil-Excalibur, Samurai Shield, Samurai Helmet, Diamond Armor,  
Samurai Gauntlet

Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring

Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring

Edge-Ninja Sword, Long Sword\*\*, Ninja Cap, Samurai Armor, Diamond Ring

FuSoYa-Lunar Staff, Wizard Cap, Sorcerer Robe, Diamond Ring

\*\*I would strongly recommend that you equip a Thunder Claw for  
fighting inside the Giant. Most of the enemies in here are machines and



are hurt by Thunder. I would also recommend bringing one each type of claw (Fire, Ice, Thunder) for fighting the Fiends near the end. This is not required to do however.

48. Cecil-Excalibur, Samurai Shield, Samurai Helmet, Diamond Armor, Samurai Gauntlet  
Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring  
Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring  
Edge-Ninja Sword, Long Sword, Ninja Cap, Samurai Armor, Diamond Ring  
FuSoYa-Lunar Staff, Wizard Cap, Sorcerer Robe, Diamond Ring

49. Cecil-Excalibur, Samurai Shield, Samurai Helmet, Diamond Armor, Samurai Gauntlet  
Kain-Gungnir Spear, Samurai Shield, Samurai Helmet, Samurai Armor, Samurai Gauntlet  
Rosa-Samurai Bow, Charm Arrows, Tiara, Sorcerer Robe, Diamond Ring  
Rydia-Blitz Whip, Tiara, Sorcerer Robe, Diamond Ring  
Edge-Ninja Sword, Long Sword, Ninja Cap, Samurai Armor, Diamond Ring

50. Cecil-Crystal Sword, Crystal Shield, Crystal Helmet, Crystal Armor, Crystal Gauntlet  
Kain-White Lance, Dragoon Shield, Dragoon Helmet, Dragoon Armor, Dragoon Gauntlet  
Rosa-Samurai Bow, Artemis Arrows, Ribbon, White Robe, Protect Ring  
Rydia-Flame Whip, Ribbon, Heroine Robe, Protect Ring  
Edge-Murasame, Masamune, Samurai Helmet, Ninja Robe, Samurai Gauntlet

## Section II: Starting Character Stats:

Here is a chart indicating which level and stats your characters will have when you start your journey. Please note that this is for when they join you for the first time. Their stats will be different if and when they rejoin you (Levels mostly) will be averaged to a few levels lower than your other characters ex. a character joining a party of levels 25-28 will most likely be level 23-25 or so.

### Cecil (Dark Knight):

Starting Level: 10  
Hit Points: 200  
Magic Points: 0  
Strength: 13  
Agility: 10  
Vitality: 11  
Wisdom: 6  
Will Power: 3  
Attack: 2x 15  
Attack %: 82  
Defense: 1x 17  
Defense %: 22  
Magic Defense: 0x 1  
Magic Defense %: 1  
Experience: 3,000  
For Next Level: 334

### Kain:

Starting Level: 10  
Hit Points: 190  
Magic Points: 0

Strength: 9  
Agility: 11  
Vitality: 9  
Wisdom: 6  
Will Power: 12  
Attack: 2x 13  
Attack %: 99  
Defense: 1x 14  
Defense %: 20  
Magic Defense: 0x 1  
Magic Defense %: 2  
Experience: 2,300  
For Next Level: 759

Rydia:

Starting Level: 1  
Hit Points: 30  
Magic Points: 10  
Strength: 3  
Agility: 4  
Vitality: 3  
Wisdom: 8  
Will Power: 5  
Attack: 1x 3  
Attack %: 40  
Defense: 0x 6  
Defense %: 25  
Magic Defense: 0x 4  
Magic Defense %: 4  
Experience: 0  
For Next Level: 44  
Starting Spells: Chocobo

Tellah:

Starting Level: 20  
Hit Points: 340  
Magic Points: 90  
Strength: 5  
Agility: 8  
Vitality: 7  
Wisdom: 16  
Will Power: 16  
Attack: 1x 10  
Attack %: 50  
Defense: 1x 5  
Defense %: 30  
Magic Defense: 1x 1  
Magic Defense %: 5  
Experience: 54,873  
For Next Level: 8,230  
Starting Spells: Cure-2, Charm, Blink, Heal, Life-1, Exit,  
Fire-1, Ice-1, Lit-1, Stop, Psych

Edward:

Starting Level: 5  
Hit Points: 60  
Magic Points: 0

Strength: 6  
Agility: 9  
Vitality: 2  
Wisdom: 7  
Will Power: 9  
Attack: 1x 10  
Attack %: 86  
Defense: 1x 5  
Defense %: 26  
Magic Defense: 0x 7  
Magic Defense %: 6  
Experience: 388  
For Next Level: 237

Rosa:

Starting Level: 10  
Hit Points: 150  
Magic Points: 80  
Strength: 8  
Agility: 8  
Vitality: 6  
Wisdom: 10  
Will Power: 18  
Attack: 2x 12  
Attack %: 32  
Defense: 1x 8  
Defense %: 25  
Magic Defense: 0x 4  
Magic Defense %: 6  
Experience: 2,139  
For Next Level: 815  
Starting Spells: Cure-1, Hold, Slow, Peep, Sight

Yang:

Starting Level: 10  
Hit Points: 300  
Magic Points: 0  
Strength: 12  
Agility: 8  
Vitality: 15  
Wisdom: 2  
Will Power: 3  
Attack: 2x 25  
Attack %: 82  
Defense: 1x 9  
Defense %: 30  
Magic Defense: 0x 1  
Magic Defense %: 1  
Experience: 2,061  
For Next Level: 806

Palom:

Starting Level: 10  
Hit Points: 100  
Magic Points: 50  
Strength: 7  
Agility: 8

Vitality: 5  
Wisdom: 15  
Will Power: 10  
Attack: 1x 6  
Attack %: 42  
Defense: 1x 8  
Defense %: 26  
Magic Defense: 0x 6  
Magic Defense %: 8  
Experience: 1,957  
For Next Level: 735  
Starting Spells: Fire-1, Ice-1, Lit-1, Venom, Sleep

Porom:

Starting Level: 10  
Hit Points: 110  
Magic Points: 50  
Strength: 8  
Agility: 7  
Vitality: 6  
Wisdom: 10  
Will Power: 15  
Attack: 2x 8  
Attack: 47  
Defense: 0x 9  
Defense %: 26  
Magic Defense: 0x 6  
Magic Defense %: 8  
Experience: 1,957  
For Next Level: 735  
Starting Spells: Cure-1, Hold, Slow, Peep, Sight

Cecil (Paladin):

Starting Level: 1  
Hit Points: 600  
Magic Points: 10  
Strength: 10  
Agility: 13  
Vitality: 10  
Wisdom: 5  
Will Power: 11  
Attack: 2x 42  
Attack %: 99  
Defense: 1x 9  
Defense %: 30  
Magic Defense: 0x 0  
Magic Defense %: 2  
Experience: 0  
For Next Level: 23  
Starting Spells: Cure-1

Cid:

Starting Level: 20  
Hit Points: 788  
Magic Points: 0  
Strength: 21  
Agility: 9

Vitality: 24  
Wisdom: 5  
Will Power: 5  
Attack: 3x 55  
Attack %: 80  
Defense: 1x 13  
Defense %: 30  
Magic Defense: 0x 1  
Magic Defense %: 1  
Experience: 26,754  
For Next Level: 5,345

Edge:

Starting Level: 25  
Hit Points: 790  
Magic Points: 60  
Strength: 30  
Agility: 23  
Vitality: 27  
Wisdom: 12  
Will Power: 12  
Attack: 5x 76  
Attack %: 96  
Defense: 2x 32  
Defense %: 42  
Magic Defense: 0x 6  
Magic Defense %: 8  
Experience: 64,777  
For Next Level: 9,384  
Starting Spells: Flame

FuSoYa:

Starting Level: 50  
Hit Points: 1,900  
Magic Points: 190  
Strength: 10  
Agility: 20  
Vitality: 10  
Wisdom: 45  
Will Power: 60  
Attack: 3x 50  
Attack %: 72  
Defense: 2x 28  
Defense %: 28  
Magic Defense: 3x 24  
Magic Defense %: 35  
Experience: 1,007,865  
For Next Level: 82,243  
Starting Spells: All White and Black Magic

Section III: Walkthrough

1. Baron Castle-Opening Scenes

Items: 300 GP, Tent, Cure 1

After witnessing the opening scenes, the King of Baron will tell you to

go to the Village of Mist. He will give you a package to bring with you. After you hear this, you are free to roam around Baron Castle. You may walk around the castle if you wish, but to continue you must take Cecil up to his room.

## 2. Town of Baron

Items: Cure 1 x3, Heal x3, Tent x4, Ether1 x1, Life x1

### Weapon Shop:

[Thunder Rod: 700 GP]  
[Cure Staff: 480 GP]  
[Fire Claw: 350 GP]  
[Ice Claw: 450 GP]  
[Thunder Claw: 550 GP]

### Armor Shop:

[Karate Suit: 4,000 GP]  
[Headband: 500 GP]  
[Silver Ring: 650 GP]

### Item Shop:

[Cure 1: 30 GP]  
[Life: 150 GP]  
[Tent: 200 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 50 GP

In the Town of Baron, you might want to buy some Cure 1 potions and gather some information. You will notice that both the Weapon and Armor shop are locked. Unlike the previous Final Fantasy games, you already start out equipped so there is no need to worry about weapons and/or armor. You'll be able to get into them later in the game. Now you must head northwest to the Mist Cave.

## 3. Cave of Mist

Items: Cure 1 x2, Heal, Tent

This is a pretty easy cave to navigate through. During your venture, you will hear a voice calling out to you. Who's voice is this? Don't worry, you'll soon find out. When you reach the exit of the cave a voice will ask you if you wish to continue. Say 'yes' if you are ready to go on. Say 'no' if you need to heal up. Once you say 'yes' a battle will begin.

Mist Dragon: HP: 465 Weakness: None

This boss is pretty easy to defeat. Have Cecil attack while Kain uses his Jump attack. You can attack it for a couple of rounds, then it changes into a mist. You cannot hit it while it is a mist form, plus it will counter attack you with an Ice attack. Just Parry, or use Cure 1s to heal until it changes back into a dragon. After a couple more rounds it should die. If it changes back into a mist for a second time, just repeat the steps listed above. After you kill it, you can continue your journey to the Village of Mist.

## 4. Village of Mist.

Items: Must come back later

Weapon Shop: (Must come back later to buy these items)

[Whip: 3,000 GP]

[Dancing Knife: 5,000 GP]

Armor Shop:

[Bard Robe: 70 GP]

Item Shop: N/A

Inn: 50 GP

After you defeat the Mist Dragon, head to the village. Once you arrive there, the package the king has given you suddenly bursts open. Then the village is burned right in front of your eyes. Cecil and Kain find a girl there. They try to explain to her what has happened. However, she does not listen to them and she attacks you. During the battle, she summons Titan, who causes an earthquake thus causing the mountain to collapse. After the battle, you will find yourself alone with the girl, and Kain is gone. You have no choice but to head toward Kaipo Village located in the desert.

## 5. Kaipo Village

Items: Ether1

Weapon Shop:

[Rod: 100 GP]

[Staff: 160 GP]

[Short Bow: 220 GP]

[Iron Arrow: 10 GP]

Armor Shop:

[Cap: 100 GP]

[Cloth: 50 GP]

[Leather Robe: 200 GP]

[Iron Ring: 100 GP]

Item Shop:

[Cure 1: 30 GP]

[Life: 150 GP]

[Tent: 200 GP]

[Carrot: 50 GP]

[Heal: 100 GP]

[Ether1: 10,000 GP]

Inn: 50 GP

When you first reach Kaipo, you will automatically head to the Inn. You will receive a free night's sleep then. In the middle of the night, soldiers from Baron will kick the door open. They demand that you give the girl from Mist to them. Cecil will refuse to hand her over. You have no choice now but to fight them. The soldiers have 27 HP and the officer had 221 HP. The officer is totally optional to kill. If you kill off 2 soldiers, and have a lot of HP to spare, you can give it a try to kill him. You will gain much more exp. if you kill all the soldiers plus the officer. After the battle, Rydia will join your party. You now must go to a house in the upper right hand part of the town. There you will find Rosa, suffering from a terrible fever. You

will find out that you must obtain an item called the Sand Ruby in order to cure her. You must now travel to the Watery Cave to the northwest. However, before doing so, You may want to gain Rydia some levels. I would recommend at least Level 5 so that she will have learned Lit-1. This Spell is useful because many of the monsters in the cave are weak to Lightning Spells.

#### 6. Water Pass-South

Items: Cure 1 x4, Heal x2, Tent, 120 GP, Iron Ring, Elixir, Cure 2, 1000 GP, Ether1 x3, Ice Rod, 200 GP, Leather Cap, Darkness Sword

In this cave you will come across Tellah the Sage. He will join your party after telling you about the monster of the cave, and how he does not have enough power alone to defeat it. There is a hidden cave inside a waterfall here, which contains some useful items. About midway through the cave, there is a save point. Tellah will camp out here. After a brief sequence here, you will be allowed to continue. Right before you exit the cave, make sure that you pick up and equip the Darkness Sword for Cecil. Once you are outside, it might be wise to use a Tent if you are low on HP/MP and save the game. Then proceed to the next cave.

#### 7. Waterfalls

Items: Darkness Helmet, Darkness Gauntlet, Darkness Armor, Ether1

After a short venture through the cave, you will have to fight the boss Octomann. He isn't really too hard to fight. Just keep having Cecil attack it, Tellah using Lit-1, and Rydia calling the Chocobo. After a few rounds, it will start losing its tentacles, and eventually it will die.

Octomann HP: 2,300 Weakness: Lightning, Darkness

After you defeat it, the passage to Damcyan will open.

#### 8. Damcyan

Items: Crossbow, Leather Cap, Ruby Ring, Cure 1 x2, 300 GP, Iron Arrow x10, White Arrow x20, 200, GP, Ether1, Tent

Here you will see that the castle has been ransacked. At the top, Tellah will find that Anna has been mortally wounded. A bard will then come out and Tellah will attack him without listening to what he has to say. After a few round's of combat, Anna will stop the fight. She will then explain to them what has happened. Tellah is enraged at Golbez for the death of his daughter and leaves your party. Edward will then join the group, and you will obtain the Hovercraft. Now you must travel east to the Antlion Cave.

#### 9. Antlion Cave

Items: 190 GP, Cure 1 x3, Tent x2, 210 GP, Life x2, Charm Harp, Heal, 250 GP, Ether1

This is a pretty short cave with a few weak enemies, with a couple of stronger ones within. There is a save point midway through. At the end of the cave, you will fight the Antlion. It is easy to recognize the Antlion room, because it is the only room that is like a big circle.

Antlion HP: 1,000 Weakness: None

This boss can be a little tricky to defeat. However, there is a way to



defeat him with very little trouble. First of all have Cecil and Edward parry. Then have Rydia keep summoning the Chocobo over and over until it dies. That way it will only attack you for about 1-10 points of damage. If you harm it with physical attacks, it will use counter and will cause over 50 points of damage. Once you defeat the Antlion you will receive the Sand Ruby. You must now take the Hovercraft back to Kaipo Village.

#### 10. Back at Kaipo Village

Items: Should have already collected them. If not look back at #5

After you retrieve the Sand Ruby from the Antlion Cave, come back to Kaipo and head to the house where Rosa is. She will recover from her fever and fill you in on some loose details about who Golbez is and how the King of Baron has somehow changed. Cecil will object to her coming with you, but after some pressure from Edward and Rydia, he agrees to take Rosa along. In the middle of the night Edward goes out by the lake in town to sing about how he misses Anna. Then a Water Hag comes out and attacks him. This battle is fairly easy to defeat. All it takes is 3 hits to kill. Note: There is no way to kill this boss, even if you have used a Game Genie to get Edward to Level 99. I have done this before, and have taken off over 2,300 damage/hit, but even then it still takes 3 hits to die. In the morning, travel back over the shallows, past Damcyan, and to the mountain pass that is near the Antlion Cave.

#### 11. Mt. Hobs

Items: Tent, Cure 1, Heal, 350 GP, White Arrows x 10

Rydia will learn Fire-1 here with some encouragement from Rosa and Edward. There are two paths to go on the mountain. The left path leads to a save point and a some treasure chests. The right path will take you to another treasure chest and to the top of this mountain. At the top, you will find a man surrounded by monsters. He attacks them and with very little trouble, he defeats them. Then a big monster will show up. The party decides to help the man fight it.

Mombomb HP: 10,800 Weakness: Darkness

It is highly unlikely that you can kill off this boss before it explodes. However, using the Game Genie it can be done. After a few rounds of combat, the Mombomb will explode. This explosion causes severe damage to the party. To make matters worse, the Mombomb has now become 3 Bombs and 3 gray Bombs.

Bomb: 50 HP gray Bomb: 100 HP

After the explosion you may want (or have to) have Rosa and Rydia heal up the party. Just have Cecil, Edward, and Yang fight off the monsters. I typically have Cecil attack the gray Bombs since they are stronger, and Cecil is the strongest in the party. I also have Yang kick since every little bit adds up. I have Edward attack the Bombs since, he has a better chance of hurting them more than the gray Bombs. After the battle, Yang will tell you about how he was attacked. Rosa will then tell him about Baron using the Red Wings to get the Crystals. They then realize that Yang's hometown, Fabul, is the next target. You must now head to Fabul.

#### 12. Fabul Castle

Items: Cure 1 x4, Tent x2, Heal, Pan & Spoon (Must come back later), 500 GP, Black Sword, Black Shield, Ether1

Weapon Shop:

[Fire Claw: 350 GP]

[Ice Claw: 450 GP]

[Thunder Claw: 550 GP]

Armor Shop:

[Black Helmet: 980 GP]

[Black Armor: 3,000 GP]

[Black Gauntlet: 800 GP]

Item Shop:

[Cure 1: 30 GP]

[Life: 150 GP]

[Tent: 200 GP]

[Carrot: 50 GP]

[Heal: 100 GP]

[Ether1: 10,000 GP]

Inn: 100 GP/Free if you rest in the King's room before the big fight

Once you enter Fabul Castle, buy any equipment and items that you might need. Also you might want to stay at the Inn if you have low HP. Once you are ready, go talk to the King. He seems kind of skeptical about the attack, until Edward explains to him what happened to Damcyan. The King upon hearing this bit of information, will ask Cecil and the others to help. If you are ready to fight say 'yes'. If you are not prepared say 'no'. Once you say 'yes' prepare to fight. Rosa and Rydia will not be in this battle to help you so it may be a wise idea to buy some Cure 1 potions at the Item Shop before proceeding. There will be 6 battles that you must win inside the castle. Here is a brief description of each battle:

Battle #1: Here you will fight 2 Fighters with 65 HP and a General with 320 HP. Now it is not necessary to kill the General, but if you do so, you will gain much more exp. You only need to defeat the Fighters to finish this battle.

Battle #2: Here you must fight 1 Weeper with 100 HP, an Imp Cap. with 37 HP, and a Waterhag with 48 HP. This fight should be easy enough to win.

Battle #3: This fight is just like the first one you fought in. If you are low on HP, try to make it quick as possible. Yang, and Cecil should be able to kill off the Fighters in one hit.

Battle #4: Here you will fight a Gargoyle with 160 HP. It isn't too difficult to defeat, but however, if you do not kill it quick enough, it will cast the Weak Spell, which leaves one party member with 1-9 HP left.

Battle #5: This fight is exactly like the second battle you fought. You may be a little low on HP here, so use this battle to heal up on. This is the easiest battle to heal on since the monsters do very little damage as compared to the General-Fighter Combo.

Battle #6: Yep, you guessed it, another General-Fighter Combo. You don't have to kill the General here, but it might be a good idea if you need the exp. since this is the last battle that you actually fight in. Once you end this battle, the group will head to the Crystal Room. Although you fight strongly against the attackers, you slowly retreat up to the Crystal Room. At that time, Kain will show up. Cecil has not seen Kain since he disappeared after the battle at Mist. He asks Kain to join them, but he wants a one-on-one fight with Cecil. Again, this is not a battle which you can win, just like the Mombomb, unless you cheated with a Game Genie. However, here is an interesting note. Kain

at this point has 65,000 HP. I don't know why, or where he got that much HP, but that's his stats for here anyway. Kain will defeat Cecil. Then Golbez makes an appearance. You have heard so much about him to this point and you finally get to see him. He orders Kain to take the Crystal. Edward and Yang, try to stop Kain, but Golbez just hits them with a bolt of lightning. Rosa tries to talk some sense into Kain, but Golbez captures her and leaves. Kain then leaves taunting words with Cecil as he leaves. Rydia will then cast Cure 1 on the group. You now must head to the Inn. There the group will decide how to get into Baron to save Rosa. They decide that a boat is the best way. The King agrees to give the party a ship. Once on the ship, Cecil decides that they must talk to Cid, in order to get an airship. However, the party runs into bad luck again. Leviatan comes out from beneath the ocean and sinks the ship. Cecil will find himself alone on a beach outside the town of Mysidia. If you remember correctly, this is the town which he stole the Crystal from in the beginning of the game. He has no choice but to go there.

### 13. Mysidia

Items: None

#### Weapon Shop:

[Ice Rod: 220 GP]  
[Flame Rod: 380 GP]  
[Cure Staff: 480 GP]  
[Crossbow: 700 GP]  
[White Arrow: 20 GP]

#### Armor Shop:

[Gaea Cap: 700 GP]  
[Gaea Robe: 500 GP]  
[Silver Ring: 650 GP]  
[Paladin Shield: 700 GP]  
[Paladin Helmet: 4,000 GP]  
[Paladin Armor: 8,000 GP]  
[Paladin Gauntlet: 3,000 GP]

#### Item Shop:

[Cure 1: 30 GP]  
[Cure 2: 150 GP]  
[Life: 150 GP]  
[Tent: 200 GP]  
[Cabin: 1,000 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 200 GP

When you first get to Mysidia, try to avoid talking to people. They are still angry at Cecil for the attack he led at the beginning of the game. Some of the people you try to talk to will cause abnormal affects to Cecil. Head to the building in the middle of the town. There you will have to talk to the village Elder. He will listen to Cecil's story. He will tell Cecil that he must go to Mt. Ordeals to be able to fight evil with good. He also tell you that it would be hard for him to make it with his Dark Sword. He tells Cecil to take the wizards, Palom and Porom, with him. Now you should buy some equipment if you need it. I would recommend buying 3 Gaea Caps, 2 Gaea Robes, 3 Silver Rings, and 1 of each Paladin item. Then head out to Mt. Ordeals, to the east.

#### 14. Mt. Ordeals

Items: Cure 1 x2, Ether1 x2

This mountain can be pretty tough to deal with. The major threat is the fact that almost all of the enemies are undead. Cecil cannot effectively fight undead monsters, like he can almost any other. Therefore, Palom and Porom, must do the majority of the fighting. If you must have Cecil fight, unequip his Sword since he will do 1 point of damage with it. He's better off fighting bare handed against undead. About halfway up the mountain, you will come across Tellah again. After a brief conversation, Tellah will finally admit that his magic is not strong enough to defeat Golbez. At this point, he will join your party again. He still has the same Spells he did when he first joined the party. However, his Fire Spell can cause some major damage up here, plus he has an adequate amount of MP to go along with it. Right near the top of the mountain, you will start hearing voices. Porom will think that it is Palom making noises, but he will insist that it's not him doing it. You will also find a save point up here. I would strongly recommend that you save the game here. After you save the game, head to the bridge. But before you can cross it, you run into the Fiend of Earth, Milon. He then attacks the party.

Milon HP: 3,100 Weakness: None

Ghast: HP 170 Weakness: Fire, Sacred Power

Milon is not really too tough to beat. Just have Cecil attack him, Palom and Porom use their Twin Magic, and Tellah either use his magic to attack Milon, or to heal the party. Just be aware that Milon counter attacks with Lit-1 everytime he takes damage. After a few rounds, he'll die. Now head back to the save point and use a Tent and save. Then head across the bridge. Right before you cross it totally, use the Change command, on your menu screen. Then finish crossing the bridge. MilonZ will then attack the party from behind.

MilonZ HP: 3,000 Weakness: Fire, Sacred Power, Arrows

MilonZ is pretty easy to defeat. Just have Cecil attack him, have Palom use Fire-2 on him, and have Porom and Tellah, use Cure 2 on him. Just repeat this process, and after a couple of rounds he'll be killed. Now, head to the shrine located in the middle of the ledge there. Once you get there, Cecil will receive a sword. Then, he'll have a one-on-one fight with a clone of himself as a Dark Knight. To win this fight, just have Cecil parry for 3 rounds. Then he'll die, and Cecil will become a Paladin. Tellah will also remember all of his spells plus he will learn Meteo. A little note about the Dark Knight clone. He only has 1,000 HP. Despite the controversy, that he cannot be killed, the fact is he can be killed. It'll just take a little while to do. The end result ends just as if you Parried for 3 rounds. Now head back to Mysidia.

#### 15. Back to Mysidia

Once you have become a Paladin, head back to Mysidia. Once you arrive there, talk to the Elder. He will tell you that Palom and Porom's real duty was to spy on you. It turns out that there was no need for it after all. The Elder then notices the Sword that Cecil has. He then explains a little bit about the Mysidian Legend. Tellah then urges you to get to Baron to get an Airship to defeat Golbez. The Elder agrees to open the serpent Road. Now you can get back to Baron.

#### 16. Town of Baron Revisited

Items: Baron Key, 2000 GP, Thunder Claw

Once you use the serpent Road to get back to Baron, head to the Inn. There you will find Yang, whom has not been seen since Leviatan attacked the ship. Talk to him, and to the party's surprise, he sends Guards to attack you. After you beat the Guards, you must deal with him despite Cecil's attempts to talk to him.

Yang: HP: 4,000 Weakness: None

To beat Yang, just simply have Cecil attack him, Tellah use on of the -3 Spells (Fire, Ice, Lit) and have Palom and Porom use their Twin Magic on him. Once you beat him, he will rejoin your party. He will also give you the Baron Key so that you can use the Underground Passage to get into Baron Castle. You can also use this key to get into the weapon and armor shops. You should also buy Yang some equipment here. Now you have 2 different choices here: You can travel back to the Village of Mist. Here you can find the Tiara, Porom's best helmet, and buy a Dancing Knife, Palom's best weapon. Or you can go to the Underground Passage. If you want to go back to Mist, look at #17. If you go through the Underground Passage, look at #18.

#### 17. Village of Mist Revisited

Items: Tiara, Cloth, Ruby Ring, Change Rod, 100 GP, Heal, Cure 1

Inn: 50 GP

Even though this town was burned to the ground earlier in the game, it seems to have been rebuilt to an extent. You can now enter the weapon and armor shops, and stay at the inn. There are even a few good items to collect now, so it might be worth the trip to come here.

\*\*This is a totally optional event. Coming here does not affect the game at all.\*\*

#### 18. Underground Passage

Items: 1,000 GP, Cure 2, Ether1 x2, Life x3, Ancient Sword

When you first enter, walk to the right. There is a hidden passage leading to a chest with 1,000 GP in it. This is a pretty short cave, with lots of hidden passages, leading to a different place. You will find a fair amount of chests in here. There are a few mid-strength enemies in here, but none that can be a serious threat. Right before you reach the exit, there is a save point. In that room, there is also a hidden passage that leads to the Ancient Sword. Once you go up the stairs, you will be back inside Baron Castle.

#### 19. Baron Castle

Items: Ether1 x4, Cure 2 x3, Life x3, Tent x3, Cure 1 x2, Heal, Elixir

Once inside Baron Castle, you will notice a strange atmosphere. There is not a person in sight. Once you enter the main room, Baigan will come out. He seems friendlier than before. He offers to help you out, but Palom and Porom see through his little trick. He then changes into a monster and attacks you.

Baigan: HP: 3,500 Weakness: None

Right Arm: HP: 350 Weakness: None

Left Arm: HP: 350 Weakness: None

Baigan isn't too tough to beat. Have Cecil and Yang attack his body, Palom and Porom use their Twin Magic, and have Tellah use a -3 Spell on

it. Just make sure that Palom and Porom use their Spell first. If Tellah uses his Spell first, Baigan will cast Wall, which will cause the Twin Spell to reflect back onto the party. If Baigan survives the Twin Spell, plus Tellah's -3 Spell he will cast Wall. At that point, just use normal attacks against him, since he's all but dead from those 2 attacks alone. After you defeat him, you are free to walk around the castle. You can now take the treasures in the castle. When you are ready, head to the King's room. However, if you need to rest, go to Cecil's room to rest. Once you are at the King's room, talk to the King. It seems though he has changed since you have been gone. However, it seems that he's been changed for quite some time. He then reveals, his true self, Kainazzo the Fiend of Water. He then attacks the party.

Kainazzo: HP: 4,000 Weakness: Ice/Thunder when the water is around him. This boss is a joke. Just have Tellah cast Ice-3/Lit-3, depending on the circumstances. It should only take 1 hit to kill him. After the battle, Cid will show up. It seems that he's a little bit PO'ed at Kainazzo, for locking him up somewhere. He then sees that Cecil is in the room. After a brief conversation, he agrees to take the party to where the airship is. Once you enter the small corridor, you find that Kainazzo has set a trap there. As the walls close in on you, Palom and Porom decide that the only way to save the party is to sacrifice themselves. Cecil tries to stop them, but they turn themselves to stone, thus stopping the walls from crushing everyone. After a sad farewell, Cid will take you onboard the airship. Then before you can leave, another airship pulls up along side yours. Kain will emerge, and tell you in order to save Rosa, that you must get the Crystal of Earth from Toroia. He tells you that once you get the crystal, that they'll exchange Rosa for the Crystal. You must now head northwest to Toroia. At this point, you'll have a couple of optional places to visit now that you've got the airship. If you just want to go to Toroia, look at #22. If you want to head to Silvera, look at #20. If you want to head to Elban Castle, look at #21.

## 20. Silvera

Items: Silver Staff, Silver Knife, 5,000 GP

### Weapon Shop:

[Silver Staff: 4,000 GP]

[Silver Knife: 3,000 GP]

[Silver Hammer: 8,000 GP]

[Silver Sword: 6,000 GP]

### Armor Shop:

[Silver Shield: 1,000 GP]

[Silver Helmet: 3,000 GP]

[Silver Armor: 17,000 GP]

[Silver Gauntlet: 2,000 GP]

### Item Shop:

[Heal: 100 GP]

Inn: 500 GP

This town is totally optional to come to. It does have the best weapon and armor for Cecil up to this point. It also has the best armor for Cid to this point. After buying all the equipment that you can afford, you can either head to Elban Castle, or to Toroia.

## 21. Elban Castle

Items: 600 GP, Cure 2 x6, Ether1 x4, Life x2, Cabin x2, 800 GP, Drain Spear\*, Elixir\*, Slumber Sword\*, 2,000 GP, Mute Arrow x10, Heal

\*This items are guarded by monsters in the treasure chest. Here is a brief description of the monsters guarding the weapons:

Elixir Chest-There are 3 Mad Ogres guarding the item. Just have Tellah cast Stone on them all. It should kill them all in one use.

Slumber Sword Chest-There is a Staleman and 4 Skulls here. Have Tellah use Weak on the Staleman. Have the next available character attack the Staleman. Then kill off the Skulls, with Cecil, Yang, and Cid. Make sure Yang has a Fire Claw equipped, to inflict maximum damage to undead. Also have Cecil equipped with the Legend Sword to do the same thing as Yang's Fire Claw.

Drain Spear Chest-There are 2 Black Panthers, and a Lamia here. Have Tellah use a -3 Spell on all enemies. It should be sufficient to kill both Panthers. Just attack the Lamia normally after the Black Panthers are defeated.

There is nothing really exciting about this Castle. However, there are a lot of treasures to collect here. Some like, the Drain Spear, Elixir, and Slumber Sword, are guarded by monsters. There is nothing else to do once you collected all of the treasures, so now head to Torioia.

## 22. Torioia

Items: 1,000 GP, Cure 2, Ether 1, Ether 2

### Weapon Shop:

[Wooden Hammer: 80 GP]  
[Great Bow: 2,000 GP]  
[Fire Arrow: 30 GP]  
[Ice Arrow: 30 GP]  
[Lightning Arrow: 30 GP]

### Armor Shop:

[Cap: 100 GP]  
[Leather Cap: 330 GP]  
[Cloth: 50 GP]  
[Leather Robe: 200 GP]  
[Ruby Ring: 1,000 GP]

### Item Shop:

[Cure 1: 30 GP]  
[Life: 150 GP]  
[Tent: 200 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

There isn't really much to do with the story in this town. You might need to buy some armor and weapons here, used once you get farther into the game. I'm including this information further into the walkthrough.

## 23. Torioia Castle

Items: Twin Harp, Ether1 x3, Tent x2, Cure 2 x2, Ruby Ring x2

When you first enter the Castle, head to the middle room. There the 8

clerics will allow you to use the Earth Crystal, for a good cause, if you can get it back from the Dark Elf. To the left, you will find Edward, whom has not been seen since the Leviatan attack. He will explain to you, that he ended up here afterwards. He will then notice that Rosa is not with the party. Cecil tells him that she was captured in exchange for the Earth Crystal. Then Cecil mentions that the Dark Elf has it. Edward will then give you the Twin Harp. Now you must head north to a chocobo forest to find a black chocobo to fly to the Dark Elves' cave.

#### 24. Cave Magnes

Items: Cure 2 x2, Cabin, Cure 3, Ether2, Life, Charm Claw

This cave has a strange field surrounding it. Indeed, this field will prevent anyone from using metallic weapons and/or armor. Therefore Cecil and Cid will most likely not be able to fight. Yang can fight, but you'll have to replace his Silver Ring with a Ruby Ring, thus causing a loss of Defense. Same thing goes for Tellah. Replace his Silver Ring with a Ruby Ring. You may need to replace his staff too, if its Silver. I find that making it through the cave is easier to handle, if you outfit Cecil and Cid with non-metallic equipment so that all can focus on all enemies. Here's how I would equip Cecil and Cid with all the available equipment from previous towns:

Cecil

Weapon: Great Bow with some type of arrow. I haven't really seen much difference in the types of arrow.

Helmet: Gaea Cap

Armor: Karate Robe

Ring: Ruby Ring

Cid

Weapon: Great Bow with any type of arrow. As with Cecil, I haven't seen much difference in which type of arrow I use.

Helmet: Leather Cap

Armor: Karate Robe

Ring: Rune Ring

This cave can be fairly hard to get through, considering the fact that you have weak weapons and armors equipped. You should have only Yang, in the front row and Cecil, Cid, and Tellah in the back. Try to have Tellah lay off using his magic, since you'll need it for healing. Have him use his weapons as items, such as Ice Rods, Flame Rods, etc. in battle. The effect will be little, but hey every little bit helps. You will find a save point halfway through the cave, and another one at the end of the cave. At the very end, you will fight the Dark Elf.

Dark Elf: HP: 22,000 Weakness: Sacred Power

When you first fight the Dark Elf, he waits for a few rounds before attacking you. The first attack that he attacks you with, hits your party with Fire-2, Lit-2, and finally Ice-2. This attack does well over 600+ points of damage to your party. He will then use the Weak spell against everyone. Don't ask me how he can does this since Weak is a one target spell only. Shortly after, the party will go down. Edward will sense that they are in danger and he goes over to his harp. He plays a song, and it will reach Cecil's group through the Twin Harp. This song will prevent the Dark Elf from using his magnetic field against the party. Now you can beat him. This time around his magic does not cause nearly as much damage as it did before. However, he can still use Weak against one member of the party. Magic does not



have a lot of power against him, so just attack him normally. After you inflict so much damage to him he changes into a Dark Dragon.

Dark Dragon: HP: 3,000 Weakness: None

This boss can be a little tough to kill. Just have Cecil, Cid, and Yang attack while Tellah uses his Cure Spells after the Dark Dragon hits you with D.Breath. However, there is an easy way to defeat him. Just have Tellah cast Weak on it and the next person to hit it kills it.

## 25. Revisiting Toria Castle

Items: Cure 2 x2, Heal x2, Ether1 x2, Ether2 x2, Elixir x2, 2000 GP, Great Bow, Fire Arrow x20, Ice Arrow x20, Lightning Arrow x10

After getting the Earth Crystal back, head to Torioia once again. Once there, speak to the Clerics, They will agree to let you use the Crystal as promised. Then you can hear Kain's voice. He will tell you to get on your airship, and he will take you to where Rosa is. Once you get on it, you will be taken to the Tower of Zot.

## 26. Tower of Zot

Items: Fire Armor, Fire Sword, Poison Claw, Fire Shield, Earth Hammer, Wizard Robe

This tower is fairly long, with a lot of turns in it. There are also some fairly challenging enemies up here too. If you run out of supplies, just head back to the point in the tower where you started at. On either the third or fourth floor, you will find the save point. Use a Tent or Cabin and continue your journey. Right near the door, you will fight Cindy, Mindy, and Sandy, the three Magus Sisters.

Back-Sandy: HP: 2,500 Weakness: None

Middle-Cindy HP: 4,300 Weakness: None

Front-Mindy HP: 2,200 Weakness: None

To beat them, have Cecil, and Yang target Cindy. Have Cid either attack Cindy, or have him use his Earth Hammer in battle. It will produce the same effect as the Quake Spell. Tellah can use either his -3 Spells against Sandy or Mindy, or have him cast Bersk on either Cecil or Yang. Bersk will not allow you to choose a target for whom the spell was used on, but it does increase the amount of damage that they cause. When Cindy requests a Wall, but she already has on, note which character the spell will hit. Then have Tellah use a spell on that character. That way, his spell can hit Cindy without it bouncing back upon the party. However, it is random who the spell will hit after being bounced off of your wall. After you kill off Cindy, have everyone attack, and Tellah use his spells against the other two. After beating the Magus Sisters, head back to the save point and rest and/or save. When you are ready, head through the door. There you will run into Golbez. Cecil gives him the Crystal, but he does not return Rosa to the party. Tellah sees that they have been cheated, attacks Golbez. He tries a few of his spells, but none of them have much effect. He then casts Meteo despite the protest from the rest of the group. He defeats Golbez for now, but it costs him his life. After Golbez retreats, talk to Kain. He will apologize for what he has done. Cecil will then ask Kain where Rosa is. Kain will take you up to where she is being held at. Cecil will barely save Rosa from being crushed. Afterwards, the party decides to have Kain join them. He protests, but with some encouragement from Rosa, and Cecil he will rejoin the party. Now you must head out of the tower. However, you must first fight the Fiend of Wind, Valvalis.

Valvalis: HP: 6,000 Weakness: None

There is only one way to defeat her. That is to have Kain jump while she is spinning. His jump will neutralize her spin. Then have Cecil, Yang, and Cid attack her, while she's not spinning. If your party does not need healed, have Rosa attack too. This will take several rounds to win, so just keep following the pattern. Kain jump, have everyone else fight, Rosa heal if necessary. If she spins, have Kain jump again, and repeat. Once you beat her, the tower will begin to break up. Rosa will then cast Exit, and you will be back in Cecil's room in Baron. Kain will then talk to you a little bit about the Crystals. Everyone will believe that Golbez has gathered them all. But Kain tells you about the Dark Crystals of the Underground. He will also give you the Magma Key which is the key to open the Underground. You must now head to Agart.

## 27. Agart

Items: Cure2

### Weapon Shop:

[Rod: 100 GP]  
[Staff: 160 GP]  
[Spear: 60 GP]  
[Boomerang: 3,000 GP]  
[Short Bow: 220 GP]  
[Crossbow: 700 GP]  
[Iron Arrow: 10 GP]  
[White Arrow: 20 GP]

### Armor Shop:

[Iron Shield: 100 GP]  
[Iron Helmet: 150 GP]  
[Iron Armor: 600 GP]  
[Iron Gauntlet: 130 GP]  
[Iron Ring: 100 GP]

### Item Shop:

[Cure 1: 30 GP]  
[Life: 150 GP]  
[Tent: 200 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 50 GP

In this town, there is a lot of talk about the underground, and Dwarves. There is also a telescope here. You can take a look through it if you wish, but it doesn't really provide you with anything really useful. go to the well in the middle of town. When you get there, throw you Magma Key into the well. It will cause an earthquake, which will cause the mountain to cave in. Now you can head into the hole. Once you enter the hole, the group will see some tanks fighting the Red Wings. The Enterprise will take some damage so Cid lands it. Now head to the castle.

## 28. Dwarf Castle

Items: Dwarf Axe, 500 GP, Strength Ring, Ether1 x2, Elixir x2, Ether2, 500 GP, Cure2, Black Belt, 1,000 GP, Carrot x3, Cabin x3

Weapon Shop:

[Dwarf Axe: 15,000 GP]  
[Great Bow: 2,000 GP]  
[Darkness Arrow: 40 GP]  
[Fire Sword: 14,000 GP]  
[Flame Spear: 11,000 GP]

Armor Shop:

[Fire Shield: 1,250 GP]  
[Fire Armor: 30,000 GP]  
[Wizard Cap: 2,000 GP]  
[Wizard Robe: 1,200 GP]  
[Rune Ring: 2,000 GP]

Item Shop:

[Life: 150 GP]  
[Cure 1: 30 GP]  
[Cure 2: 150 GP]  
[Tent: 200 GP]  
[Cabin: 1,000 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 600 GP

Once you get here, you will be restricted to where you can go. You can go to the Inn and the Item Shop, but that's about it. Once you buy any necessary items, and/or rest, talk to the King. He tells the group that two of the four Darkness Crystals have been taken already. He also asks you if you can use your airship to help support them. Cid tells him that the airship needs repairs, as well as mystic silver to help it withstand the heat of the Underground. He then leaves your party, while he makes the repairs. Giott then tells you that his crystal is behind his throne. Yang then feels someone eavesdropping on the conversation. No one else can hear or see anyone, so the King orders the door to the crystal to be opened. Behind the King the party is attacked by dolls.

Cal: HP: 1,000 Weakness: None

Breana: HP: 300 Weakness: None

Calbrena HP: 4,624 Weakness: None

These dolls aren't too hard to defeat. However, they will unite into a big one, if they are not defeated quick enough. To beat them, have Cecil attack the blue dolls, Kain jump on the blue dolls, have Yang either attack the blue dolls or Kick them all, and have Rosa attack the Red dolls, or cure the party. If the dolls happen to unite into the Calbrena, have Cecil attack, Kain Jump, Yang attack, and Rosa cure the party. Be aware, that the Calbrena uses a Charm like attack to one party member. Also, beware that if you don't kill off the Calbrena quickly enough, it will change back into 3 Cals and 3 Brenas, and you'll be back where you started from. If you can, I would recommend killing off the big Calbrena. You gain much more exp. and GP from killing it then you do from killing the 6 dolls. After you defeat the dolls, Golbez shows up. He talks about the crystals being the key to the moon. He then attacks the party. After a few rounds he uses hold gas on the party. He then calls his Shadow Dragon to kill the party. The Dragon will kill off Yang, Rosa, and possibly Kain. It then is ready to kill off Cecil, but a Mist Dragon will come out and kill the Shadow Dragon. An item is then used to remove the paralyzing effects of hold gas on the party. An unknown voice will call out telling Cecil

that he can move again. At that moment, Rydia will come out and help you fight Golbez.

Golbez HP: 22,001 Weakness: Fire, Sacred Power. Golbez has 22,001 HP, but you don't need to take off that much to beat him. To beat Golbez, have Cecil attack him with the Fire Sword, Kain Jump if he's alive, and have Rydia cast Jinn. After a couple of rounds, he'll be defeated. After the battle, Rydia will tell everyone what happened to her after Leviatan attacked the ship. As the party starts to leave, Golbez's hand takes the Crystal away. Once you exit the Crystal Room, King Giott will tell you about the Tower of Bab-Ill and how all of the Crystals are stored there. He also tells you that the tanks will attack the tower to cover your entrance into it. The party decides to help, and he'll tell you about an exit in the bottom of the castle, and to leave when the party is ready. Now here is a weird part. Right after Giott is done talking to you, have Rydia cast warp. You'll end back up in the Crystal Room, but the Crystal will be there, even though you saw Golbez take it away.

#### 29. Tower of Bab-Ill (Lower)

Items: Ice Arrow x20, Ether1, Bandanna, Blizzard Spear, Ice Brand, Cat Claw, Cure 2 x2, Life x2, Archer Bow, Ice Shield, Ice Armor, 2000 GP, Ether2, Tower Key

This tower has multiple floors to travel to reach the top. There are also a lot of Fire enemies here, so make sure you pick up the Ice equipment you find while traveling through the tower. About mid-way up, you will find a save point. If you need to rest, use a tent or a cabin, and save your game and continue your climb. Near the top of the tower, you'll find a locked door. Don't worry about it being locked, you'll find the key later on. At the top of the Tower, you'll find the Fiend of Fire, Rubicant, talking to Lugae. He'll mention, that all of the Crystals, have been moved to the Upper Section of the Tower of Bab-Ill and that Lugae is in charge while he's gone. Lugae will notice the party and you'll have to fight him and Balnab.

Lugae: HP: 4,416 Weakness: None

Balnab: HP: 3,927 Weakness: None

These two aren't too hard to beat. However, if the fight lasts a long time, Lugae will take control of Balnab himself, but he presses a button causing Balnab to explode on one of your party members, most likely killing them. Lugae then seems to get mad, and he transforms into his true self.

Dr.Lugae 2nd fight: HP: 6,600 Weakness: None

He can be challenging at times to defeat. Just have Cecil attack, Kain jump, have Rydia call Titan, and have Rosa cast Bersk on Yang. This should make things much easier for you to beat him. However, if the party needs cured, have Rosa use Cure-2 or Cure-3 if you have it. Just keep repeating the process and he'll die. Then he makes note that the Super Cannon is still going to blast the Dwarves. Now take the Tower Key that you got off of him after he died, and go back to the locked door. Once you get there, use the Tower Key. There you will see there little monsters talking about the Dwarves going to get blasted. Then they attack you. They aren't really hard, just 3 Dark Imps. After you beat them, they do something to the Super Cannon so that nothing can stop it. Yang then sees that there is no chance of stopping it, so he knocks the group out the door, and then he locks it. Despite pleas from the group, Yang stays into the room until it blows up. Now you must walk out of the tower. It may be a good idea to use the save points that you come across on your way down. Once you start to cross the bridge to head out, Golbez's voice can be heard, saying that you

have amused him for long enough. Then he starts the bridge on fire. The group starts to run across it, and right at the end of the bridge, they fall, but land on the airship. Cid has finally finished the repairs. However, just as you start to leave, the a Red Wing airship starts chasing you. The Enterprise cannot outrun it, due to the fact the Red Wings have been modified. Cid tells Cecil to take control of it. He then tells him to head for the upperworld. He also tells him to head to Baron, and to have his workers modify the airship. He then says his good-byes, and jumps off the airship and sets off a bomb, sealing the underground once more. Now you must head to Baron Castle. Once you get there, go to the right side of the castle, and talk to Cid's helpers (they are dressed in Blue), and they will add a hook to the Enterprise. Now you can go back to Mt. Hobs, and hook the hovercraft, and take it down to Elban Castle. Now you can get into the cave that is visible there by crossing the shallows using the hovercraft.

### 30. Cave Eblana

Items: Shuriken, Heal, 1200 GP

This is a very short cave. Once you get through it, you will find an Underground town, which houses the citizens of Elban Castle, which was overrun by monsters.

#### Weapon Shop:

[Power Staff: 2,000 GP]  
[Ice Brand: 26,000 GP]  
[Blizzard Spear: 21,000 GP]  
[Short Sword: 4,000 GP]  
[Boomerang: 3,000 GP]  
[Archer Bow: 3,000 GP]  
[Poison Arrow: 70 GP]

#### Armor Shop:

[Ice Shield: 10,000 GP]  
[Ice Armor: 35,000 GP]  
[Black Robe: 10,000 GP]

#### Item Shop:

[Life: 150 GP]  
[Cure 1: 30 GP]  
[Cure 2: 150 GP]  
[Tent: 200 GP]  
[Cabin: 1,000 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 700 GP

There is also talk about the prince of Elban, Edge, who went after Rubicant alone. Now head north through the door to follow him.

### 31. Pass to Bab-Il

Items: Ether1, Tent, Cure 2 x3, Cure 3, Cabin, Elixir x2, 800 GP, 850 GP, Life x3, Shuriken, Drain Sword, Ether2

There are soldiers along this path who tell you about Edge wanting to fight Rubicant. They also say that he went alone, despite protests

from them. They also mention that he has a terrible temper. Right near the exit of the cave into the tower, there is a save point. Also make sure you grab the Drain Sword, in the hidden chest in the save point room. Also after grabbing it, I would not recommend using it in this cave, since there are a few undead monsters around. Hitting them with the Drain Sword or Spear, will drain HP from you and give it to the undead. Near the exit of the cave, you will see Edge confronting Rubicant. He then attacks Rubicant. It only takes Rubicant 2 rounds to defeat Edge. Edge though defeated, seems obsessed with killing Rubicant. He then falls to the ground while attempting to chase him. The party rushes over to him to see if he requires help. Edge, being a prince and all, is quite arrogant and says that he doesn't need help. After a brief conversation, he agrees to join your group. Now head through the door, and chase Rubicant.

### 32. Tower of Bab-I1 Upper

Items: Cure 3 x2, Ogre Axe, Middle Sword, 2,000 GP, 82,000 GP

This upper section of the Tower is much more difficult than the lower section you did before. It is longer, plus the enemies are more difficult. But I think that Edge will help you out more than Yang. There are 5 floors to this place. There is also a lot of treasures to pick up so I would advise that you grab everything that you can find. There is also one save point in this upper section of the Tower, and of course, it has to be right near the end. Once you get to the very top floor, don't go up the middle right away. Keep going left, and you will find a treasure chest with 82,000 GP in it. This should help you out with buying Diamond equipment very shortly. Once you head up the middle path, you will be stopped by Edge's parents. However, to their surprise, the King wants to take them all down to Hades with him. The parents then attack the party. It seems that they have been changed into monsters.

King Elban: HP: 60,000 Weakness: None

Queen Elban: HP: 60,000 Weakness: None

The King casts Fire 2, and the Queen casts Fire 1, but they never seem to attack the party. It is highly unlikely that you can defeat them, but shortly after the battle begins, they regain their consciousness, and stop attacking the party. They then explain to Edge about how they're no longer human, and how they must leave soon. Edge protests, but they finally decide to die (suicide maybe?). After they die, Edge goes on a berserked rampage. Rubicant then shows up and tells Edge that Lugae was the one that turned his parents into monsters. He apologizes for that. Edge is still persistent on defeating Rubicant (these types of obsessions seem to be on every Final Fantasy game in one way or another), plus he gains two new Spells here, Blitz and Flood. Rubicant will totally restore your HP/MP, and then attacks.

Rubicant: HP: 25,200 Weakness: Cloak Closed-None, Cloak Open-Ice

Rubicant can be very hard to defeat. To make it easier, equip Cecil with an Ice Shield, Ice Armor, and the Ice Brand, Kain with an Ice Shield, Ice Armor, and the Blizzard Spear. You can equip Edge with an Ice Claw if you wish to have him attack Rubicant after he runs out of MP from casting Flood. Rydia should cast Virus on Rubicant, since with Ice 2 or Shiva, you might mistime the spell and hit him while his cloak is closed giving him HP. Virus may not take off as much HP as Ice 2 or Shiva, but it will never heal him. Rosa should cast Berserk on Cecil to increase the number of attacks he gets, plus to raise his Attack power. She should also cure the party with Cure 2 or 3 if you have it. Kain should jump to inflict the maximum amount of damage as possible. Keep this up, and after a few rounds he'll die. He makes a comment about weak people joining forces to win, and that he respects

your power. Chamberlain of Elban Castle will then show up, and tries to urge Edge to go back to Elban Castle with him to rebuild it. The group decides to finish off Golbez and to get back the Crystals. Now you must head through the door. In the next room, you can see all of the crystals, but you take 2 steps into the room, and you fall into a pitfall. The trap was set to prevent you from reclaiming the crystals. you then fall into another section of the Underground section of the Tower of Bab-il.

Items: Cure 2 x2

This section only has about 2 or 3 rooms in it with a couple of items. Once you reach the biggest room there is, you will find a Red Wing airship. The group decides to take it. Now you must fly back to the Dwarf Castle, since it cannot fly over magma.

### 33. Return to Dwarf Castle

Items: Luca Key

Once you get the Falcon from the tower of Bab-Il, return to the Dwarf Castle. Once you are there, talk to King Giott. Seeing that the last crystal is in jeopardy, he gives you the Luca Key, to get into the Sealed Cave, where the last crystal is kept. However, there is still the problem of the airship not being able to fly over the magma. Walk around the castle until you find the hospital like room. In that room is Cid, whom everyone thought dead after he jumped off the airship and set off the bomb. Cecil tells him that all the Elemental Fiends have been defeated. He also tells him that they must get the last crystal before Golbez, and the airship cannot fly over magma. Cid will get out from his bed, and with some help, makes his way to modify the airship to fly over magma. Now you can travel to 4 different places: Tomra, the Sealed Cave, the Land of Summoned Monsters, or the Sylphan Cave. If you travel to the Sealed Cave, look at #35. If you go to the Land of Summoned Monsters, look at #36. If you travel to the Sylphan Cave, look at #37.

### 34. Tomra

Items: Cure 2 x3, 470 GP, Cabin, 490 GP

#### Weapon Shop:

[Middle Sword:	7,000 GP]
[Chain Whip:	6,000 GP]
[Ogre Axe:	45,000 GP]
[Archer Bow:	3,000 GP]
[Mute Arrow:	100 GP]

#### Armor Shop:

[Diamond Shield:	15,000 GP]
[Diamond Helmet:	10,000 GP]
[Diamond Armor:	40,000 GP]
[Diamond Gauntlet:	5,000 GP]
[Tiara:	20,000 GP]
[Diamond Ring:	4,000 GP]

#### Item Shop:

[Life:	150 GP]
[Cure 1:	30 GP]
[Cure 2:	150 GP]

[Tent: 200 GP]  
[Cabin: 1,000 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 300 GP

There isn't really much to do here. You can buy equipment here and I would advise that you pay the outrageous prices, since this is the best equipment you can get up to this point. Now either head to the Sealed Cave #35, or the Land of Summoned Monsters #36, or the Sylphan Cave #37.

### 35. Sealed Cave

Items: Life x5, Long Sword x2, Ether1 x2, Cure 2 x2, Light Sword, Ninja Star, Elixir, 5,000 GP, Ninja Cap, Ether2, Cure 3, Darkness Crystal

This cave is a great place to gain experience. All you need to do is to kill off all of the trap doors in this cave. However, they can be quite difficult to defeat. If your party is at low level, it will use Disrupt at least one time during the fight, instantly killing off one of your characters. Often after defeating the Trap Door, you may also have to kill off another tough monster, a Manticore. If you can kill off both monsters you can gain in excess of 6,000 exp. points per battle. There are 15 trap doors in this cave. Many of the trap doors lead to dead ends. Here is a list of the trap doors which lead to items and/or the correct path to go. Also included here is a list in which order to go through the doors to get to the Darkness Crystal and the Evil Wall: Trap Door #2, Door #9 because of the save point, Door #11, and finally Door #15. Unfortunately by doing this, you will lose a lot of items and exp. points from killing the monsters.

Trap door #1: This first door is in the first room below the entrance. You must slide down the rope to get to it. There is a Long Sword and an Ether1 in this room.

Trap door #2: This door is located in the upperleft corner of floor B1F. In this room you'll find a Cure 2 and an Ether1. Also in this room you'll find another 2 trap doors plus the way to the next room.

Trap door #3: This is the door to the left. It is an empty room.

Trap door #4: This is the door to the right. It is also an empty room.

Trap door #5: This is the very right door on floor B2F. It is an empty room.

Trap door #6: This is the next door to the left. Inside, you'll find the Light Sword.

Trap door #7: This is 1 door left from #6. Inside there is a Ninja Star, Elixir and 5,000 GP.

Trap door #8: This is 1 door left from #7. It is an empty room.

Trap door #9: This is 1 door left from #8: Inside you'll find a Save point.

Trap door #10: This is the very left door. Inside you'll find a Long Sword and Ninja Cap.

Trap door #11: This door is in the very bottom left corner. Inside you'll find an Ether1 and a passage to another section of the cave.

Trap door #12: This door is on the left portion of the screen when you get through the passage from door #11. It is an empty room.

Trap door #13: This is the far right room on floor B3F, but don't go down the rope. It is an empty room.

Trap door #14: This is the far right room on the bottom corner on floor



B3F after you go down the rope. It has an Ether2 and Cure 3 inside.  
Trap door #15: This is the final door. It is located right after the second save point. Once inside, you'll find the Darkness Crystal.

Once you manage to get through the trap doors you will find a save point. After the save point, you will have to fight one more trap door, then the door opens and you can get the Crystal. However, once you get the crystal and try to head out, the wall behind you starts moving. It is the boss of the cave: Evil Wall.

Evil Wall: HP: 19,000 Weakness: None

This boss can be hard to beat, because you have a time limit to beat it. It slowly moves in and once it gets close enough, it will use a Crush attack, which kills one party member instantly. It continues to do this, until it is either defeated, or your party is wiped out. To defeat this boss, have Kain Jump, Edge and Cecil fight, Rydia cast either Virus, Ice 3, or Leviatan, if you went to the Land of Summoned Monsters first, and have Rosa cast Berserk on Cecil and Edge, and also have her cure the party with Cure 3 or 4 if you have it at this point. It may get close, but if you use the above strategy, you should defeat it easily. After you beat the Evil Wall, head out of the Cave. At the exit, you will hear Golbez's voice calling out to Kain to take the crystal and come back to him. At first it seems that Kain is resisting him, but then all a sudden Kain takes the crystal then leaves. It seems that Golbez has all of the Crystals now. Now you must head back to the Dwarf Castle again.

36. Land of Summoned Monsters: \*\*You can actually come here before going to the Sealed Cave\*\*

Items: Life x2, Cure 2 x3, Cabin, Ether1, Poison Axe, Ninja Sword, Defense Sword

This cave is short with about 3 floors to it before you actually get into the town. The town also has 2 floors to it. Be warned that the damage floors here can only be avoided by using the Float spell. Each step on the floor that flashes will inflict 50 HP of damage to every character. It may not seem like much, but it can add up rather quickly. There are also some very powerful weapons in the chests here, so don't pass them up by any means.

Town of Summoned Monsters:

Items: Ether1, 2,000 GP, Rat Tail, 2,000 GP, 3,000 GP, Samurai Arrows x10, Elixir, Ether2, Samurai Bow, Heal, Life

Weapon Shop:

[Whip: 3,000 GP]  
[Chain Whip: 6,000 GP]  
[Blitz Whip: 10,000 GP]  
[Long Sword: 11,000 GP]  
[Charm Rod: 5,000 GP]  
[Lunar Staff: 7,000 GP]  
[Charm Arrows: 110 GP]

Armor Shop:

[Aegis Shield: 20,000 GP]  
[Sorcerer Robe: 30,000 GP]

Item Shop:

[Life: 150 GP]

[Cure 1: 30 GP]  
[Cure 2: 150 GP]  
[Tent: 200 GP]  
[Cabin: 1,000 GP]  
[Carrot: 50 GP]  
[Heal: 100 GP]  
[Ether1: 10,000 GP]

Inn: 1,200 GP

Down in the library, you will find the King and Queen of the Land of Summoned Monsters: Leviatan and Asura respectively. When you talk to Asura, she will offer Rydia the chance to call her during a battle. However, you must first defeat Asura to gain this power.

Asura: HP: 23,000 Weakness: None

Asura isn't too hard to defeat. Just be sure that Rosa knows the Wall spell. Cast Wall on Asura and all the spells she tries to cast on herself will reflect back and hit one of your party members. A quick and dirty way to beat Asura is to go to the Sylphan cave first, obtain the Mute Knife from there and use the Duplication trick to make 4 extra knives. To do the duplication trick, enter a battle. Then go to the item screen, and put the pointer on an empty space and press 'A'. Then go to the weapon you wish to duplicate in your character's hand. Then press 'A' on that weapon. It will disappear from your character's hand. You can then repeat the process with other characters, or win the battle or simply run away. Now go to the equip menu and select any weapon with the character you used the trick on. Now equip the item and there will be two of the equipped item. Use this trick to obtain a Mute Knife for Cecil, Kain, Rydia, and Edge. Also if you've been to Tomra, you should have bought some Mute Arrows for Rosa. With the Wall on Asura, just attack away. If you need cured, just stop attacking Asura and either let her heal you, or have Rosa cast Cure 3 or 4. After you defeat Asura, go back and save your game. Then come back and challenge Leviatan.

Leviatan: HP: 35,000 Weakness: Thunder

Leviatan has a powerful Tidal Wave attack that he uses quite often. Once he uses this Wave, he then can hit you with Ice 2, until he goes back to his Tidal Attack. To defeat him, have Cecil attack, Kain Jump, Edge use Blitz, Rydia cast Indra or Lit-3, and have Rosa cast Cure-3 or 4. Keep repeating this process and he'll be defeated soon. However, do not have Rydia try to cast Asura if your party is low on HP. Asura may or may not cure your party. There is a possibility that instead of getting Cure 2 or 3 cast on everyone, you will get Life 1 cast on everyone instead. Once you defeat Leviatan, you will be able to call him during battle. Now head to the Sylphan Cave, or to the Sealed Cave.

37. Sylphan Cave \*\*This cave is totally optional to go through, just like the Land of Summoned Monsters Cave\*\*

Items: Cure 2 x5, Charm Arrows x10, Cabin, 1,000 GP, Elven Bow, Mute Knife, Elixir x4, Ether1 x2, Lit Arrows x10, Fire Arrows x10, Ice Arrows x10, Cat Claw, Poison Claw, Heal x4, Charm Rod, 3,000 GP, 2,000 GP, Cure 3, Full Moon, Avenger Sword, Medusa Arrows x10

This cave has the same damage floors that the Land of Summoned Monsters Cave does, meaning to void that damage you must have the Float spell. If not, its 50 HP damage/step here. There sn't really much to do here. However, if you can make your way into the big house there, you will find Yang, with the Sylph faeries. However, they won't let you take

Yang anywhere. However, this does allow you to go back to Fabul Castle, and get a Frying Pan from Yang's wife after you beat the Sealed Cave, and hit Yang in the head with it, only if you talk to Yang himself. This allows you to get the Sylph call Spell, before defeating the Giant of Bab-Il. Other than that, there's nothing much to do, except collect all of the treasures, and boy there are quite a few of them in here.

#### 38. Return to Dwarf Castle Again

After you finish the Sealed Cave, and Kain takes the crystal away from your party, head back to the Dwarf Castle. Cecil will tell the King that Golbez has obtained all of the crystals. Giott will then talk about something, and Cecil recalls it being the words in the Mysidia Legend. Giott tells Cecil that the Elder must be wishing to raise the Big Whale. He tells Cecil that they must hurry and get to Mysidia. The group then mentions that the passage to the Upper World is blocked. At that moment, Cid shows up and he tells everyone that he is going to modify the airship by adding a drill to the head of it so that they can dig their way out of the Underground. To fly out, simply fly north of the Dwarf Castle to the big crater, and you're out. Now you can do a couple of different things here. You can head to Mysidia, or you can head to Fabul to tell Yang's wife about him and receive the frying pan, and then head back to the Sylphan Cave in the Underground, you can take your hovercraft to Silvera Island, and use it to cross the shallows, and give the man inside the cave the Rat Tail for the Adamant, and take it to the Blacksmith south of the Dwarf Castle in the Underworld for the Excalibur, or you can head back to Baron Castle to fight Odin in the basement. The only required step that you take is to head to Mysidia and get the Big Whale.

#### 39. Back to Mysidia

Once you arrive there, the elder prompts you to come to the Tower of Wishes with him. There they will wish for the Big Whale. Not long after the Ship does raise from the water. The Elder then tells Cecil that this is the Ship from the Moon. He also tells Cecil how to operate it, and that while he was wishing, he heard a voice calling Cecil to the moon. Now you can head to the moon by talking to the Crystal in the middle of the Big Whale. If you've already given the Adamant to the Blacksmith, you can now go back down to get the Excalibur from him. Now if you're ready head to the moon. If not, look at some of the optional items to do below.

#### 40. Revisiting Fabul

Items: Frying Pan, Spoon Knife

Once you see Yang in the Sylphan Cave, you can now travel back here and talk to Yang's wife. She notices that he's in the Underground. She says that she has something for him. She gives you the Frying Pan. Now, head back to the Sylphan Cave, and revisit Yang. Talk to him, and you get to choose an item to use on him. By choosing Pan, you literally hit him in the head with the Pan, waking him up. He tells you that he cannot fight in his current condition. However, you will gain the Sylph call spell here instead of waiting to beat the Giant of Bab-Il to obtain it.

#### 41. Cave of Silvera Island

Items: Adamant, Adamant Armor!!\*\*

Once you use your hovercraft to get here, give the man your Rat Tail. He will give you a piece of ore called Adamant. You can take this to the Blacksmith in the Underground, and he'll take your Legend, and encoat in with Adamant making it into the Excalibur, Cecil's second best weapon. However, he will not give you the Excalibur, until you've obtained the Big Whale from Mysidia. Also make sure you grab the Elixir from the Blacksmith's bookcase. His assistant will start selling Ninja Stars, Shurikens, and Samurai Arrows later. I just found this out recently, but behind the stairs leading up to the Blacksmith, there is a hidden path leading to a chest with 1000 GP in it. Back at the cave, you can obtain the Adamant Armor. This is a very rare and powerful armor. However, you will not be able to obtain it very easy. Look down farther in the walkthrough for info on getting Adamant Armor.

#### 42. Return to Baron Castle to fight Odin

Once you get back to Baron Castle, head down to the basement. The King there will tell Cecil that even though he was defeated as a human by monsters, he mentions that he has gained external powers to help you out as Odin. But, just like Asura and Leviatan, you have to beat him first.

Odin: HP: 20,500 Weakness: Thunder

Odin has to be killed within 1 minute (I think, that's the time limit in the Japanese version). Have Cecil attack him with the Excalibur, if you've got it, Rydia cast Indra or Lit-3, and Edge attack with at least a Thunder Claw equipped, or have him cast Blitz, and have Rosa cast Berserk on Cecil and Edge, and to cure the party. If you can't beat him, you can wait until Kain rejoins the party, or to gain more levels.

#### 43. To the Moon

After you have gotten the Big Whale and have either done any or all of the optional items listed above, talk to the Crystal in the center of the Big Whale. Once you arrive there, head to the big crystal palace that you can see. You will have to land near the cave closest to it and walk the rest of the way.

##### Lunar Path 1st Cave

Items: Elixir, Cure 2, Heal

This is a short cave with 3 treasure chests in it. The exit is in the upper area of the cave.

##### Lunar Path 2nd Cave

This is another short cave. However, there are no items in here so just head south to the exit. After you exit the cave, head west to the Crystal Palace.

#### 44. Crystal Palace

Once you arrive here, head left for a HP/Status recovery spring, or right for a MP recovery spring. When you are ready head up the middle. Here you will meet FuSoYa. He tells you about the mastermind of the Crystals, Zemus. He also tells you about how he is controlling Golbez to get the Crystals to reactivate the Giant of Bab-il to eliminate the

living on Earth. He will also tell you a little bit about Cecil which he never knew about. He will then join your party. Now you can head to 3 different places: 1): You can get back in the Big Whale and head back to the Earth, 2): You can head to Bahamut's Cave, which is a cave surrounded by mountains, or 3): You can find a cave full of Namingway's in which one of them sells very useful and expensive recovery items.

#### 45. Cave Bahamut

Items: Samurai Gauntlet, Samurai Shield, Samurai Armor, Samurai Helm

This is a pretty tough cave with 3 floors in it. Many of the enemies that you fight down here, you will run into later into the game. The first floor is really short with 2 treasures in it, one concealed by a hidden path. On the second floor you will find the last 2 chests in the cave and things can get really tricky. On this floor is a Behemoth, which you cannot run from. Behemoths have 16,000 HP with no weaknesses. The main way to defeat them is to have Cecil and Edge attack, have Rosa cure the party, and have Rydia cast either Leviatan or Nuke on them. Also have Fusoya cast Nuke too, or if you come here later, have Kain Jump. DO NOT have FuSoYa cast Meteo or Rosa cast White on a Behemoth!!! If either spell hits a Behemoth and DOES NOT kill it, the Behemoth will counter attack the party with a spell called Storm. Storm is very much like the Weak spell except that it hits every member of the party, leaving them with 1-9 HP left. If you really must use one of these spells, make sure that the spell has a chance of killing off the Behemoth or look out. The third floor is a pain to do too, since there are 2 more Behemoths on this floor. If you must, you can kill one Behemoth at a time, exit out, heal up and go back in since once a Behemoth dies, its gone for good in that cave anyways. After you defeat the 2 Behemoths on floor 3, you will run into Bahamut.

Bahamut: HP: 37,000 Weakness: None

Bahamut can be a real pain to beat at times. He will start out at a count of 5 then count down to 0. When he reaches 0, he uses Meganuke on the entire party. To defeat him, have Cecil attack, Rydia cast either Nuke or Leviatan, preferably Nuke since it takes less time to cast, Edge either attack or throw one of the following weapons: Light Sword, Avenger Sword, Spoon Knife, Shuriken or Ninja Star, and have Rosa and FuSoYa cast Wall in the following order:

Cecil, Edge, FuSoYa, Rydia, Rosa. There is a slight chance that the wall on the first 2 characters will wear off before Bahamut uses Meganuke. That's ok, since it should only wipe out Cecil and Edge, because their combined damage is about 1/5-1/4 the damage the Rydia can cause with either Nuke or Leviatan. If FuSoYa and Rosa get the walls up before the time runs out, have FuSoYa also cast Nuke, and Rosa use White, if she has it. After Bahamut's Meganuke spell is reflected back onto him, it should inflict 9,999 damage to him and it should kill him. If it doesn't just repeat the process above and he should die within a couple more rounds of combat.

#### 46. Namingway Cave

There is nothing to do here except buy items.

Item Shop: (Can't really tell you which one sells items, its one of them)

[Cure 2: 150 GP]  
[Life: 150 GP]  
[Ether1: 10,000 GP]  
[Ether2: 50,000 GP]  
[Elixir: 100,000 GP]  
[Cabin: 1,000 GP]

[Whistle: 20,000 GP]

#### 47. Back to Earth

Once you have finished everything on the moon, and have FuSoYa in your party, head back to the Big Whale, and go back to the Earth. Once you arrive back there, a Giant will appear out of the Tower of Bab-il. It seems that this is the dreaded weapon that Zemus needed the crystals to operate. There seems to be nothing that the group can do about it. However, the Dwarves have managed to get their tanks into the upper world and have started attacking the Giant. They then explain that their fight is not to be fought alone. Then a couple of airships fly up and they too, begin attacking the Giant. The attacks do not seem to be doing much in the form of damage, so FuSoYa tells the group that they must head inside the Giant to destroy it. Cecil calls upon Cid to get them inside the Giant. He does the job, and now you must navigate through the Giant.

#### 48. Inside the Giant

Items: Shuriken, Cure 2, Ether1, Cabin, Samurai Arrows x10, Life x2, Elixir

Once you are inside the Giant, you must battle your way up to the room that's labeled as passage. Most of the enemies in here are machines, therefore Thunder should be your main spell up here. Some of the enemies are rather difficult to defeat like the MacGiants and the D. Machins. Once you reach the save point inside the passage, and save, there is a good way to make some experience points here. First of all you must run into an enemy called Searcher. Then have a weak character like Rydia, Rosa, or FuSoYa hit it with their weapon. If you are lucky, it will call a D.Machin. Now you must have FuSoYa or Rydia cast Weak on the D.Machin. Now have the next available character hit it to kill it off. Now repeat the process again and it will call another D.Machin. Make sure that you can find a good timing to hit the Searcher so that the D.Machin doesn't cast Fire on the party very many times. Try to get the striking order so that Rydia or Rosa hits the Searcher, and FuSoYa is the next character in order to cast Weak on the D.Machin. If you repeat this about 10 times, you can earn over 80,000 exp. points. When you start to head up the small corridor that's to the north of the passage, you'll run into the Four Fiends again. They explain to you how Golbez has revived them to defeat you. Rubicant as always will restore your HP/MP and then you must fight them.

MilonZ: HP: 57,000-(He and Rubicant share the same HP. MilonZ takes about 25,000 HP damage before he changes so Rubicant will have the left over amount of the 57,000.) Weakness: Fire  
To defeat MilonZ, have Cecil attack him, Rydia and FuSoYa cast Fire3 on him, Edge attack him with a Fire Claw equipped, and have Rosa either cast Cure-4 or White on him. After causing about 25,000 damage to MilonZ, he'll die and Rubicant will appear.

Rubicant: HP: between 25,000-32,000 Weakness: Ice  
To defeat Rubicant, have Cecil attack, Rydia and FuSoYa cast Ice-3, Edge attack him with an Ice Claw equipped, and have Rosa use Cure-4 to heal the party. Rubicant uses Fire-2 and 3 and Glare but since it hits every party member, the damage is quite a bit less than it would be if used against 1 character. After you defeat Rubicant, he'll die and Kainazzo shows up.

Kainazzo: HP: 47,000 (He and Valvalis share the same HP) Weakness:

## Thunder

To defeat Kainazzo, have Cecil attack, Rydia and FuSoYa cast Lit-3, Edge attack with a Thunder Claw equipped, and have Rosa cure the party. After dealing Kainazzo about 20,000+ damage, he'll be killed and Valvalis will appear.

Valvalis: HP: between 27,000-20,000 Weakness: Sacred Power

To defeat her, have Cecil attack, Rydia and FuSoYa use Lit-3, have Edge attack with his Thunder Claw still equipped, and have Rosa either cure the party, or have her cast White. After a couple of rounds, Valvalis will be defeated. Once the Four Fiends are defeated, head back to the save point, and save your game. Now head up the corridor and fight the CPU.

CPU: HP: 20,000 Weakness: None

Attacker: HP: 2,000 Weakness: None

Defender: HP: 2,000 Weakness: None

This boss can be quite challenging to defeat even though it only has 20,000 HP. Start off by defeating the Defender globe which is the bottom one. After defeating it, turn your efforts to the CPU, the big globe. However, shortly into the battle, it will use a Wall making all magic useless, except for Call and Ninja magic. However, do not use any spells, until you think that the spell is good enough to kill it off. The CPU is kind of like a Behemoth in a way. If you hit it with a spell like Meteo or Bahamut, which will go through a Wall, and it will kill off the Attacker, and it survives, it will retaliate with an attack called Globel999. This will cause 9,999 damage to a character, plus it will do it 2 maybe 3 times. To beat the CPU, have Cecil attack, Rydia either attack or parry, FuSoYa attack or cure the party, Edge attack or dart, and Rosa Cure the party or attack. Don't worry about the Maser attack of the Attacker, it will always do that same amount of damage to you. The amount of damage that it causes is equal to the first 3 numbers of a characters HP. Say for example your max HP is 5,843. In that case Maser would cause 584 damage or roughly 10% of your HP. Once you kill off the CPU, go ahead and finish off the Attacker. After you defeat the CPU, Golbez shows up again. FuSoYa recognizes him and tries to talk some sense into him. Golbez knocks him to the ground, and then wonders why he had so much hatred in him. FuSoYa asks him if he remembers his father's name. He replies that it is KluYa. It then turns out that Cecil and Golbez are brothers. Golbez is then determined to defeat Zemus for what he has made him do. FuSoYa decides to go with him. After they leave, the Giant starts to break up. Kain then shows up, and shows you the way outside. He then explains that he has regained his senses after being controlled again. Rosa tells him about Cecil and Golbez being brothers and how they went to the moon to defeat Zemus. The group decides to go to the moon, however, Cecil insists that Rydia and Rosa stay on the Earth. Reluctantly, the two of them get off of the Big Whale. Cecil, Kain, and Edge then head to the moon. They are about to get off the ship, when Rydia and Rosa show up. They explain that they are fighting for the same cause and rejoin the party. Now head back to the Crystal Palace again, and head up past the room where FuSoYa joined you. If you are interested you can talk to the Crystals to get some info, but you don't have to. When you are ready, head to the square in the middle of the room. You'll be teleported to Lunar Subterrane.

## 49. Lunar Subterrane

Items: Life Staff, Murasame, Ninja Robe, Flame Whip, Dragoon Shield, Dragoon Helm, Dragoon Armor, Dragoon Gauntlet, Artemis Arrows x10, Elixir, Cure 3 x2, Stardust Rod, Crystal Shield, Protect Ring x2, Crystal Armor, Crystal Armor, Crystal Gauntlet, White Robe, Crystal

Helmet, Cabin, Artemis Arrows x10, Ninja Star, Crystal Sword, White Lance, Heroine Robe, Ribbon x2 Ninja Star, Masamune, Elixir, Whistle, Ninja Star, Ninja Star

This place is pretty complicated, so I'll go through it floor by floor. When you first get here, you'll see two hidden passages. The one on the left will take you to the Murasame. On the way there, you will find a chest with the Life Staff in it. When you finally get to the sword, you'll have to fight Pale Dim for it.

Pale Dim: HP: 27,300 Weakness: None

Pale Dim isn't really too hard to beat. Just have everyone attack him and have Rosa cure the party when necessary. However, you might want Rosa to use Float on her first turn since Pale Dim can and will use Quake from time to time. After you defeat him, you'll get the Murasame. Now head back to the place that you started at. The hidden passage on the right will take you to the Ninja Robe. Now head down to the door leading to floor B2.

Floor B2:

This floor has a hidden passage leading to the Flame Whip and the Dragoon Shield. It also leads to the door to floor B3.

Floor B3:

On this floor, you'll find the rest of the Dragoon equipment by heading down and to the hidden passage to the right. The door to floor B4 is in the upper portion of the screen.

Floor B4:

On this floor, you'll find 10 Artemis arrows, an Elixir, 2 Cure 3s, a Stardust Rod, and stairs that lead down to floor B5.

Floor B5:

When you first get here, head down and left but don't go in the door just yet. Keep heading left, and you'll come to a chest which has the Crystal Shield in it. Once you have gotten the Crystal Shield, go into the door. Inside the door, you'll find a Protect Ring, and a door leading up and one that goes down. The one going down leads to the Crystal Armor. Once you have the Crystal Armor, take the door going up. This door leads to the Crystal Gauntlet, and also a door which leads further into floor B5. This door leads to the White Robe and another door. This final door leads to the Crystal Helm on the very left side of the screen, the stairs to floor B6, slightly to the right, and a door to a room with a Cabin in it almost all the way to the right of the screen. In the room with the Cabin in it, if you walk around enough, has an enemy called Pink Puff which come in groups of 5. These guys very rarely show up and they very rarely leave an item called the Pink Tail (1:4096 odds or something like that to get the tail). If you manage to get a Pink Tail, take it back to the man who collects tails. He will give you the Adamant Armor in exchange.

Floor B6:

On this floor, you'll find a Ninja Star, 10 Artemis arrows, and a Cabin. If you go to the place where the gap is narrow, you can walk across an unseen passage. Through this passage, you'll find a Life potion, plus you'll be warped back to an unexplored portion of floor B5 where you could see but not get to earlier on. Here you'll find a chest with a Behemoth in it. Defeat it and you'll earn a Protect Ring. You'll soon come to a Save Point. Save your game and head outside. Here you'll fight the Wyvern for the Crystal Sword.

Wyvern: HP: 25,000 Weakness: None

This could quite possibly be the hardest boss in the game. He uses Meganuke first thing usually killing the whole party. To beat him, someone must first survive Meganuke. Have that character use a Life potion on Rosa, then have her cast Cure 4 or Life 2 on everyone else. Have Cecil and Edge attack, Kain Jump, Rosa cast Wall, and Rydia call



Bahamut. Make sure that Rosa has put up at least one Wall, because the Wyvern will use Meganuke again after he has been hit with Bahamut. When you beat him, you'll get the Crystal Sword. Now head back to the place you were on floor B6. When you get back there, go through the door on the right. Through this door, you'll find a chest with the Heroine Robe in it, plus the door that leads to floor B7.

Floor B7:

On this floor, you'll see three doors. The first door on the left is the Save point. I would advise you to save your game here. In the middle door, you'll have to fight the Plague for the White Lance.

Plague: HP: 28,000 Weakness: Arrows

This boss can be pretty tough to beat too. To beat him, have Cecil attack, Edge throw Shurikens or Ninja Stars, Kain Jump, Rydia cast Nuke, and Rosa cast White. He never physically attacks you, its just that he uses Count and every character has about 10 seconds to live, and there's nothing that you can do about it either. The Plague may take several tries to beat, but just keep trying. Once you beat him, you'll get the White Lance. In the last room, you'll get 2 ribbons by defeating the 2 D. Lunars.

D. Lunar: HP: 21,000 Weakness: Fire

These two aren't too difficult to beat. Have Cecil and Edge attack (the Crystal Sword will inflict 9,999 damage to any undead monsters), have Kain Jump, Rydia cast Bahamut, and Rosa cure the party. The only danger that these 2 present is when they cast Wall, they cast Virus off the walls surrounding themselves onto the party. This is a very strong spell, but they usually die before they do it three or more times. You'll get the 2 ribbons once they are defeated. Now head to the upper portion of the screen to continue your journey to Zeromus.

Floor B7: Crystal Room #1:

On this floor, you'll find a Ninja Star along with Edge's best weapon, the Masamune, but you'll have to defeat Ogopogo first.

Ogopogo: HP: 37,000 Weakness: None

Ogopogo is quite challenging to defeat. The first thing that he does is Big Wave, followed by a Blaze attack. His single Big Wave attack causes over 1,000 damage to all party members, while his Blaze attack causes 10% damage to everyone. His double Big Wave attacks causes 50% damage which is calculated from the 1/2 the characters Max HP, not their current HP. If he uses the Double Big Wave, and you don't heal up and he does it again, he will kill everyone. He'll also counter with Blaze if you hit him with any Spells. To defeat him, have Cecil and Edge attack, Kain Jump, Rydia either parry or attack him, and have Rosa cure the party. You'll take quite a bit of time to defeat him. However, if you need more levels, the next 3 floors are a good place to earn some. You'll win the Masamune from him once you defeat him. Now go down the stairs to the next floor.

Floor B7: Crystal Room #2:

In this room, you'll find an Elixir, and a Whistle. Not very many items for such a big room though. This floor is also a good one to make some exp. points in. You'll find the teleport to the next room near the bottom right hand corner of the screen.

Floor B7: Crystal Room #3:

On this floor, you'll find 2 Ninja Stars plus the teleport to the final room here. If you need to earn levels, this is by far the best room to do it on. You can run into 2 Evils Masks (about 20,000 exp.), 2 Behemoths (over 20,000 exp.) 3 Red Dragons (over 30,000 exp.) and a few other combinations well over 20,000 exp. You may even find a few rare items by doing this like Glass Helms, Dragoon Spears, Crystal Rings, and a few others. The teleport is in the bottom right corner of the room.

Floor B7: Crystal Room #4:

This is practically the last floor here. There are no items here. The only thing here is the teleport to the room where Golbez and FuSoYa have finally confronted Zemus. After a little discussion they attack Zemus. They appear to have defeated him, but his hatred comes back and easily defeats everyone. Golbez and FuSoYa try to defeat him, but they are defeated too. Just at that moment the Elder back on earth decides to have everyone pray for Cecil and the others. Cecil gets up and Golbez gives him the Crystal. Cecil then attacks Zeromus (Zemus' hatred). He only has 1 HP, but the wish from the Elder has reached Cecil and their wishes heal the party completely. Now its time to fight Zeromus.

#### 50. Fight with Zeromus

Zeromus: HP:???????? Weakness:????????????

It is unknown just exactly how much HP Zeromus actually has. I just know that he has over 100,000 HP.

Zeromus is the final boss of Final Fantasy 2. To defeat him, start off by having Cecil use the Crystal Golbez gave to you on him. He'll change to his true form. You may want to hold off attacking him for a couple of turns since, after his transformation, he cannot be hurt right away. He attacks often with an attack called Big Bang which causes about 2,000 damage to the party. He also uses an attack called Black Hole which I have no idea what it does. To defeat him, have Cecil attack, Kain Jump, Edge throw any and all of the following weapons: Excalibur, Defense Sword, Gungnir Spear, Ninja Sword, Ninja Star, Shurikens, and any other spare weapons that you have, Rosa should cast Fast on everyone (Edge can help out since the Masamune casts Fast when used in battle) and she should use Cure 4 and Life 2 when necessary after the Big Bang attack. Rydia should try to use Asura to cure the party also or she should attack Zeromus physically since Zeromus will counter attack the party with the same spell he is hit with. For example if Rydia hits him with Nuke, Zeromus will possibly cast Nuke maybe 2 or 3 times himself. I usually find that if you are about level 58+, Zeromus is quite a bit easier. If you try and still can't beat him, try to make some more levels and try again. Zeromus will use Meteo when his HP starts to get low, but don't worry too much about it. It doesn't do 9,999 damage to your party like it did to Golbez and FuSoYa. I can say that its safe right about now to say that you've gotten Zeromus about beat. Just a couple more hits and he'll die. When he dies, the screen will flash for a second, then he'll start breaking up like most of the other bosses in the game. Well after he dies, he leaves with some taunting words, and dies out completely. Now I don't want to spoil the ending by telling you all about it and besides, that would take forever to type out anyways. So just go ahead and sit back and enjoy the ending to Final Fantasy 2. You can also give yourself a pat on the back since you've just beaten a fairly challenging game.

#### Section IV: Quick exp. Point Locations

1. Right after you lose Kain and before you head to Kaipo Village, have Cecil fight a couple of battles by himself. They should be pretty easy to win, and since Cecil will be by himself, he will gain more exp. Once you think you are ready, continue with the game.

2. Mt. Hobs-When you first enter Mt. Hobs, you can gain some quick levels simply by fighting near the Save point. The enemies up here aren't too tough plus they give you some decent exp. considering that there are 4 characters in the party.

3. Mysidia-Right after Leviatan sinks your ship, and Cecil has to head to Mysidia, fight outside the town to earn some big exp. points. You should have the Black Sword equipped, so the battles should not be much of a problem.

4. Mt. Ordeals-When you first enter here, stay near the beginning and have the Twins use their Twin magic against the undead monsters that roam here. Almost every battle will result in a lot of exp. If you run out of magic, leave the mountain, and go to the round shaped forest to the south of it, and talk to the White Chocobo to restore your MP. Then go back to the mountain and repeat the process.

5. Toroia Castle-Right outside of the castle, you'll fight some pretty tough monsters. They can be pretty hard at times, but they are also worth a pretty good amount of exp. too.

6. Dwarf Castle-Fighting out here results in good exp. points, too. If you can get a group of 4 Dark Imps, you'll net in over 1,500 points of exp. This might be a good time to earn some levels.

7. Sealed Cave-This is quite possibly one of the best places to earn levels in the game. There are 15 Trap Doors in here, and when defeated you'll gain between 6,000-8,000 exp. per battle. Its a pity that there aren't more Trap doors in this cave. Also if you manage to run into Mantcores in the cave, they are worth a lot of exp. too.

8. Slyphan Cave-This is another good place to earn levels. However, it is required that you have the Float Spell here. Walking around on the floors which cause damage can make the battles down here quite difficult.

9. Inside the Giant-This could also be the best place in the game to earn levels, but it all depends upon whether or not, you get the right combination of enemies. First of all, you'll need at least a Searcher (it looks like a big floating eye). Have a weak character, Rydia or Rosa will do, and have them attack it. If you're lucky, it'll call a D.Machin. Have FuSoYa cast Weak on it as soon as he can, otherwise it is quite possible that the Dragon could wipe out your party. After its been hit with Weak, have the next available character hit it to kill it. If you need to heal the party, just parry and heal when you feel like it, since the Searcher will not attack you unless you attack it. Then just repeat the process until you kill off the Searcher. You mostly run into this combo near the Save point in the passage.

10. 3rd Crystal Floor of Lunar Subterrane-This floor has various combinations of tough enemies to beat. They include, Evil Masks, Behemoths, and Red Dragons. However, you'll net over 20,000 exp./battle here. Not a bad place to earn levels for the final battle with Zeromus.

That about does it for the quick exp. locations. Remember, the higher the level you have the longer it will take for higher levels, so if you're at a high level already, try looking down to the next number for making levels. Just another reminder, any place can be a quick level area, it all depends on which level you are, and how much time you're willing to put into it.

#### Section V: Item List

This Item list can be quite confusing right now, with all of the

mentions of the dummy items. There must be at least 30 or more different dummy items (Items that were cut out from Final Fantasy 4 when it was released over here in the states).

Here is a list of items that can be obtained in Final Fantasy 2. These even include the Dummy items which can only be obtained with a Game Genie. These items are included because even though they can't be obtained otherwise, they're still included in the game itself. I've divided this part into sections based on where the Item can be used such as Battle, Field (which include special items or event items), or Both. I've also included a brief description of what effect the item has:

#### Section 1: Field Items Only

3 Dummy items that can never be used

Tower Key-Used in the lower levels of Tower of Bab-il

Pink Tail-Give this to the guy who collects tail for Adamant armor

Pan-Used to wake up Yang in the Sylphan Cave

Adamant-Used to make the Legend into the Excalibur

Rat Tail-Give this to the guy who collects tails for the Adamant

Darkness Crystal-Can never be used. Stolen by Kain

Luca Key-Use this key to open the Sealed Cave

Magma Key-Use this key to open the way to the underground

Earth Crystal-Can never be used. Given to Golbez

Sand Ruby-Use this to cure Rosa's fever

Baron Key-Used to open the Weapon/Armor shops in Baron and also the hidden passage in Baron

Package-Can never be used. Contents destroy the Village of Mist

Whistle-Use this to summon the Fat Chocobo

Pass-Use this to enter a hidden place in Toroia

Carrot-Use to summon the Fat Chocobo in Chocobo forests

Mage Call Spell-Use this and Rydia will gain the ability to call a Mage in battle

Dummy Call Spell-Use this to obtain a blocked out call spell Coctarice

Bomb Call Spell-Use this and Rydia will gain the ability to call a Bomb in battle

Imp Call Spell-Use this and Rydia will gain the ability to call an Imp in battle

Dummy Item-Uses Sight Spell-Use this item and view the map much like the Sight Spell

2 Dummy Items-Do nothing

Cabin-Use this on the world Map and on Save Points to totally restore HP/MP

Tent-Use this on the World Map and on Save Points to restore 1,000 HP and 100 MP

Dummy item\*-Use this item to raise a person's Max MP by 10

Dummy item\*-Use this item to raise a person's Max HP by 50

Dummy item\*-Use this item to raise a person's Max HP by 100

8 different dummy items cannot be used\*\*

Dummy item-This item will sound an Alarm causing you to enter a battle

\*These items can usually vary with the results. Please refer to the bottom of the page for more information on this.

\*\*These items can possibly be the items that heal individual status ailments (Poison, Toad, Pig, etc). I have to verify this and will update this walkthrough if I find that these are indeed what they are for.

#### Section 2: Battle Items Only

2 Dummy items use Heal on the whole party

Dummy item-This item is much like the Peep Spell except that it will

work on bosses

Dummy item-This dummy item will summon a random monster

Dummy item-This dummy item has the same effect as the Fatal Spell

Crystal-Use this item on Zeromus at the end of the game

Dummy item-This dummy item will have an effect similar the Quake Spell

Dummy item-This dummy item will attempt to Mute all enemies

Dummy item-This dummy item will cast Wall on the whole party

Dummy item-This dummy item will have an effect similar to explode

killing the person who used it

Dummy item-This dummy item will also cast Wall on the whole party

Lit-Bolt-This item will use a Thunder attack on all enemies

Dummy item-This item will use an Ice attack on all enemies

Fire Bomb-This item will use a Fire attack on all enemies

Dummy item-This item will use Image on one person, allowing them to

evade 2 physical attacks

Dummy item-This item will use Slow on all enemies

3 Dummy items will use Stop on all enemies

Dummy item-This item will use Fast on all party members

Dummy item-This item will use Bersk on the person who uses it

Dummy item-This item will use Drain on the enemy that is targeted

Dummy item-This item will use Comet on all enemies

Dummy item-This item will use Lit-2 on all enemies

Dummy item-This item will use Lit-1 on all enemies

Dummy item-This item will use Ice-2 on all enemies

Dummy item-This item will use Ice-1 on all enemies

Dummy item-This item will use Fire-2 on all enemies

Dummy item-This item will use Fire-1 on all enemies

Section 3: Items that can be used on both the Field and in Battle

Cure-1 Potion-This potion will restore 96 HP when used in the Field,  
and will restore a random amount of HP when used in Battle

Cure-2 Potion-This potion will restore 480 HP when used in the Field,  
and will restore a random amount of HP when used in Battle

Cure-3 Potion-This potion will restore 1,920 HP when used in the Field,  
and will restore a random amount of HP when used in Battle

Ether 1-This will restore 48 MP when used in the Field, and will  
restore a random amount of MP when used in Battle

Ether 2-This will restore 144 MP when used in the Field, and will  
restore a random amount of MP when used in Battle

Life Potion-This potion will restore life. The amount of HP that a  
character is revived with, depends upon their level

Heal Potion-This potion will heal all status ailments such as poison,  
toad, small, etc. I know that since there are a lot of references to  
Dummy items here, I'll make a reference chart using numbers to help you  
find which Dummy item I'm referring to.

Section VI: Weapon Chart

This chart is made fairly small as to fit within this document without  
disrupting anything, but it will have all the vital information about  
them. The format will be something like this:

=====  
Weapon name: The name of the spell  
Type: The type of the weapon  
Attack: This is the physical power that the weapon will add.  
Hit: This is what percentage of hitting the target the weapon adds.  
Equipped by: This is the listing (abbreviated) on who can equip the  
weapon.  
Affect: The affect or elemental attribute of the weapon. (if any)  
Battle: This will show whether or not you can use the weapon as an item

in battle and what affect it has. (if any)

=====

Shadow Sword

Type: Sword  
Attack: 10  
Hit: 80%  
Equipped by: Cecil  
Affect: Darkness? (not too sure this one works as advertised.)  
Battle: No

=====

Darkness Sword

Type: Sword  
Attack: 20  
Hit: 85%  
Equipped by: Cecil  
Affect: Darkness?  
Battle: No

=====

Black Sword

Type: Sword  
Attack: 30  
Hit: 90%  
Equipped by: Cecil  
Affect: Darkness, Death  
Battle: No

=====

Legend

Type: Sword  
Attack: 40  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No

=====

Light

Type: Sword  
Power: 99  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No

=====

Ancient Sword

Type: Sword  
Power: 35  
Hit: 77%  
Equipped by: P,D  
Affect: Curse  
Battle: No

=====

=====  
Drain Sword  
Type: Sword  
Power: 45  
Hit: 30%  
Equipped by: P,D  
Affect: Drains HP  
Battle: No  
=====

=====  
Silver Sword  
Type: Sword  
Power: 50  
Hit: 80%  
Equipped by: P,D  
Affect: None  
Battle: No  
=====

=====  
Slumber Sword  
Type: Sword  
Power: 55  
Hit: 80%  
Equipped by: P,D  
Affect: Puts enemies to sleep.  
Battle: Sleep spell  
=====

=====  
Fire Sword  
Type: Sword  
Power: 65  
Hit: 80%  
Equipped by: P,D  
Affect: Fire Elemental  
Battle: No  
=====

=====  
Ice Brand  
Type: Sword  
Power: 75  
Hit: 80%  
Equipped by: P,D  
Affect: Ice Elemental  
Battle: None  
=====

=====  
Medusa Sword  
Type: Sword  
Power: 77  
Hit: 70%  
Equipped by: P,D  
Affect: Slow Petrification  
Battle: No  
=====

=====  
Avenger Sword  
Type: Sword  
Power: 90  
Hit: 75%  
Equipped by: P,D  
Affect: Berserks User  
Battle: No  
=====

=====  
Defense Sword  
Type: Sword  
Power: 109  
Hit: 90%  
Equipped by: P,D  
Affect: Raises Vitality  
Battle: No  
=====

=====  
Excalibur  
Type: Sword  
Power: 160  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No  
=====

=====  
Crystal Sword  
Type: Sword  
Power: 200  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No  
=====

=====  
Spear  
Type: Spear  
Power: 9  
Hit: 99%  
Equipped by: Kain  
Affect: None  
Battle: No  
=====

=====  
Wind Spear  
Type: Spear  
Power: 55  
Hit: 80%  
Equipped by: Kain  
Affect: None  
Battle: No  
=====



=====  
Flame Spear  
Type: Spear  
Power: 66  
Hit: 80%  
Equipped by: Kain  
Affect: Fire Elemental  
Battle: Fire-2  
=====

=====  
Blizzard Spear  
Type: Spear  
Power: 77  
Hit: 80%  
Equipped by: Kain  
Affect: Ice Elemental  
Battle: Ice-2  
=====

=====  
Drain Spear  
Type: Spear  
Power: 88  
Hit: 22%  
Equipped by: Kain  
Affect: Drains HP (use with caution around Undead)  
Battle: No  
=====

=====  
Dragoon Lance  
Type: Spear  
Power: 99  
Hit: 99%  
Equipped by: Kain  
Affect: Best used on dragons  
Battle: No  
=====

=====  
Gungnir Spear  
Type: Spear  
Power: 92  
Hit: 80%  
Equipped by: Kain  
Affect: None  
Battle: No  
=====

=====  
White Lance  
Type: Spear  
Power: 109  
Hit: 95%  
Equipped by: Kain  
Affect: Sacred Power  
Battle: White  
=====

=====  
Hand Axe  
Type: Axe  
Power: ?  
Hit: ?  
Equipped by: Unknown  
Affect: Unknown  
Battle: Unknown  
=====

=====  
Dwarf Axe  
Type: Axe  
Power: 62  
Hit: 69%  
Equipped by: P,D,Ch  
Affect: None  
Battle: No  
=====

=====  
Ogre Axe  
Type: Axe  
Power: 80  
Hit: 69%  
Equipped by: P,D,Ch  
Affect: None  
Battle: No  
=====

=====  
Poison Axe  
Type: Axe  
Power: 100  
Hit: 69%  
Equipped by: P,D,Ch  
Affect: Poisons Enemies  
Battle: Poison  
=====

=====  
Rune Axe  
Type: Axe  
Power: ?  
Hit: ?  
Equipped by: Unknown  
Affect: Unknown  
Battle: Unknown  
=====

=====  
Short Bow  
Type: Bow:  
Power: 10  
Hit: 30%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial (works better against flying monsters I think)  
Battle: No  
=====

=====  
Cross Bow  
Type: Bow  
Power: 20  
Hit: 35%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Great Bow  
Type: Bow  
Power: 30  
Hit: 40%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Archer Bow  
Type: Bow  
Power: 40  
Hit: 30%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Elven Bow  
Type: Bow  
Power: 50  
Hit: 75%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Samurai Bow  
Type: Bow  
Power: 60  
Hit: 60%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Artemis Bow  
Type: Bow  
Power: 70  
Hit: 99%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Aerial  
Battle: No  
=====

=====  
Iron Arrow  
Type: Arrow  
Power: 3  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: None  
Battle: No  
=====

=====  
Medusa Arrow  
Type: Arrow  
Power: 8  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Petrification  
Battle: No  
=====

=====  
White Arrow  
Type: Arrow  
Power: 10  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Sacred Power  
Battle: No  
=====

=====  
Fire Arrow  
Type: Arrow  
Power: 15  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Fire Elemental  
Battle: No  
=====

=====  
Ice Arrow  
Type: Arrow  
Power: 15  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Ice Elemental  
Battle: No  
=====

=====  
Lightning Arrow  
Type: Arrow  
Power: 15  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Lightning Elemental  
Battle: No  
=====

=====  
Darkness Arrow  
Type: Arrow  
Power: 20  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Darkness  
Battle: No  
=====

=====  
Poison Arrow  
Type: Arrow  
Power: 30  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Poison Enemies  
Battle: No  
=====

=====  
Mute Arrow  
Type: Arrow  
Power: 35  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Mutes Enemies  
Battle: No  
=====

=====  
Charm Arrow  
Type: Arrow  
Power: 40  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: Charms Enemies  
Battle: No  
=====

=====  
Samurai Arrow  
Type: Arrow  
Power: 50  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: None  
Battle: No  
=====

=====  
Artemis Arrow  
Type: Arrow  
Power: 75  
Hit: 0%  
Equipped by: P,C,B,WW,BW,Ch,L  
Affect: None  
Battle: No  
=====

=====  
Whip  
Type: Whip  
Power: 20  
Hit: 99%  
Equipped by: Rydia  
Affect: Paralyze  
Battle: No  
=====

=====  
Chain Whip  
Type: Whip  
Power: 30  
Hit: 55%  
Equipped by: Rydia  
Affect: Paralyze  
Battle: No  
=====

=====  
Blitz Whip  
Type: Whip  
Power: 40  
Hit: 60%  
Equipped by: Rydia  
Affect: Lightning Elemental?, Paralyze?  
Battle: No  
=====

=====  
Flame Whip  
Type: Whip  
Power: 50  
Hit: 65%  
Equipped by: Rydia  
Affect: Fire Elemental?, Paralyze  
Battle: No  
=====

=====  
Dragon Whip  
Type: Whip  
Power: 60  
Hit: 99%  
Equipped by: Rydia  
Affect: None  
Battle: No  
=====

=====  
Silver Knife  
Type: Knife  
Power: 20  
Hit: 99%  
Equipped by: P,D,C,BW,N  
Affect: None  
Battle: No  
=====

=====  
Mute Knife  
Type: Knife  
Power: 35  
Hit: 75%  
Equipped by: P,D,C,BW,N  
Affect: Mutes Enemies  
Battle: No  
=====

=====  
Dancing Knife  
Type: Knife  
Power: 28  
Hit: 99%  
Equipped by: P,D,C,BW,N  
Affect: None  
Battle: Throw the knife at the target for slight amount of damage.  
=====

=====  
Assassin Knife  
Type: Knife  
Power: 40  
Hit: 65%  
Equipped by: P,D,C,B,BW,N  
Affect: Death  
Battle: No  
=====

=====  
Short Sword  
Type: Ninja Sword  
Power: 25  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No  
=====

=====  
Middle Sword  
Type: Ninja Sword  
Power: 32  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No  
=====

=====  
Long Sword  
Type: Ninja Sword  
Power: 40  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No  
=====

=====  
Ninja Sword  
Type: Ninja Sword  
Power: 48  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No  
=====

=====  
Murasame  
Type: Ninja Sword  
Power: 55  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No  
=====

=====  
Masamune  
Type: Ninja Sword  
Power: 65  
Hit: 99%  
Equipped by: Edge  
Affect: None  
Battle: Fast  
=====

=====  
Boomerang  
Type: Thrown  
Power: 20  
Hit: 80%  
Equipped by: Edge  
Type: Aerial  
Battle: No  
=====

=====  
Full Moon  
Type: Thrown  
Power: 40  
Hit: 85%  
Equipped by: Edge  
Affect: Aerial  
Battle: No  
=====

=====  
Shuriken  
Type: Thrown  
Power: 40  
Hit: 99%  
Equipped by: N/A (used with the throw command)  
Affect: None  
Battle: No  
=====



=====  
Ninja Star  
Type: Thrown  
Power: 60  
Hit: 99%  
Equipped by: N/A (used with the throw command)  
Affect: None  
Battle: No  
=====

=====  
Fire Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Fire Elemental  
Battle: No  
=====

=====  
Ice Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Ice Elemental  
Battle: No  
=====

=====  
Thunder Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Lightning Elemental  
Battle: No  
=====

=====  
Charm Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Charms Monsters  
Battle: No  
=====

=====  
Poison Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Poison Enemies  
Battle: No  
=====

=====  
Cat Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: K,N  
Affect: Puts enemies to sleep.  
Battle: No  
=====

=====  
Wooden Hammer  
Type: Hammer  
Power: 45  
Hit: 75%  
Equipped by: Cid  
Affect: None  
Battle: No  
=====

=====  
Silver Hammer  
Type: Hammer  
Power: 55  
Hit: 75%  
Equipped by: Cid  
Affect: None  
Battle: No  
=====

=====  
Earth Hammer  
Type: Hammer  
Power: 65  
Hit: 75%  
Equipped by: Cid  
Affect: Earth Elemental?  
Battle: Quake  
=====

=====  
Rod  
Type: Rod  
Power: 3  
Hit: 40%  
Equipped by: C,S,BW,L  
Affect: None  
Battle: Throws like a little ball of energy at the target causing minimal damage. Sorry but I don't really know how else to describe the attack on this one.  
=====

=====  
Ice Rod  
Type: Rod  
Power: 5  
Hit: 45%  
Equipped by: C,S,BW,L  
Affect: Ice Elemental  
=====

Battle: Ice-1

Flame Rod

Type: Rod

Power: 7

Hit: 45%

Equipped by: C,S,BW,L

Affect: Fire Elemental

Battle: Fire-1

Thunder Rod

Type: Rod

Power: 10

Hit: 50%

Equipped by: C,S,BW,L

Affect: Lightning Elemental

Battle: Lit-1

Change Rod

Type: Rod

Power: 17

Hit: 55%

Equipped by: C,S,BW,L

Affect: None

Battle: Piggy

Charm Rod

Type: Rod

Power: 30

Hit: 55%

Equipped by: C,S,BW,L

Affect: Charms Enemies

Battle: Charm

Stardust Rod

Type: Rod

Power: 45

Hit: 60%

Equipped by: C,S,BW,L

Affect: None

Battle: Comet

Lamia Rod

Type: Rod

Power: ? (will update when I find the stats)

Hit: ? (will update when I find the stats)

Equipped by: C,S,BW,L

Affect: Drains HP (use with caution around Undead)

Battle: Psych

=====  
=====  
Staff

Type: Staff

Power: 4

Hit: 45%

Equipped by: C,S,WW,P,L

Affect: None

Battle: Heal?

=====  
=====  
Cure Staff

Type: Staff

Power: 8

Hit: 50%

Equipped by: S,WW,P,L

Affect: None

Battle: Cure-1

=====  
=====  
Silver Staff

Type: Staff

Power: 12

Hit: 55%

Equipped by: S,WW,P,L

Affect: None

Battle: Heal?

=====  
=====  
Power Staff

Type: Staff

Power: 30

Hit: 99%

Equipped by: S,WW,L

Affect: None

Battle: No

=====  
=====  
Lunar Staff

Type: Staff

Power: 36

Hit: 60%

Equipped by: S,WW,L

Affect: None

Battle: Some odd affect which I have no idea what it does if anything.

=====  
=====  
Life Staff

Type: Staff

Power: 48

Hit: 65%

Equipped by: S,WW,L

Affect: None

Battle: Life-1

=====  
Silence Staff

Type: Staff

Power: ?

Hit: ?

Equipped by: S,WW,L

Affect: Silences the target

Battle: Silence?  
=====

=====  
Dream Harp

Type: Harp

Power: 10

Hit: 85%

Equipped by: Edward

Affect: Puts enemies to sleep.

Battle: No  
=====

=====  
Charm Harp

Type: Harp

Power: 20

Hit: 90%

Equipped by: Edward

Affect: Charms Enemies

Battle: No  
=====

#### Section VII: Armor Chart

Again this chart was made small with all the vital information located within it. It's format will look like this:

=====  
Armor name: The name of the armor

Type: The type of the armor

Defense: This is the defensive power that the armor will add.

Defense %: This is what percentage of evading the armor adds.

Magic Def: This is the defense against magic the armor adds.

Magic Def%: This is the evasion to spells that the armor adds.

Equipped by: This is the listing (abbreviated) on who can equip the armor.

Affect: The affect or elemental defense of the armor. (if any)  
=====

=====  
Iron Shield

Type: Shield

Defense: 1

Defense %: 20%

Magic Def: 0

Magic Def%: 0%

Equipped by: D,Ch

Affect: None  
=====

=====

Shadow Shield  
Type: Shield  
Defense: 1  
Defense %: 22%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

=====

=====

Black Shield  
Type: Shield  
Defense: 2  
Defense %: 24%  
Magic Def: 0  
Magic Def %: 1%  
Equipped by: DK  
Affect: None

=====

=====

Paladin Shield  
Type: Shield  
Defense: 2  
Defense %: 24%  
Magic Def: 1  
Magic Def %: 1%  
Equipped by: P  
Affect: None

=====

=====

Silver Shield  
Type: Shield  
Defense: 3  
Defense %: 26%  
Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,Ch  
Affect: None

=====

=====

Fire Shield  
Type: Shield  
Defense: 3  
Defense %: 28%  
Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,Ch  
Affect: Protects against fire attacks but adds weakness to ice attacks.

=====

=====

Ice Shield  
Type: Shield  
Defense: 2  
Defense %: 30%

Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,Ch  
Affect: Protects against ice attacks but adds weakness to fire attacks.

Diamond Shield  
Type: Shield  
Defense: 4  
Defense %: 32%  
Magic Def: 2  
Magic Def %: 3%  
Equipped by: P,D,Ch  
Affect: None

Aegis Shield  
Type: Shield  
Defense: 4  
Defense %: 34%  
Magic Def: 5  
Magic Def %: 5%  
Equipped by: P,D,Ch  
Affect: Blocks Petrify and Stone attacks.

Samurai Shield  
Type: Shield  
Defense: 5  
Defense %: 36%  
Magic Def: 3  
Magic Def %: 4%  
Equipped by: P,D,Ch  
Affect: None

Dragoon Shield  
Type: Shield  
Defense: 6  
Defense %: 38%  
Magic Def: 3  
Magic Def %: 5%  
Equipped by: P,D  
Affect: None

Crystal Shield  
Type: Shield  
Defense: 7  
Defense %: 40%  
Magic Def: 4  
Magic Def %: 6%  
Equipped by: P  
Affect: None

=====  
Cap  
Type: Helmet  
Defense: 1  
Defense %: 3%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Head Band  
Type: Helmet  
Defense: 1  
Defense %: 10%  
Magic Def: 1  
Magic Def%: %  
Equipped by: All but DK  
Affect: None  
=====

=====  
Leather Cap  
Type: Helmet  
Defense: 2  
Defense %: 6%  
Magic Def: 3  
Magic Def%: 3%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Gaea Cap  
Type: Helmet  
Defense: 3  
Defense %: 7%  
Magic Def: 5  
Magic Def%: 5%  
Equipped by: C, S, P, WW, BW, L  
Affect: None  
=====

=====  
Iron Helmet  
Type: Helmet  
Defense: 3  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: P, D, Ch  
Affect: None  
=====

=====  
Bandanna  
Type: Helmet  
Defense: 3  
=====



Defense %: 12%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None

---

---

Shadow Helmet  
Type: Helmet  
Defense: 4  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Darkness Helmet  
Type: Helmet  
Defense: 5  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Wizard Cap  
Type: Helmet  
Defense: 5  
Defense %: 8%  
Magic Def: 7  
Magic Def%: 7%  
Equipped by: C, S, P, WW, BW, L  
Affect: None

---

---

Ninja Cap  
Type: Helmet  
Defense: 5  
Defense %: 14%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None

---

---

Black Helmet  
Type: Helmet  
Defense: 6  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: DK  
Affect: None

Paladin Helmet

Type: Helmet

Defense: 7

Defense %: 0%

Magic Def: 2

Magic Def%: 1%

Equipped by: P

Affect: None

Tiara

Type: Helmet

Defense: 7

Defense %: 10%

Magic Def: 10

Magic Def%: 10%

Equipped by: C, WW

Affect: None

Silver Helmet

Type: Helmet

Defense: 8

Defense %: 0%

Magic Def: 2

Magic Def%: 2%

Equipped by: P,D,Ch

Affect: None

Diamond Helmet

Type: Helmet

Defense: 8

Defense %: 0%

Magic Def: 2

Magic Def%: 2%

Equipped by: P,D

Affect: None

Ribbon

Type: Helmet

Defense: 9

Defense %: 12%

Magic Def: 12

Magic Def%: 12%

Equipped by: All but DK

Affect: None

Samurai Helmet

Type: Helmet

Defense: 10  
Defense %: 0%  
Magic Def: 6  
Magic Def%: 3%  
Equipped by: P,D,N  
Affect: None

---

---

Dragoon Helmet  
Type: Helmet  
Defense: 11  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P,D  
Affect: None

---

---

Crystal Helmet  
Type: Helmet  
Defense: 12  
Defense %: 0%  
Magic Def: 8  
Magic Def%: 5%  
Equipped by: P  
Affect: None

---

---

Glass Helmet  
Type: Helmet  
Defense: 30  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: None

---

---

Cloth  
Type: Armor  
Defense: 1  
Defense %: 10%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: None

---

---

Prisoner Robe  
Type: Armor  
Defense: 1  
Defense %: 10%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK

Affect: None

Leather Armor

Type: Armor

Defense: 2

Defense %: 10%

Magic Def: 1

Magic Def%: 1%

Equipped by: All but DK

Affect: None

Bard Robe

Type: Armor

Defense: 2

Defense %: 10%

Magic Def: 1

Magic Def%: 0%

Equipped by: All but DK

Affect: None

Gaea Robe

Type: Armor

Defense: 3

Defense %: 10%

Magic Def: 3

Magic Def%: 3%

Equipped by: C, S, P, WW, BW, L

Affect: None

Karate Robe

Type: Armor

Defense: 3

Defense %: 20%

Magic Def: 2

Magic Def%: 1%

Equipped by: All but DK

Affect: None

Iron Armor

Type: Armor

Defense: 4

Defense %: 0%

Magic Def: 1

Magic Def%: 0%

Equipped by: D, P, Ch

Affect: None

Shadow Armor

Type: Armor  
Defense: 5  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Wizard Robe  
Type: Armor  
Defense: 5  
Defense %: 10%  
Magic Def: 5  
Magic Def%: 5%  
Equipped by: C, S, P, WW, BW, L  
Affect: None

---

---

Darkness Armor  
Type: Armor  
Defense: 7  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Black Robe  
Type: Armor  
Defense: 8  
Defense %: 10%  
Magic Def: 7  
Magic Def%: 7%  
Equipped by: C, S, BW, L  
Affect: None

---

---

Black Armor  
Type: Armor  
Defense: 9  
Defense %: 0%  
Magic Def: 3  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Black Belt  
Type: Armor  
Defense: 10  
Defense %: 30%  
Magic Def: 3  
Magic Def%: 2%

Equipped by: All but DK

Affect: None

Paladin Armor

Type: Armor

Defense: 11

Defense %: 0%

Magic Def: 3

Magic Def%: 1%

Equipped by: P

Affect: None

Sorcerer Robe

Type: Armor

Defense: 12

Defense %: 10%

Magic Def: 9

Magic Def%: 10%

Equipped by: C,S,P,WW,BW,L

Affect: None

Silver Armor

Type: Armor

Defense: 13

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P,D,Ch

Affect: None

Fire Armor

Type: Armor

Defense: 13

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P,D,Ch

Affect: Protects against fire attacks but adds weakness to ice attacks.

Ice Armor

Type: Armor

Defense: 17

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P,D

Affect: Protects against ice attacks but adds weakness to fire attacks.

White Robe  
Type: Armor  
Defense: 18  
Defense %: 10%  
Magic Def: 10  
Magic Def%: 8%  
Equipped by: P,WW  
Affect: None

---

Diamond Armor  
Type: Armor  
Defense: 19  
Defense %: 0%  
Magic Def: 4  
Magic Def%: 2%  
Equipped by: P,D  
Affect: None

---

Heroine Robe  
Type: Armor  
Defense: 20  
Defense %: 40%  
Magic Def: 5  
Magic Def%: 2%  
Equipped by: C,WW  
Affect: None

---

Samurai Armor  
Type: Armor  
Defense: 21  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P,D,N  
Affect: None

---

Dragoon Armor  
Type: Armor  
Defense: 22  
Defense %: 0%  
Magic Def: 8  
Magic Def%: 5%  
Equipped by: P,D  
Affect: None

---

Crystal Armor  
Type: Armor  
Defense: 23  
Defense %: 0%  
Magic Def: 10

Magic Def%: 6%  
Equipped by: P  
Affect: None

=====  
Ninja Robe  
Type: Armor  
Defense: 24  
Defense %: 70%  
Magic Def: 15  
Magic Def%: 8%  
Equipped by: N  
Affect: None

=====  
Power Armor  
Type: Armor  
Defense: ?  
Defense %: ?%  
Magic Def: ?  
Magic Def%: ?%  
Equipped by: ?  
Affect: ?

=====  
Adamant Armor  
Type: Armor  
Defense: 107  
Defense %: 99%  
Magic Def: 20  
Magic Def%: 16%  
Equipped by: All but DK  
Affect: None

=====  
Ruby Ring  
Type: Ring  
Defense: 0  
Defense %: 10%  
Magic Def: 3  
Magic Def%: 2%  
Equipped by: All but DK  
Affect: Prevents pig status.

=====  
Iron Gauntlet  
Type: Gauntlet  
Defense: 2  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: D, P, Ch  
Affect: None



=====

Shadow Gauntlet

Type: Gauntlet  
Defense: 2  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

=====

=====

Iron Ring

Type: Ring  
Defense: 2  
Defense %: 10%  
Magic Def: 2  
Magic Def%: 1%  
Equipped by: C,WW,BW,B,K,S,L  
Affect: None

=====

=====

Strength Ring

Type: Ring  
Defense: 2  
Defense %: 10%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D,C,K,N  
Affect: None

=====

=====

Darkness Gauntlet

Type: Gauntlet  
Defense: 3  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

=====

=====

Silver Ring

Type: Ring  
Defense: 3  
Defense %: 10%  
Magic Def: 4  
Magic Def%: 4%  
Equipped by: C,WW,BW,B,K,S,N,L  
Affect: None

=====

=====

Black Gauntlet

Type: Gauntlet  
Defense: 4  
Defense %: 0%

Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Rune Ring  
Type: Ring  
Defense: 4  
Defense %: 10%  
Magic Def: 8  
Magic Def%: 8%  
Equipped by: C,WW,BW,B,K,S,L  
Affect: None

---

---

Paladin Gauntlet  
Type: Gauntlet  
Defense: 5  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: P  
Affect: None

---

---

Silver Gauntlet  
Type: Gauntlet  
Defense: 6  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D,Ch  
Affect: None

---

---

Diamond Ring  
Type: Ring  
Defense: 6  
Defense %: 10%  
Magic Def: 8  
Magic Def%: 6%  
Equipped by: C,WW,BW,B,K,S,L  
Affect: None

---

---

Diamond Gauntlet  
Type:  
Defense: 7  
Defense %: 0%  
Magic Def: 3  
Magic Def%: 3%  
Equipped by: P,D,Ch  
Affect: None

---

---

=====  
Samurai Gauntlet  
Type: Gauntlet  
Defense: 8  
Defense %: 0%  
Magic Def: 5  
Magic Def%: 3%  
Equipped by: P,D,N  
Affect: None  
=====

=====  
Dragoon Gauntlet  
Type: Gauntlet  
Defense: 9  
Defense %: 0%  
Magic Def: 6  
Magic Def%: 3%  
Equipped by: P,D  
Affect: None  
=====

=====  
Protect Ring  
Type: Ring  
Defense: 10  
Defense %: 15%  
Magic Def: 12  
Magic Def%: 10%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Crystal Gauntlet  
Type: Gauntlet  
Defense: 10  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P  
Affect: None  
=====

=====  
Crystal Ring  
Type: Ring  
Defense: 20  
Defense %: 15%  
Magic Def: 12  
Magic Def%: 10%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Cursed Ring  
Type: Ring  
Defense: -3?  
=====

Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: Permanent stop status??

=====  
Section VIII: Magic Chart

I did a quick redo on this section. There were just too many fields to fill in the reformat on this document and looking back on it, this was probably the wrong way to go about doing it. For now I have everything done better, though it may take a bit longer to find but it should be easier to read. This is just a quick description of how all this should look when done:

=====  
Spell name: The name of the spell  
MP Cost: The amount of MP the spell takes to cast.  
Type: The type of spell whether it be recovery, attack, etc.  
Target: The target(s) that the spell may affect at any time.  
Cast by: This is the listing (abbreviated) on who can cast the spell.  
Reflect: This is whether or not the spell can be reflected with Wall.

=====  
White Magic:

=====  
Cure-1  
MP Cost: 3  
Type: Recovery  
Affect: Restores a small amount of HP\*. Can be used to inflict damage against the Undead.  
Target: One or all allies or enemies  
Cast by: P,C,S,WW,L  
Reflect: Yes

=====  
Cure-2  
MP Cost: 9  
Type: Recovery  
Affect: Restores more HP than Cure-1\*. Can be used to inflict damage against the Undead.  
Target: One or all allies or enemies  
Cast by: P,S,WW,L  
Reflect: Yes

=====  
Cure-3  
MP Cost: 18  
Type: Recovery  
Affect: Restores more HP than Cure-2\*. Can be used to inflict damage against the Undead.  
Target: One or all allies or enemies  
Cast by: S,WW,L  
Reflect: Yes

=====  
Cure-4

MP Cost: 40

Type: Recovery

Affect: Restores the greatest amount of HP\*. Can be used to inflict damage against the Undead.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes  
=====

Heal

MP Cost: 20

Type: Recovery

Affect: Heals all status except Swoon.

Target: One ally or enemy

Cast by: P,S,WW,L

Reflect: Yes  
=====

=====  
Hold

MP Cost: 5

Type: Attack

Affect: Paralyzes the target.

Target: One ally or enemy

Cast by: C,S,WW,L

Reflect: Yes  
=====

=====  
Life-1

MP Cost: 8

Type: Recovery

Affect: Removes KO with small amount of HP.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Both (Naturally if you cast it on a KO character it will work since Wall is gone but if cast on someone alive with Wall it will be reflected.  
=====

=====  
Life-2

MP Cost: 52

Type: Recovery

Affect: Removes KO with full HP.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Both (Naturally if you cast it on a KO character it will work since Wall is gone but if cast on someone alive with Wall it will be reflected.  
=====

=====  
Mute

MP Cost: 8

Type: Attack

Affect: Disables magic with silence.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

=====  
=====  
Charm

MP Cost: 10

Type: Attack

Affect: Confuses the target into attacking allies.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes  
=====

=====  
Blink

MP Cost: 8

Type: Defense

Affect: Evade 2 physical attacks towards character.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes  
=====

=====  
Slow

MP Cost: 14

Type: Attack

Affect: Slows down the speed of the target.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes  
=====

=====  
Fast

MP Cost: 25

Type: Defense

Affect: Increases the speed of the target.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes  
=====

=====  
Bersk

MP Cost: 18

Type: Attack

Affect: Causes target to go berserk resulting in more damage and attacks.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes  
=====

=====  
White

MP Cost: 46

Type: Attack

Affect: Strikes the target with holy power.

Target: One ally or enemy

Cast by: WW,L

Reflect: Yes

Wall

MP Cost: 30

Type: Defense

Affect: Reflects back some but not all magic towards the caster.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes

Peep

MP Cost: 1

Type: Special

Affect: Check current HP and weakness of target.

Target: One ally or enemy

Cast by: P,S,WW,L

Reflect: Yes

Size

MP Cost: 6

Type: Special

Affect: Changes size to small which increases damage. If already small the spell will change the target back to normal.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Exit

MP Cost: 10

Type: Special

Affect: Escape from dungeons or battle.

Target: All allies

Cast by: P,S,WW,L

Reflect: No

Sight

MP Cost: 2

Type: Special

Affect: Look at larger view of overworld map.

Target: N/A

Cast by: P,C,S,WW,L

Reflect: No

Float

MP Cost: 8

Type: Special

Affect: Float to avoid Quake and damage floors. Will wear off when

going to the next floor in a dungeon.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

=====  
\*: This just indicates that spells with an asterik next to it will heal less hp with a greater number of targets. Cure-4 for example can heal a character from 1 HP to full or cause up to 9999 damage if cast against a single target. If used for multiple targets the affect is much weaker.

Black Magic:

=====  
Fire-1

MP Cost: 5

Type: Attack

Affect: Weak fire elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

=====  
Fire-2

MP Cost: 15

Type: Attack

Affect: Stronger fire elemental attack than Fire-1.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

=====  
Fire-3

MP Cost: 30

Type: Attack

Affect: Strongest fire elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

=====  
Ice-1

MP Cost: 5

Type: Attack

Affect: Weak ice elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

=====  
Ice-2

MP Cost: 15

Type: Attack

Affect: Stronger ice elemental attack than Ice-1.\*

Target: One or all allies or enemies



Cast by: C,S,BW,L

Reflect: Yes

Ice-3

MP Cost: 30

Type: Attack

Affect: Strongest ice elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Lit-1

MP Cost: 5

Type: Attack

Affect: Weak lightning elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Lit-2

MP Cost: 15

Type: Attack

Affect: Stronger lightning elemental attack than Lit-1.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Lit-3

MP Cost: 30

Type: Attack

Affect: Strongest lightning elemental attack.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Virus

MP Cost: 20

Type: Attack

Affect: Attacks with non-elemental virus attack and slowly drains hp.\*

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Weak

MP Cost: 25

Type: Attack

Affect: Weakens target leaving them with 1-9 HP remaining.

Target: One ally or enemy

Cast by: C,S,BW,L

Reflect: Yes

Quake

MP Cost: 30

Type: Attack

Affect: Causes earthquake to damage the targets. Can be avoided with the float spell or by flying monsters.

Target: All allies or enemies

Cast by: C,BW,L

Reflect: No

Fatal

MP Cost: 35

Type: Attack

Affect: Attempts to cause instant death to the target.

Target: One ally or enemy

Cast by: C,BW,L

Reflect: Yes

Nuke

MP Cost: 50

Type: Attack

Affect: Non-elemental nuclear attack.

Target: One ally or enemy

Cast by: C,BW,L

Reflect: Yes

Meteo

MP Cost: 99

Type: Attack

Affect: Non-elemental attack with meteors.

Target: All allies or enemies

Cast by: C,S,BW,L

Reflect: No

Venom

MP Cost: 2

Type: Attack

Affect: Poisons the target with HP damage as the fight progresses.

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Sleep

MP Cost: 12

Type: Attack

Affect: Puts the target(s) to sleep. Will awaken upon receiving

physical damage.

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Stop

MP Cost: 15

Type: Attack

Affect: Stops motion of the target for a short time. Usually works better than the White Magic spell Hold.

Target: One ally or enemy

Cast by: C,S,BW,L

Reflect: Yes

Drain

MP Cost: 18

Type: Attack

Affect: Drains HP from target and heals the caster. Will harm the caster if the target is undead.

Target: One ally or enemy

Cast by: C,S,BW,L

Reflect: Yes

Psych

MP Cost: 0

Type: Attack

Affect: Drains MP from target and restores the MP of the caster. Will steal caster's MP if the target is Undead.

Affect: One ally or enemy

Cast by: C,S,BW,L

Reflect: Yes

Toad

MP Cost: 7

Type: Special

Affect: Changes target(s) to/from toad status.

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Piggy

MP Cost: 1

Type: Special

Affect: Changes target(s) to/from pig status.

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

Warp

MP Cost: 4

Type: Special

Affect: Returns you to the previous floor from your current location.

Target: All allies

Cast by: C,S,BW,L

Reflect: N/A

Stone

MP Cost: 15

Type: Special

Affect: Petrify the target(s) and inflinct the stone status upon them.

Target: One or all allies or enemies

Cast by: C,S,BW,L

Reflect: Yes

\*: This just indicates that spells with an asterik next to it will cause less damage with a greater number of targets. If used for multiple targets the affect is much weaker as compared to that of a single target.

Call Magic:

Asura

MP Cost: 50

Type: Recovery

Affect: Random affect between Cure-2, Cure-3 or Life-1.

Target: All allies

Cast by: Rydia

Reflect: Yes

Sylph

MP Cost: 25

Type: Special

Affect: Takes HP from target and heals the party equal to HP taken/current number of party members.

Target: One enemy

Cast by: Rydia

Reflect: Yes?

Mist

MP Cost: 20

Type: Attack

Affect: Summons the mist dragon to the battle.

Target: All enemies

Cast by: Rydia

Reflect: No

Titan

MP Cost: 40

Type: Attack  
Affect: Causes an earthquake. Will not harm monsters which are flying.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Shiva  
MP Cost: 30  
Type: Attack  
Affect: Summons Shiva to cause ice damage to your foes.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Indra  
MP Cost: 30  
Type: Attack  
Affect: Summons Indra to the battle, causing lightning damage.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Jinn  
MP Cost: 30  
Type: Attack  
Affect: Summons Jinn to cause fire based damage.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Leviatan  
MP Cost: 50  
Type: Attack  
Affect: Summons Leviatan to use a tidal wave.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Odin  
MP Cost: 45  
Type: Attack  
Affect: Summons Odin who attempts to slice your foes in half. I'm not sure how this one works but it does have chances to fail.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
=====  
Bahamut

MP Cost: 60  
Type: Attack  
Affect: Summons Bahamut to use a meganuke attack.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====

Chocobo  
MP Cost: 7  
Type: Attack  
Affect: Summons a chocobo to kick an enemy.  
Target: One enemy  
Cast by: Rydia  
Reflect: No

=====

Imp  
MP Cost: 1  
Type: Attack  
Affect: Summons an Imp to the battle to attack one target.  
Target: One enemy  
Cast by: Rydia  
Reflect: No

=====

Bomb  
MP Cost: 10  
Type: Attack  
Affect: Summons a Bomb to the battle to attack one target.  
Target: One enemy  
Cast by: Rydia  
Reflect: No

=====

Mage  
MP Cost: 18  
Type: Attack  
Affect: Summons a Mage to the battle to attack one target.  
Target: One enemy  
Cast by: Rydia  
Reflect: No

=====

Twin Magic:

=====

Flare  
MP Cost: 10\*  
Type: Attack  
Affect: Palom and Porom cast a spell with similar yet weaker affects to that of the Nuke spell.  
Target: All enemies  
Cast by: Palom&Porom  
Reflect: Yes

=====  
=====  
Comet

MP Cost: 20\*

Type: Attack

Affect: Palom and Porom cast a spell with similar yet weaker affects to that of the Meteo spell.

Target: All enemies

Cast by: Palom&Porom

Reflect: No  
=====

\*This is just the amount of HP that both twins must have in order to cast the spell. If one does not have the required amount of MP, the spell will fail to cast.

Ninja Magic:  
=====

Flame

MP Cost: 15

Type: Attack

Affect: Attack with a fire attack stronger than Fire-2 but weaker than Fire-3.

Target: All enemies

Cast by: Edge

Reflect: No  
=====

Flood

MP Cost: 20

Type: Attack

Affect: Attack with a tidal wave attack which is stronger than Ice-2 but weaker than Ice-3.

Target: All enemies

Cast by: Edge

Reflect: No  
=====

Blitz

MP Cost: 25

Type: Attack

Affect: Attack with a lightning attack which is stronger than Lit-2 but weaker than Lit-3.

Target: All enemies

Cast by: Edge

Reflect: No  
=====

Pin

MP Cost: 5

Type: Attack

Affect: Paralyze one enemy in similar fashion to the Hold spell.

Target: One enemy

Cast by: Edge

Reflect: Yes  
=====

```

=====
Image
MP Cost: 8
Type: Defense
Affect: Create mirror image of self to avoid 2 pysical attacks.
Target: Edge only
Cast by: Edge
Reflect: No?
=====

```

```

=====
Smoke
MP Cost: 10
Type: Special
Affect: Allows party to escape from most (non boss) battles.
Target: All allies
Cast by: Edge
Reflect: N/A
=====

```

Here is the class abbreviations that I used in the charts as let everyone know what person I was referring to:

```

DK-Dark Knight=Cecil
D-Dragoon=Kain
C-Caller=Rydia
S-Sage=Tellah
B-Bard=Edward
WW-White Wizard=Rosa, Porom
K-Karate Master=Yang
BW-Black Wizard=Palom
P-Paladin=Cecil
Ch-Chief=Cid
N-Ninja=Edge
L-Lunar-FuSoYa

```

#### Section IX: Character Spell Levels

This chart will show which levels magic using characters learn their spells:

Rydia

Spell:                   Level Learned:

Fire-1	N/A
Fire-2	N/A
Fire-3	40
Ice-1	2
Ice-2	N/A
Ice-3	38
Lit-1	5
Lit-2	N/A
Lit-3	42
Virus	26
Weak	48
Quake	44
Fatal	49
Nuke	50
Meteo	60



Venom	10
Sleep	8
Stop	15
Drain	35
Psych	31
Toad	13
Piggy	20
Warp	12
Stone	46
Cure-1*	3
Sight*	4
Hold*	7
Asura	N/A
Sylph	N/A
Mist	N/A
Titan	N/A
Shiva	N/A
Indra	N/A
Jinn	N/A
Leviatan	N/A
Odin	N/A
Bahamut	N/A
Chocobo	N/A
Imp**	N/A
Bomb**	N/A
Mage**	N/A

\*Rydia can only use these Spells up to the point when Leviathan attacks the ship.

\*\*These Spells cannot be learned normally. You have to find the hidden call spells by randomly defeating the monsters which bear the same name.

Tellah

I haven't included a chart for Tellah since he never learns any of his spells through levels.

Rosa

Spell:                   Level Learned:

Cure-1	N/A
Cure-2	13
Cure-3	28
Cure-4	38
Heal	18
Hold	N/A
Life-1	11
Life-2	42
Mute	15
Charm	24
Blink	23
Slow	N/A
Fast	30
Bersk	20
White	49
Wall	34
Peep	N/A
Size	29

Exit	N/A
Sight	N/A
Float	32

Palom

Spell:	Level Learned:
--------	----------------

Fire-1	N/A
Fire-2	12
Fire-3	33
Ice-1	N/A
Ice-2	11
Ice-3	32
Lit-1	N/A
Lit-2	13
Lit-3	34
Virus	19
Weak	48
Quake	23
Fatal	46
Nuke	52
Meteo	50
Venom	N/A
Sleep	N/A
Stop	14
Drain	26
Psych	40
Toad	22
Piggy	11
Warp	29
Stone	36
Flare	N/A
Comet	N/A

Porom

Spell:	Level Learned:
--------	----------------

Cure-1	N/A
Cure-2	13
Cure-3	33
Cure-4	48
Heal	20
Hold	N/A
Life-1	11
Life-2	56
Mute	15
Charm	25
Blink	23
Slow	N/A
Fast	38
Bersk	18
White	52
Wall	44
Peep	N/A
Size	31
Exit	19
Sight	N/A
Float	40

Flare	N/A
Comet	N/A

Cecil (Paladin)

Spell:	Level Learned:
--------	----------------

Cure-1	N/A
Cure-2	15
Peep	8
Heal	24
Exit	19
Sight	3

Edge

Spell:	Level Learned:
--------	----------------

Flame	N/A
Flood	N/A
Blitz	N/A
Pin	27
Image	38
Smoke	33

FuSoYa

FuSoYa already starts with all the spells so there's no need to make a magic chart.

Section X: Game Genie Codes/Cheats

Here are some of the best Game Genie Codes for Final Fantasy 2:

Mega experience/Random Item: DF30-076E or 1B39-070E+EE39-076E+3C39-07AE

This code allows you to gain big time experience and/or random items. Just leave the game genie on after a battle. The longer you leave it on for the more exp. you will gain. To continue just turn it off.

MP Doesn't go Down (Battle only, sometimes doesn't work when using Cure Spells): 8267-0D62

Walkthrough Walls: OCCA-AF6F

This code is a great code to use. However, it can cause some strange things to happen if you walk into a treasure chest, pot, etc. It will warp you somewhere else, but you won't be able to get back to where you were. You can also do some crazy things experimenting with this code. For instance, I fought Kainazzo twice, and then ended up having 2 Cid's in my party due to the fact that the code warped me farther in the game from where I was. Also you will have to be careful because this will sometimes erase all the data on your game. (Original Cartridge Only)

Gunslinger Code: 00CE-6D69

This is quite possibly the best code for any game ever. It allows you to gain any item, any where, and at any time in Final Fantasy 2. To use it just place something in the upper left corner of the item screen. Then use a healing item (Cure, Ether, Elixir, etc.) on the

character in the middle of your formation. That item in the upper left will have changed into something different. The even better part is that you can even obtain items that were blocked out from Final Fantasy 4. These items are called "Dummy" items. Here is the list in which you gain the items:

To use this chart, just find what item you want to change (example, Darkness Sword). The find Darkness Sword on the list then follow the arrow to the right to the item right across from it. If it is already at the right side of the list, then just go 1 line below it and it will be the first item on the left.

For example, we placed a Cure 2 in the upper left corner of the screen:

```
Cure 2----->Cure 1
Dummy-Heals Party----->Dummy-Wakes Party
Dummy-Peep (even on bosses)----->Dummy-Random Call Spell
Dummy-Fatal----->Crystal (End of Game)
Dummy-Quake----->Dummy-Mute
Dummy-Wall----->Dummy-Bomb Attack
Dummy-Wall----->Lit-Bolt
Dummy-Ice-Bolt----->Fire-Bomb
Dummy-Image----->Dummy-Slow
Dummy-Stop----->Dummy-Stop
Dummy-Stop----->Dummy-Fast
Dummy-Berserk----->Dummy-Drain
Dummy-Psych----->Dummy-Comet
Dummy-Lit2----->Dummy-Lit1
Dummy-Ice2----->Dummy-Ice1
Dummy-Fire2----->Dummy-Fire1
Cursed Ring----->Protect Ring
Diamond Ring----->Crystal Ring
Rune Ring----->Strength Ring
Silver Ring----->Ruby Ring
Iron Ring----->Crystal Gauntlet
Dragoon Gauntlet----->Samurai Gauntlet
Zeus Gauntlet----->Diamond Gauntlet
Silver Gauntlet----->Paladin Gauntlet
Black Gauntlet----->Darkness Gauntlet
Shadow Gauntlet----->Iron Gauntlet
Ninja Robe----->Adamant Armor
Bl.Belt----->Karate Robe
Bard Robe----->Prisoner Robe
Heroine Robe----->Power Robe
White Robe----->Sorcerer Robe
Black Robe----->Wizard Robe
Gaea Robe----->Leather Robe
Cloth----->Crystal Armor
Dragoon Armor----->Samurai Armor
Diamond Armor----->Ice Armor
Fire Armor----->Silver Armor
Paladin Armor----->Black Armor
Darkness Armor----->Shadow Armor
Iron Armor----->Glass Helmet
Ninja Cap----->Bandanna
Headband----->Ribbon
Tiara----->Wizard Cap
Gaea Cap----->Leather Cap
Cap----->Crystal Helmet
Dragoon Helmet----->Samurai Helmet
```

Diamond Helmet----->Silver Helmet  
Paladin Helmet----->Black Helmet  
Darkness Helmet----->Shadow Helmet  
Iron Helmet----->Crystal Shield  
Dragoon Shield----->Samurai Shield  
Aegis Shield----->Diamond Shield  
Ice Shield----->Fire Shield  
Silver Shield----->Paladin Shield  
Black Shield----->Shadow Shield  
Iron Shield----->Empty Space  
Artemis Arrow----->Medusa Arrow  
Samurai Arrow----->Charm Arrow  
Mute Arrow----->Poison Arrow  
Darkness Arrow----->Lit Arrow  
Ice Arrow----->Fire Arrow  
White Arrow----->Iron Arrow  
Atremis Bow----->Samurai Bow  
Elven Bow----->Archer Bow  
Great Bow----->Cross Bow  
Short Bow----->Avenger Sword  
Wooden Hammer----->Earth Hammer  
Silver Hammer----->Rune Axe  
Poison Axe----->Dummy-Can't Use  
Charm Harp----->Dreamer Harp  
Full Moon----->Boomerang  
Ninja Star----->Shuriken  
Crystal Sword----->Spoon Knife  
Silver Sword----->Dancing Knife  
Silver Knife----->Ogre Axe  
Dwarf Axe----->Hand Axe  
Dragon Whip----->Flame Whip  
Blitz Whip----->Chain Whip  
Whip----->Mute Knife  
Assassin Knife----->Masamune  
Murasame----->Ninja Sword  
Long Sword----->Middle Sword  
Short Sword----->Gungnir Spear  
Drain Spear----->White Lance  
Dragoon Spear----->Blizzard Spear  
Flame Spear----->Wind Spear  
Spear----->Medusa Sword  
Slumber Sword----->Ancient Sword  
Drain Sword----->Defense Sword  
Ice Brand----->Fire Sword  
Excalibur----->Light Sword  
Legend----->Black Sword  
Darkness Sword----->Shadow Sword  
Silence Staff----->Life Staff  
Lunar Staff----->Power Staff  
Silver Staff----->Cure Staff  
Staff----->Lilith Rod  
Stardust Rod----->Charm Rod  
Change Rod----->Thunder Rod  
Flame Rod----->Ice Rod  
Rod----->Cat Claw  
Poison Claw----->Charm Claw  
Thunder Claw----->Ice Claw  
Fire Claw----->Empty Space  
Trash Can----->Sort Item Command  
Dummy-Can't Use----->Dummy-Can't Use

Dummy-Can't Use----->Tower Key  
 Pink Tail----->Pan  
 Adamant----->Rat Tail  
 Darkness Crystal----->Twin Harp  
 Luca Key----->Magma Key  
 Earth Crystal----->Sand Ruby  
 Baron Key----->Package  
 Whistle----->Pass  
 Carrot----->Mage Call Spell  
 Dummy Call Spell----->Bomb Call Spell  
 Imp Call Spell----->Dummy-Sight  
 Dummy-Exit----->Dummy-Nothing  
 Cabin----->Tent  
 Dummy-10MP----->Dummy-50HP  
 Dummy-100HP (Uses may be random\*)----->Dummy-Alarm  
 Heal Potion----->Dummy-Cures Curse  
 Dummy-Cures Poison----->Dummy-Cures Blindness  
 Dummy-Cures Silence----->Dummy-Cures Pig  
 Dummy-Cures Small----->Dummy-Cures Frog  
 Dummy-Cures Stone----->Life Potion  
 Elixir----->Ether 2  
 Ether 1----->Cure 3

\*Note: When you use this item, it may either give you 10 MP, 50 HP, or 100 HP, or have the same effect as the Alarm. It is totally random and you have no control over it.

#### Cheats:

Well for many of the Final Fantasy games there isn't really a lot of cheats that can be accomplished without a Game Genie. Here are a couple for FF2 that can be done:

Item Duplication: To pull off this simple but effective cheat, you must first get into a battle. Then find the weapon or shield that you want to duplicate. You need to first find an empty space in your item screen. Then hit A on it, and scroll up to your weapon(s) or shield that you want to duplicate. Then hit A on that item. You can then either finish that battle or run. Go to the equip screen after the battle, and re-equip the weapon or shield. You should have 2 of them equipped. This is a great way for making money early in the game.

Dwarf Castle Crystal Cheat/Glitch?: Now I don't know if this qualifies as a cheat or a glitch in the game. After you defeat the Calbrena and Golbez in the Dwarf Castle and get Rydia back in your party, cast the Warp Spell right after the King Giott finishes talking to you. You will be warped behind his throne into the Crystal Room. strangely enough, the Crystal will be there even though you saw Golbez's hand take it away. This will save you the trip through the Sealed Cave. You will still need to enter there, and exit, and Kain will take the Crystal away, just as he would have if you have beaten the Evil Wall and got the Crystal out of there. It is a truly strange thing to do.

This is another rather good one to take advantage of. Once you get Edge to join you, head back down to the underworld and mess around with the Black Lizz which you can find down there. You should be able to steal some Silver shields from them. Be sure to have Edge steal, and most of the time but not always Rydia will come up next. Go into the item menu with her, and select her left hand. If Edge stole the shield, then go back down and find the shield in the list, and Rydia will be able to

equip it even though she can't normally. Its a rather helpful glitch to know about and to use.

#### Section XI: Monster Guide:

This section hopefully covers most or all of the monsters that are in Final Fantasy 2. I'll have the name of the monster, their hp, weakness if any, exp earned and gold won. If I can find a quick way to show what items they leave behind or can be stolen from them I might put that info in at a later time. The exp shown will be the overall from the monster, because the game already divides it up after you defeat it. With any luck and a lot of patience, I hope that I got the exp correct on the first try. If anyone finds anything wrong please let me know and I'll correct ASAP.

Here's a few quick examples of how I figured this out. Say you're with Cecil and Kain and come across 4 Imps. You'll notice below that an Imp is worth 10 gold and 20 exp. The total would be 40 gold and 80 exp, but if both Cecil and Kain survive, they split the exp, so it would be 40 gold and 40 exp. If you have Cecil and Rydia vs 4 Sandmen, the total would be 80 gold and 320 exp, but if both party members survive, it would be 80 gold 160 exp. For all kills, just add up the total exp from the creatures, and then divide it by the number of surviving party members which the game already does for you, and that'll be the exp that each member earns. A lot of these kills have come with an odd number of party members and having an even number of creatures can off balance the totals. I have tried to be as accurate as possible, but I didn't round the numbers up or down, but the game rounds up I think. Milon and the four Ghosts with him made figuring the gold and exp out hard, so I just put it all down for Milon, since Ghosts can't be ran into other than fighting Milon.

Name:	HP:	Weakness:	Gold:	Exp:
Imp	6	None	10	20
SwordRat	30	None	20	70
Eagle	18	Arrows	20	30
FloatEye	20	Arrows	10	40
Larva	28	None	15	50
Sandmoth	40	Arrows	20	80
MistDragon	465	None	200	700
Sandman	20	Ice	20	80
Sandpede	60	None	25	80
Soldier	27	None	55	160
Officer	221	None	190	400
Pike	65	Lightning	35	120
EvilShel	58	Lightning	30	110
Zombie	40	Fire,Holy	35	120
WaterBug	110	Lightning	65	230
Cave Toad	44	Ice	25	90
Jelly	35	Fire	35	140
Alligator	150	Ice	45	240
Octomamm	2350	Lightning,Dark	500	1200
Sandworm	75	None	25	88
Turtle	150	Ice	80	240
Imp Cap.	37	None	20	189
Basilisk	90	None	40	140
Cream	55	Lightning	35	150
Weeper	100	None	30	120
Antlion	1000	None	800	1500

\*WaterHag\* 45672 None 100 800

\*This is the WaterHag that Edward fights alone.\*

Cocktric	100	Arrows	120	280
Skeleton	50	Fire,Holy	125	240
Spirit	50	Holy	125	290
Gargoyle	160	Holy,Arrows	100	320
Red Bone	170	Fire,Holy	170	320
Bomb	50	None	80	370
Grey Bomb	100	None	105	450
MomBomb	10800	None	?	?
Needler	110	None	145	370
Fighter	65	None	100	410
General	320	None	155	608
WaterHag	48	Lightning	80	180
Kain	65000	None	0	0
TinyMage	69	None	100	260
Raven	941	None	700	740
Soul	150	Holy	165	510
Lilith	320	Fire	365	2770
Ghoul	120	Fire,Holy	180	579
Revenant	160	Fire,Holy	190	679
Ghast	170	Fire,Holy	0	0
Milon	3100	None	3300	3800
MilonZ	3000	Fire,Holy,Arrows	3000	4000
Dark Knight	1000	None	0	0
Guard	200	None	500	720
Yang	4000	None	0	0
Pirana	105	Lightning	145	460
Crocodile	292	Ice	300	870
ElecFish	200	Arrows	230	650
FangShel	300	Lightning	350	1050
AquaWorm	638	Lightning	350	1200
Hydra	200	Lightning,Ice	230	680
Baigan	3500	None	3000	4830
RightArm	350	None	0	0
LeftArm	350	None	0	0
Kainazzo	4000	Ice*,Lightning**	4000	5500

\*Kainazzo is weak to Ice before he gathers the water.\*

\*\*Kainazzo is weak to Lightning after he gathers the water.\*\*

DarkElf	22000	Holy	0	0
DarkDragon	3000	None	5000	6000
Cave Bat	150	Holy,Arrows	155	630
Mage	500	None	235	1100
VampGirl	250	Fire,Holy	195	818
Ogre	865	Holy	240	1100
Panther	285	Holy	255	828
Cave Naga	255	Holy	205	748
Python	90	Ice,Holy	225	760
StingRat	300	None	220	1270
Treant	260	Fire	150	909
Cannibal	370	Fire	220	571
Centaur	380	None	175	1000
Slime	50	Fire	50	760
Ice Beast	445	Fire	280	1570
Ice Liz	400	Fire	290	1500
Gremlin	385	Fire	275	1445



Carapace	700	Ice	230	1350
Flame Dog	1221	Ice	245	1280
EpeeGirl	390	None	210	1258
Witch	300	None	310	1672
Swordman	320	Fire,Holy	180	1099
Sandy	2500	None	5000	5000
Cindy	4300	None	5000	5000
Mindy	2200	None	5000	5000
Valvalis	6000	None	5500	9500
DarkImp	199	None	45	1940
BlackLiz	700	Ice	45	1300
Armadilo	300	None	195	1600
Tortoise	400	Ice	235	1700
Cal	1000	None	500	1250
Brena	300	None	500	1250
Calbrena	4624	None	7000	19000
Golbez	22001	Fire,Holy	11000	20000
Flameman	579	Ice	300	2160
Alert	1425	None	380	2100
Stoneman	2000	Ice	240	2950
Egg*	700	Ice	45	1300

\*The Egg's gold and exp will depend on what monster is inside the egg.\*

Chimera	700	None	230	2300
Marion	473	None	190	1110?
EvilDoll	300	None	270	1420?

?: These two are just estimates on my part. Marion and EvilDolls don't like to be alone and are often with other creatures. I killed off a group of one Marion and two EvilDolls and then compared the exp and gold from another kill of one Marion and three EvilDolls. It seems to work out even, so it must be right then.

Naga	900	None	250	1120
Dr.Lugae-1	4416	None	0	0
Balnab	3927	None	0	0
Balnab-Z	4000	None	0	0
Dr.Lugae-2	6600	None	4000	15000
IronBack	100	None	235	1100
HugeCell	555	None	205	1510
Roc	999	Arrows	150	1404
RocBaby	50	Arrows	85	1012
MadOgre	1700	None	270	2370
GiantBat	399	Fire,Arrows	385	1280
Skull	740	Fire,Holy	120	1580
Staleman	2100	Ice	445	2100
Lamia	1200	None	1210	2060
Balloon	600	Arrows	315	2480
BlackCat	593	None	345	2800
Grudger	1400	Holy	150	2460
K. Elban	60000	None	0	0
Q. Elban	60000	None	0	0
Rubicant	25200	Ice	7000	25000
IronMan	2500	None	385	3700
Blademan	1050	Holy	215	2600
Sorcerer	1000	None	275	2370
Q. Lamia	1100	None	250	2900
TrapRose	300	Fire	35	1210
Centpede	600	None	345	2800

RocLarva	800	None	40	2830
RocMoth	850	Arrows	315	3200
Ghost	1100	None	365	3700
Molbol	1999	None	460	11000
DarkTree	1800	Fire	525	5550
ToadLady	2960	None	600	3500
TinyToad	400	Ice	335	1850
Red Eye	2000	Arrows	465	3500
Conjurer	3000	None	475	3700
Arachne	3500	Ice,Arrows	585	4400
Clapper	7000	Arrow	900	8000
Hooligan	1900	Holy,Arrows	435	4090
Huge Naga	1200	None	240	3600
Warrior	2400	None	575	4300
Fiend	2980	None	650	6400
Ashura	23000	None	0	20000
Leviatan	35000	Lightning	0	28000
Were Bat	800	Fire,Arrows	355	2050
Screamer	1000	None	205	3100
VampLady	2375	Fire,Holy	190	4600
TrapDoor	5000	None	4500	31100
EvilWall	19000	None	8000	23000
Odin	20500	Lightning	0	18000
Grenade	820	Arrows	630	2650
Red Worm	7000	Fire	310	7350
Pudding	1050	None	1300	3060
Moon Cell	980	None	1100	3300
Tofu	102	Ice	25	1060
Procyote	2200	None	1850	8100
Jucllyote	1700	None	1560	7200
Warlock	4250	None	2400	17300
Ging-Ryu	7500	None	19000	25000
Kary	2700	None	2500	13100
Red Giant	11800	None	7000	18900
Behemoth	16000	None	65000	58700
D. Bone	9000	Fire	6750	14100
Bahamut	37000	None	0	35000
MacGiant	8500	None	1500	31000
Searcher	5500	None	900	18200
Machine	3600	None	985	8200
Beamer	1800	None	890	3250
Horseman	3000	None	1220	9900
Last Arm	9500	None	340	8800
D. Machine	15000	None	2550	41500
Milon-Z	21140*	Fire	2500	15625
Rubicant	35860*	Ice	2500	15625
Kainazzo	25560*	Lightning	2500	15625
Valvalis	21440*	Holy	2500	15625

\*These bosses share the same hp in the giant. The HP I have shown is what they had left after changing into the next elemental boss. I don't think that this is 100% accurate, but then again I don't think that this part can be done with 100% accuracy.

CPU	20000	None	10333	150000
Attacker	2000	None	0	0
Defender	2000	None	0	0
Pale Dim	27300	None	0	59000
King-Ryu	8200	None	23000	30000
D. Fossil	10000	Fire,Holy	6100	15100

Fatal Eye	25000	Arrows	65200	40000
Blue Dragon	13200	None	40200	36000
Red Dragon	15000	Ice	65000	51800
Tricker	12000	Thunder	10700	21000
Pink Puff	10000	None	55555	10000
Wyvern	25000	None	0	64300
Plague	28000	Arrows	550	31200
D. Lunar	21000	Fire	0	50000
Ogopogo	37000	None	0	61100
Evil Mask	25500	None	65000	50000
Mind	12300	None	50000	65000
Breath	31300	None	50000	60000
Zemus	100000	None	0	0

That's it for the monster list. I just wrote down the monsters as I came across them, since it was easier that way, only a few types of monsters live in each area. There are a few monsters that I know I missed, the Yellow Dragon and Green Dragon, which are highly elusive and only hatch from Eggs. I missed the Manticores also, I'm sure they live in the Sealed Cave, but I didn't fight any after killing the TrapDoors like I usually do. One of these days I'll see if I can't go back through the game and see if I can run into these creatures.

## Section XII: Translation Guide:

In this section, I've made a listing of all items that can be acquired in the American Version of game, and I've made a list comparing them to the J2E names. These names are from the translation done by J2ETrans as it is the most available translation on the web today.

I'll get to the specific items a little further down into the walkthrough but here is the Game Genie code for the Gunslinger Code in Final Fantasy IV Hard Type: 00CF-A469

And here is the full list in which order you will get the items. Its the same I used for the US items using the Gunslinger code, but I went through and renamed all the items to the correct names:

HiPotion----->Potion  
 Unicorn----->AlmClock  
 Monster Dictionary----->Knowledge Book  
 Whiskor----->Crystal (End of Game)  
 EarthDrum----->Silence Bell  
 Moon Cape----->Spirit Fragment  
 Light Cape----->Blue Fang  
 Wh. Fang----->Red-Fang  
 Scape Doll----->Spider Web  
 Golden Hourglass----->Silver Hourglass  
 Copper Hourglass----->Hermes Cape  
 Berserk Potion----->Vamp Fang  
 Lilith Kiss----->Stardust  
 GodsRage----->ZeusRage  
 N.Pole----->S.Pole  
 Right Arm----->Bomb Fragment  
 Cursed Ring----->Defense Ring  
 Diamond Ring----->Crystal Ring  
 Rune Ring----->Power Ring  
 Silver Ring----->Ruby Ring  
 Iron Ring----->Crystal Gauntlet

Dragon Gauntlet----->Genji Gauntlet  
Giant Gauntlet----->Diamond Gauntlet  
Mithril Gauntlet----->Gauntlet  
Demon Gauntlet----->Hades Gauntlet  
Black Gauntlet----->Iron Gauntlet  
Dark Gear----->Adamant Armor  
Bl.Belt----->Kenpou Robe  
Poet Robe----->Convict Robe  
Menerva----->Power Robe  
White Robe----->Light Robe  
Black Robe----->Priest Robe  
Gaea Robe----->Leather Robe  
Cloth----->Crystal Armor  
Dragon Armor----->Genji Armor  
Diamond Armor----->Ice Armor  
Flame Armor----->Mithril Armor  
Knight Armor----->Demon Armor  
Hades Armor----->Black Armor  
Iron Armor----->Glass Helmet  
DarkHood----->Gr. Beret  
Bandanna----->Ribbon  
GoldBand----->Priest Cap  
Triangle Cap----->Feather Cap  
Leather Cap----->Crystal Helmet  
Dragon Helmet----->Genji Helmet  
Diamond Helmet----->Mithril Helmet  
Light Helmet----->Demon Helmet  
Hades Helmet----->Black Helmet  
Iron Helmet----->Crystal Shield  
Dragon Shield----->Genji Shield  
Aegis Shield----->Diamond Shield  
Ice Shield----->Flame Shield  
Mithril Shield----->Light Shield  
Demon Shield----->Black Shield  
Iron Shield----->Empty Space  
Artemis Arrow----->Medusa Arrow  
Yoichi Arrow----->Angel Arrow  
Mute Arrow----->Poison Arrow  
Darkness Arrow----->Lit Arrow  
Ice Arrow----->Fire Arrow  
Holy Arrow----->Iron Arrow  
Atremis Bow----->Yoichi Bow  
Elven Bow----->Killer Bow  
Great Bow----->Cross Bow  
Bow----->Avenger Sword  
Mallet----->Earth Hammer  
Mithril Hammer----->Rune Axe  
Poison Axe----->Spare  
Lamia Harp----->Dreamer Harp  
Engetsu----->Boomerang  
Hell Wind----->Shuriken  
Ragnarok----->Cleaver  
Mithril Sword----->Dancing Knife  
Mithril Knife----->OgreKiller  
Dwarf Axe----->Hand Axe  
Dragon Whip----->FireBute Whip  
Electric Whip----->Chain Whip  
Whip----->Mage Mash Knife  
Assassin Knife----->Masamune  
Murasame----->Kikuichi

Kotetsu----->Ashura  
 Kunai----->Gungnir Spear  
 Blood Spear----->Holy Lance  
 Dragon Spear----->Blizzard Spear  
 Flame Spear----->Wind Spear  
 Spear----->Medusa Sword  
 Slumber Sword----->Ancient Sword  
 Blood Sword----->Defender Sword  
 Ice Brand----->Flame Sword  
 Excalibur----->Light Sword  
 Legend----->Death Sword  
 Shadow Sword----->Black Sword  
 Silence Staff----->Sage Staff  
 Energy Staff----->Power Staff  
 Mithril Staff----->Healing Staff  
 Staff----->Lilith Rod  
 Stardust Rod----->Fairy Rod  
 Apparite Rod----->Thunder Rod  
 Flame Rod----->Ice Rod  
 Rod----->Cat Claw  
 Hell Claw----->Fairy Claw  
 Thunder Claw----->Ice Claw  
 Fire Claw----->Empty Space  
 Trash Can----->Sort Item Command  
 Scn.0016----->Scn.0015  
 DK Matter----->Lugeie Key  
 Pink Tail----->Fry Pan  
 Adamant----->Rat Tail  
 Darkness Crystal----->Echoer  
 Luka Key----->Magma Stone  
 Earth Crystal----->DesertLite  
 Baron Key----->Bomb Ring  
 Whistle----->Pass  
 Veggie----->MindFlay Call Spell  
 Cocktric Call Spell----->Bomb Call Spell  
 Goblin Call Spell----->Dwf Bread  
 ExitDoor----->PornoMag  
 Cottage----->Tent  
 Soma Drop----->Silver Apple  
 Golden Apple----->Alarm  
 Medicine----->Cross  
 Antidote----->Eye Drop  
 Echo Herb----->Diet Food  
 Aprntice----->Maid Kiss  
 Gold-Pin----->Fenix Down  
 Elixir----->EtherDry  
 Ether----->X-Potion

Next in the following charts will be the weapons/armor/item names from the US version of the game and the same items in the J2E version of the game. There will be a section for each type of weapon ex: sword, lance, knife, ect:

Here is a chart for items in both the US and J2E versions with the US names on the left and the J2E names on the right:

Cure 2----->HiPotion  
 Cure 1----->Potion  
 Dummy-Heals Party----->Unicorn  
 Dummy-Wakes Party----->AlmClock

Dummy-Peep (even on bosses)----->Monster Dictionary  
Dummy-Random Call Spell----->Knowledge Book  
Dummy-Fatal----->Whiskor  
Crystal (End of Game)----->Crystal (End of Game)  
Dummy-Quake----->EarthDrum  
Dummy-Mute----->Silence Bell  
Dummy-Wall----->Moon Cape  
Dummy-Bomb Attack----->Spirit Fragment  
Dummy-Wall----->Light Cape  
Lit-Bolt----->Blue Fang  
Dummy-Ice-Bolt----->Wh. Fang  
Fire-Bomb----->Red-Fang  
Dummy-Image----->Scape Doll  
Dummy-Slow----->Spider Web  
Dummy-Stop----->Golden Hourglass  
Dummy-Stop----->Silver Hourglass  
Dummy-Stop----->Copper Hourglass  
Dummy-Fast----->Hermes Cape  
Dummy-Berserk----->Berserk Potion  
Dummy-Drain----->Vamp Fang  
Dummy-Psych----->Lilith Kiss  
Dummy-Comet----->Stardust  
Dummy-Lit2----->GodsRage  
Dummy-Lit1----->ZeusRage  
Dummy-Ice2----->N.Pole  
Dummy-Ice1----->S.Pole  
Dummy-Fire2----->Right Arm  
Dummy-Fire1----->Bomb Fragment  
Cursed Ring----->Cursed Ring  
Protect Ring----->Defense Ring  
Diamond Ring----->Diamond Ring  
Crystal Ring----->Crystal Ring  
Rune Ring----->Rune Ring  
Strength Ring----->Power Ring  
Silver Ring----->Silver Ring  
Ruby Ring----->Ruby Ring  
Iron Ring----->Iron Ring  
Crystal Gauntlet----->Crystal Gauntlet  
Dragoon Gauntlet----->Dragon Gauntlet  
Samurai Gauntlet----->Genji Gauntlet  
Zeus Gauntlet----->Giant Gauntlet  
Diamond Gauntlet----->Diamond Gauntlet  
Silver Gauntlet----->Mithril Gauntlet  
Paladin Gauntlet----->Gauntlet  
Black Gauntlet----->Demon Gauntlet  
Darkness Gauntlet----->Hades Gauntlet  
Shadow Gauntlet----->Black Gauntlet  
Iron Gauntlet----->Iron Gauntlet  
Ninja Robe----->Dark Gear  
Adamant Armor----->Adamant Armor  
Bl.Belt----->Bl.Belt  
Karate Robe----->Kenpou Robe  
Bard Robe----->Poet Robe  
Prisoner Robe----->Convict Robe  
Heroine Robe----->Menerva  
Power Robe----->Power Robe  
White Robe----->White Robe  
Sorcerer Robe----->Light Robe  
Black Robe----->Black Robe  
Wizard Robe----->Priest Robe

Gaea Robe----->Gaea Robe  
Leather Robe----->Leather Robe  
Cloth----->Cloth  
Crystal Armor----->Crystal Armor  
Dragoon Armor----->Dragon Armor  
Samurai Armor----->Genji Armor  
Diamond Armor----->Diamond Armor  
Ice Armor----->Ice Armor  
Fire Armor----->Flame Armor  
Silver Armor----->Mithril Armor  
Paladin Armor----->Knight Armor  
Black Armor----->Demon Armor  
Darkness Armor----->Hades Armor  
Shadow Armor----->Black Armor  
Iron Armor----->Iron Armor  
Glass Helmet----->Glass Helmet  
Ninja Cap----->DarkHood  
Bandanna----->Gr. Beret  
Headband----->Bandanna  
Ribbon----->Ribbon  
Tiara----->GoldBand  
Wizard Cap----->Priest Cap  
Gaea Cap----->Triangle Cap  
Leather Cap----->Feather Cap  
Cap----->Leather Cap  
Crystal Helmet----->Crystal Helmet  
Dragoon Helmet----->Dragon Helmet  
Samurai Helmet----->Genji Helmet  
Diamond Helmet----->Diamond Helmet  
Silver Helmet----->Mithril Helmet  
Paladin Helmet----->Light Helmet  
Black Helmet----->Demon Helmet  
Darkness Helmet----->Hades Helmet  
Shadow Helmet----->Black Helmet  
Iron Helmet----->Iron Helmet  
Crystal Shield----->Crystal Shield  
Dragoon Shield----->Dragon Shield  
Samurai Shield----->Genji Shield  
Aegis Shield----->Aegis Shield  
Diamond Shield----->Diamond Shield  
Ice Shield----->Ice Shield  
Fire Shield----->Flame Shield  
Silver Shield----->Mithril Shield  
Paladin Shield----->Light Shield  
Black Shield----->Demon Shield  
Shadow Shield----->Black Shield  
Iron Shield----->Iron Shield  
Empty Space----->Empty Space  
Artemis Arrow----->Artemis Arrow  
Medusa Arrow----->Medusa Arrow  
Samurai Arrow----->Yoichi Arrow  
Charm Arrow----->Angel Arrow  
Mute Arrow----->Mute Arrow  
Poison Arrow----->Poison Arrow  
Darkness Arrow----->Darkness Arrow  
Lit Arrow----->Lit Arrow  
Ice Arrow----->Ice Arrow  
Fire Arrow----->Fire Arrow  
White Arrow----->Holy Arrow  
Iron Arrow----->Iron Arrow

Atremis Bow----->Atremis Bow  
Samurai Bow----->Yoichi Bow  
Elven Bow----->Elven Bow  
Archer Bow----->Killer Bow  
Great Bow----->Great Bow  
Cross Bow----->Cross Bow  
Short Bow----->Bow  
Avenger Sword----->Avenger Sword  
Wooden Hammer----->Mallet  
Earth Hammer----->Earth Hammer  
Silver Hammer----->Mithril Hammer  
Rune Axe----->Rune Axe  
Poison Axe----->Poison Axe  
Dummy-Can't Use----->Spare  
Charm Harp----->Lamia Harp  
Dreamer Harp----->Dreamer Harp  
Full Moon----->Engetsu  
Boomerang----->Boomerang  
Ninja Star----->Hell Wind  
Shuriken----->Shuriken  
Crystal Sword----->Ragnarok  
Spoon Knife----->Clever  
Silver Sword----->Mithril Sword  
Dancing Knife----->Dancing Knife  
Silver Knife----->Mithril Knife  
Ogre Axe----->OgreKiller  
Dwarf Axe----->Dwarf Axe  
Hand Axe----->Hand Axe  
Dragon Whip----->Dragon Whip  
Flame Whip----->FireBute Whip  
Blitz Whip----->Electric Whip  
Chain Whip----->Chain Whip  
Whip----->Whip  
Mute Knife----->Mage Mash Knife  
Assassin Knife----->Assassin Knife  
Masamune----->Masamune  
Murasame----->Murasame  
Ninja Sword----->Kikuichi  
Long Sword----->Kotetsu  
Middle Sword----->Ashura  
Short Sword----->Kunai  
Gungnir Spear----->Gungnir Spear  
Drain Spear----->Blood Spear  
White Lance----->Holy Lance  
Dragoon Spear----->Dragon Spear  
Blizzard Spear----->Blizzard Spear  
Flame Spear----->Flame Spear  
Wind Spear----->Wind Spear  
Spear----->Spear  
Medusa Sword----->Medusa Sword  
Slumber Sword----->Slumber Sword  
Ancient Sword----->Ancient Sword  
Drain Sword----->Blood Sword  
Defense Sword----->Defender Sword  
Ice Brand----->Ice Brand  
Fire Sword----->Flame Sword  
Excalibur----->Excalibur  
Light Sword----->Light Sword  
Legend----->Legend  
Black Sword----->Death Sword



Darkness Sword----->Shadow Sword  
Shadow Sword----->Black Sword  
Silence Staff----->Silence Staff  
Life Staff----->Sage Staff  
Lunar Staff----->Energy Staff  
Power Staff----->Power Staff  
Silver Staff----->Mithril Staff  
Cure Staff----->Healing Staff  
Staff----->Staff  
Lilith Rod----->Lilith Rod  
Stardust Rod----->Stardust Rod  
Charm Rod----->Fairy Rod  
Change Rod----->Apparite Rod  
Thunder Rod----->Thunder Rod  
Flame Rod----->Flame Rod  
Ice Rod----->Ice Rod  
Rod----->Rod  
Cat Claw----->Cat Claw  
Poison Claw----->Hell Claw  
Charm Claw----->Fairy Claw  
Thunder Claw----->Thunder Claw  
Ice Claw----->Ice Claw  
Fire Claw----->Fire Claw  
Empty Space----->Empty Space  
Trash Can----->Trash Can  
Sort Item Command----->Sort Item Command  
Dummy-Can't Use----->Scn.0016  
Dummy-Can't Use----->Scn.0015  
Dummy-Can't Use----->DK Matter  
Tower Key----->Lugeie Key  
Pink Tail----->Pink Tail  
Pan----->Fry Pan  
Adamant----->Adamant  
Rat Tail----->Rat Tail  
Darkness Crystal----->Darkness Crystal  
Twin Harp----->Echoer  
Luca Key----->Luka Key  
Magma Key----->Magma Stone  
Earth Crystal----->Earth Crystal  
Sand Ruby----->DesertLite  
Baron Key----->Baron Key  
Package----->Bomb Ring  
Whistle----->Whistle  
Pass----->Pass  
Carrot----->Veggie  
Mage Call Spell----->MindFlay Call Spell  
Dummy Call Spell----->Cocktric Call Spell  
Bomb Call Spell----->Bomb Call Spell  
Imp Call Spell----->Goblin Call Spell  
Dummy-Sight----->Dwf Bread  
Dummy-Exit----->ExitDoor  
Dummy-Nothing----->PornoMag  
Cabin----->Cottage  
Tent----->Tent  
Dummy-10MP----->Soma Drop  
Dummy-50HP----->Silver Apple  
Dummy-100HP----->Golden Apple  
Dummy-Alarm----->Alarm  
Heal Potion----->Medicine  
Dummy-Cures Curse----->Cross

Dummy-Cures Poison----->Antidote  
 Dummy-Cures Blindness----->Eye Drop  
 Dummy-Cures Silence----->Echo Herb  
 Dummy-Cures Pig----->Diet Food  
 Dummy-Cures Small----->Aprntice  
 Dummy-Cures Frog----->Maid Kiss  
 Dummy-Cures Stone----->Gold-Pin  
 Life Potion----->Fenix Down  
 Elixir----->Elixir  
 Ether 2----->EtherDry  
 Ether 1----->Ether  
 Cure 3----->X-Potion

US Name:

J2E Name:

Shadow Sword	Black Sword
Darkness Sword	Shadow Sword
Black Sword	Death Sword
Legend Sword	Legend Sword
Light Sword	Light Sword
Ancient Sword	Ancient Sword
Drain Sword	Blood Sword
Silver Sword	Mithril Sword
Slumber Sword	Slumber Sword
Fire Sword	Flame Sword
Ice Brand	Ice Brand
Medusa Sword	Medusa Sword
Avenger Sword	Avenger Sword
Defense Sword	Defender Sword
Excalibur	Excalibur
Crystal Sword	Ragnarok

Spear	Spear
Wind Spear	Wind Spear
Flame Spear	Flame Spear
Blizzard Spear	Blizzard Spear
Drain Spear	Blood Spear
Dragoon Lance	Dragon Lance
Gungnir Spear	Gungnir Spear
White Lance	Holy Lance

Hand Axe	Hand Axe
Dwarf Axe	Dwarf Axe
Ogre Axe	Ogre Killer
Poison Axe	Poison Axe
Rune Axe	Rune Axe

Short Bow	Bow
Cross Bow	Cross Bow
Great Bow	Great Bow
Archer Bow	Killer Bow
Elven Bow	Elven Bow
Samurai Bow	Yoichi Bow
Artemis Bow	Artemis Bow

Iron Arrow	Iron Arrow
Medusa Arrow	Medusa Arrow
White Arrow	Holy Arrow
Fire Arrow	Fire Arrow
Ice Arrow	Ice Arrow

Lightning Arrow  
Darkness Arrow  
Poison Arrow  
Mute Arrow  
Charm Arrow  
Samurai Arrow  
Artemis Arrow

Whip  
Chain Whip  
Blitz Whip  
Flame Whip  
Dragon Whip

Silver Knife  
Mute Knife  
Dancing Knife  
Assassin Knife

Short Sword  
Middle Sword  
Long Sword  
Ninja Sword  
Murasame  
Masamune

Boomerang  
Full Moon  
Shuriken  
Ninja Star

Fire Claw  
Ice Claw  
Thunder Claw  
Charm Claw  
Poison Claw  
Cat Claw

Wooden Hammer  
Silver Hammer  
Earth Hammer

Rod  
Ice Rod  
Flame Rod  
Thunder Rod  
Change Rod  
Charm Rod  
Stardust Rod

Staff  
Cure Staff  
Silver Staff  
Power Staff  
Lunar Staff  
Life Staff  
Silence Staff

Dream Harp  
Charm Harp

Lightning Arrow  
Darkness Arrow  
Poison Arrow  
Mute Arrow  
Angel Arrow  
Yoichi Arrow  
Artemis Arrow

Whip  
Chain Whip  
Electric Whip  
Firebute Whip  
Dragon Whip

Mithril Knife  
Mage Mash Knife  
Dancing Knife  
Assassin Knife

Kunai  
Ashura  
Kotetsu  
Kikuichi  
Murasame  
Masamune

Boomerang  
Engetsu  
Shuriken  
Hell Wind

Fire Claw  
Ice Claw  
Thunder Claw  
Fairy Claw  
Hell Claw  
Cat Claw

Mallet  
Mithril Hammer  
Earth Hammer

Rod  
Ice Rod  
Flame Rod  
Thunder Rod  
Apparite Rod  
Fairy Rod  
Stardust Rod

Staff  
Healing Staff  
Mithril Staff  
Power Staff  
Energy Staff  
Sage Staff  
Silence Staff

Dreamer Harp  
Lamia Harp

Shields:

Iron Shield	Iron Shield
Shadow Shield	Black Shield
Black Shield	Demon Shield
Paladin Shield	Light Shield
Silver Shield	Mithril Shield
Fire Shield	Flame Shield
Ice Shield	Ice Shield
Diamond Shield	Diamond Shield
Aegis Shield	Aegis Shield
Samurai Shield	Genji Shield
Dragoon Shield	Dragon Shield
Crystal Shield	Crystal Shield

Cap	Leather Cap
Head Band	Bandanna
Leather Cap	Feather Cap
Gaea Cap	Triangle Cap
Iron Helmet	Iron Helmet
Bandanna	Gr. Beret
Shadow Helmet	Black Helmet
Darkness Helmet	Hades Helmet
Wizard Cap	Priest Cap
Ninja Cap	Dark Hood
Black Helmet	Demon Helmet
Paladin Helmet	Light Helmet
Tiara	Gold Band
Silver Helmet	Mithril Helmet
Diamond Helmet	Diamond Helmet
Ribbon	Ribbon
Samurai Helmet	Genji Helmet
Dragoon Helmet	Dragon Helmet
Crystal Helmet	Crystal Helmet
Glass Helmet	Glass Helmet

Cloth	Cloth
Prisoner Robe	Convict Robe
Leather Armor	Leather Armor
Bard Robe	Poet Robe
Gaea Robe	Gaea Robe
Karate Robe	Kenpou Robe
Iron Armor	Iron Armor
Shadow Armor	Black Armor
Wizard Robe	Priest Robe
Darkness Armor	Hades Armor
Black Robe	Black Robe
Black Armor	Demon Armor
Black Belt	Black Belt
Paladin Armor	Knight Armor
Sorcerer Robe	Light Robe
Silver Armor	Mithril Armor
Fire Armor	Flame Armor
Ice Armor	Ice Armor
White Robe	White Robe
Diamond Armor	Diamond Armor
Heroine Robe	Menerva
Samurai Armor	Genji Armor
Dragoon Armor	Dragon Armor

Crystal Armor	Crystal Armor
Ninja Robe	Dark Gear
Power Armor	Power Robe
Adamant Armor	Adamant Armor
Ruby Ring	Ruby Ring
Iron Gauntlet	Iron Gauntlet
Shadow Gauntlet	Black Gauntlet
Iron Ring	Iron Ring
Strength Ring	Power Ring
Darkness Gauntlet	Hades Gauntlet
Silver Ring	Silver Ring
Black Gauntlet	Demon Gauntlet
Rune Ring	Rune Ring
Paladin Gauntlet	Gauntlet
Silver Gauntlet	Mithril Gauntlet
Diamond Ring	Diamond Ring
Diamond Gauntlet	Diamond Gauntlet
Samurai Gauntlet	Genji Gauntlet
Dragoon Gauntlet	Dragon Gauntlet
Crystal Gauntlet	Crystal Gauntlet
Protect Ring	Defense Ring
Crystal Ring	Crystal Ring
Cursed Ring	Cursed Ring

White Magic:

Cure-1	Cure
Cure-2	Cure 2
Cure-3	Cure 3
Cure-4	Cure 4
Heal	Esuna
Hold	Hold
Life-1	Life
Life-2	Life 2
Mute	Silence
Charm	Confuse
Blink	Blink
Slow	Slow
Fast	Haste
Bersk	Berserk
White	Holy
Wall	Reflect
Peep	Libra
Size	Minimum
Exit	Teleport
Sight	Sight
Float	Levitate
Nonexistent**	Protect
Nonexistent	Shell
Nonexistent	Dispel

\*\*This spell actually does exist in Final Fantasy II. The Minds near the end of the game use it as Armor. However, it is not possible to gain it as a usable spell.

Black Magic:

Fire-1	Fire
Fire-2	Fire 2

Fire-3	Fire 3
Ice-1	Ice
Ice-2	Ice 2
Ice-3	Ice 3
Lit-1	Bolt
Lit-2	Bolt 2
Lit-3	Bolt 3
Virus	Bio
Weak	Tornado
Quake	Quake
Fatal	Death
Nuke	Flare
Meteo	Meteo
Venom	Poison
Sleep	Sleep
Stop	Stop
Drain	Drain
Psych	Osmose
Toad	Toad
Piggy	Piggy
Warp	Dejon
Stone	Break

Call Magic:

Asura	Ashura
Sylph	Sylph
Mist	Mist
Titan	Titan
Shiva	Shiva
Indra	Ramuh
Jinn	Ifrit
Leviatan	Leviathan
Odin	Odin
Bahamut	Bahamut
Chocobo	Chocobo
Imp	Goblin
Bomb	Bomb
Mage	Flayer
Nonexistent	Cocktric

Twin Magic:

Flare	little Flare
Comet	little Meteo

Ninja Magic:

Flame	Katon
Flood	Suiton
Blitz	Raijin
Pin	Needles
Image	Image
Smoke	Smoke

Character Spell Levels:

Again this is a redone section of the walkthrough. I created this section to show what level each character gains their spells at, as it is slightly different than the US Version of the game. I have also

used the corresponding names from FF4 as not to confuse anyone.

Rydia:

Spell:	Level Learned:
Fire	N/A
Fire 2	N/A
Fire 3	42
Ice	2
Ice 2	N/A
Ice 3	39
Bolt	5
Bolt 2	N/A
Bolt 3	45
Bio	26
Tornado	51
Quake	47
Death	52
Flare	55
Meteo	60
Poison	10
Sleep	8
Stop	15
Drain	35
Osmose	31
Toad	13
Piggy	20
Dejon	12
Break	49
Cure*	3
Sight*	4
Hold*	7
Asura	N/A
Sylph	N/A
Mist	N/A
Titan	N/A
Shiva	N/A
Indra	N/A
Ifrit	N/A
Leviathan	N/A
Odin	N/A
Bahamut	N/A
Chocobo	N/A
Goblin**	N/A
Bomb**	N/A
Flayer**	N/A
Cocktric**	N/A

\*Rydia can only use these Spells up to the point when Leviathan attacks the ship.

\*\*These spells cannot be learned normally. You have to find the hidden call spells by randomly defeating the monsters which bear the same name.

Tellah:

I haven't included a chart for Tellah since he never learns any of his

spells through levels.

Rosa:

Spell:	Level Learned:
Cure	N/A
Cure 2	13
Cure 3	30
Cure 4	38
Esuna	18
Hold	N/A
Life	11
Life 2	45
Silence	15
Confuse	24
Blink	23
Slow	N/A
Haste	33
Berserk	20
Holy	55
Reflect	36
Libra	N/A
Minimum	30
Teleport	N/A
Sight	N/A
Levitate	35
Protect	12
Shell	29
Dispel	31

Palom:

Spell:	Level Learned:
Fire	N/A
Fire 2	12
Fire 3	33
Ice	N/A
Ice 2	11
Ice 3	32
Bolt	N/A
Bolt 2	13
Bolt 3	34
Bio	19
Tornado	48
Quake	23
Death	46
Flare	52
Meteo	50
Poison	N/A
Sleep	N/A
Stop	14
Drain	26
Osmose	40
Toad	22
Piggy	11
Dejon	29
Break	36
little Flare	N/A



little Comet N/A

Porom:

Spell: Level Learned:

Cure	N/A
Cure 2	13
Cure 3	33
Cure 4	48
Esuna	20
Hold	N/A
Life	11
Life 2	56
Silence	15
Confuse	25
Blink	23
Slow	N/A
Haste	38
Berserk	18
Holy	52
Reflect	44
Libra	N/A
Minimum	31
Teleport	19
Sight	N/A
Levitate	40
Protect	12
Shell	29
Dispel	31
little Flare	N/A
little Comet	N/A

Cecil (Paladin):

Spell: Level Learned:

Cure	N/A
Cure 2	15
Libra	8
Esuna	24
Teleport	19
Sight	3

Edge:

Spell: Level Learned:

Katon	N/A
Suiton	N/A
Raijin	N/A
Needles	27
Image	38
Smoke	33

FuSoYa:

FuSoYa already starts with all the Spells so there's no need to make a magic chart.

Section XII: Updated Weapon/Armor/Magic Lists:

In this section I have took my previous charts and have modified them for use with Final Fantasy IV. It will be weapons first, then armor, and finally Spells. There will also be an updated who can equip/use section as the class names are a tad different in Final Fantasy IV.

=====  
Black Sword  
Type: Sword  
Attack: 10  
Hit: 80%  
Equipped by: Cecil  
Affect: Darkness? (not too sure this one works as advertised.)  
Battle: No  
=====

=====  
Shadow Sword  
Type: Sword  
Attack: 20  
Hit: 85%  
Equipped by: Cecil  
Affect: Darkness?  
Battle: No  
=====

=====  
Death Sword  
Type: Sword  
Attack: 30  
Hit: 90%  
Equipped by: Cecil  
Affect: Darkness, Death  
Battle: No  
=====

=====  
Legend  
Type: Sword  
Attack: 40  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No  
=====

=====  
Light  
Type: Sword  
Power: 99  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No  
=====

=====  
Ancient Sword  
Type: Sword  
Power: 35  
=====

Hit: 77%  
Equipped by: P,D  
Affect: Curse  
Battle: No

=====  
=====  
Blood Sword  
Type: Sword  
Power: 45  
Hit: 30%  
Equipped by: P,D  
Affect: Drains HP (use with caution around Undead)  
Battle: No

=====  
=====  
Mithril Sword  
Type: Sword  
Power: 50  
Hit: 80%  
Equipped by: P,D  
Affect: None  
Battle: No

=====  
=====  
Slumber Sword  
Type: Sword  
Power: 55  
Hit: 80%  
Equipped by: P,D  
Affect: Puts enemies to sleep.  
Battle: Sleep spell

=====  
=====  
Fire Sword  
Type: Sword  
Power: 65  
Hit: 80%  
Equipped by: P,D  
Affect: Fire Elemental  
Battle: No

=====  
=====  
Ice Brand  
Type: Sword  
Power: 75  
Hit: 80%  
Equipped by: P,D  
Affect: Ice Elemental  
Battle: None

=====  
=====  
Medusa Sword  
Type: Sword  
Power: 77

Hit: 70%  
Equipped by: P,D  
Affect: Slow Petrification  
Battle: No

Avenger Sword  
Type: Sword  
Power: 90  
Hit: 75%  
Equipped by: P,D  
Affect: Berserks User  
Battle: No

Defense Sword  
Type: Sword  
Power: 109  
Hit: 90%  
Equipped by: P,D  
Affect: Raises Vitality  
Battle: No

Excalibur  
Type: Sword  
Power: 160  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No

Ragnarok  
Type: Sword  
Power: 200  
Hit: 99%  
Equipped by: Cecil  
Affect: Sacred Power  
Battle: No

Spear  
Type: Spear  
Power: 9  
Hit: 99%  
Equipped by: Kain  
Affect: None  
Battle: No

Wind Spear  
Type: Spear  
Power: 55

Hit: 80%  
Equipped by: Kain  
Affect: None  
Battle: No

Flame Spear  
Type: Spear  
Power: 66  
Hit: 80%  
Equipped by: Kain  
Affect: Fire Elemental  
Battle: Fire 2

Blizzard Spear  
Type: Spear  
Power: 77  
Hit: 80%  
Equipped by: Kain  
Affect: Ice Elemental  
Battle: Ice 2

Blood Spear  
Type: Spear  
Power: 88  
Hit: 22%  
Equipped by: Kain  
Affect: Drains HP (use with caution around Undead)  
Battle: No

Dragon Lance  
Type: Spear  
Power: 99  
Hit: 99%  
Equipped by: Kain  
Affect: Best used on dragons  
Battle: No

Gungnir Spear  
Type: Spear  
Power: 92  
Hit: 80%  
Equipped by: Kain  
Affect: None  
Battle: No

Holy Lance  
Type: Spear  
Power: 109

Hit: 95%  
Equipped by: Kain  
Affect: Sacred Power  
Battle: Holy

---

---

Hand Axe  
Type: Axe  
Power: ?  
Hit: ?  
Equipped by: Unknown  
Affect: Unknown  
Battle: Unknown

---

---

Dwarf Axe  
Type: Axe  
Power: 62  
Hit: 69%  
Equipped by: P,D,E  
Affect: None  
Battle: No

---

---

Ogre Killer  
Type: Axe  
Power: 80  
Hit: 69%  
Equipped by: P,D,E  
Affect: None  
Battle: No

---

---

Poison Axe  
Type: Axe  
Power: 100  
Hit: 69%  
Equipped by: P,D,E  
Affect: Poisons Enemies  
Battle: Poison

---

---

Rune Axe  
Type: Axe  
Power: ?  
Hit: ?  
Equipped by: Unknown  
Affect: Unknown  
Battle: Unknown

---

---

Bow  
Type: Bow:  
Power: 10

Hit: 30%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial (works better against flying monsters I think)  
Battle: No

=====  
=====  
Cross Bow

Type: Bow  
Power: 20  
Hit: 35%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

=====  
=====  
Great Bow

Type: Bow  
Power: 30  
Hit: 40%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

=====  
=====  
Killer Bow

Type: Bow  
Power: 40  
Hit: 30%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

=====  
=====  
Elven Bow

Type: Bow  
Power: 50  
Hit: 75%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

=====  
=====  
Yoichi Bow

Type: Bow  
Power: 60  
Hit: 60%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

=====  
=====  
Artemis Bow

Type: Bow  
Power: 70

Hit: 99%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Aerial  
Battle: No

Iron Arrow  
Type: Arrow  
Power: 3

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: None  
Battle: No

Medusa Arrow  
Type: Arrow  
Power: 8

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Petrification  
Battle: No

Holy Arrow  
Type: Arrow  
Power: 10

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Sacred Power  
Battle: No

Fire Arrow  
Type: Arrow  
Power: 15

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Fire Elemental  
Battle: No

Ice Arrow  
Type: Arrow  
Power: 15

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Ice Elemental  
Battle: No

Lightning Arrow  
Type: Arrow  
Power: 15



Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Lightning Elemental  
Battle: No

---

---

Darkness Arrow  
Type: Arrow  
Power: 20  
Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Darkness  
Battle: No

---

---

Poison Arrow  
Type: Arrow  
Power: 30  
Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Poison Enemies  
Battle: No

---

---

Mute Arrow  
Type: Arrow  
Power: 35  
Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Silences Enemies  
Battle: No

---

---

Angel Arrow  
Type: Arrow  
Power: 40  
Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: Confuses Enemies  
Battle: No

---

---

Yoichi Arrow  
Type: Arrow  
Power: 50  
Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: None  
Battle: No

---

---

Artemis Arrow  
Type: Arrow  
Power: 75

Hit: 0%  
Equipped by: P,Su,B,WW,BW,E,L  
Affect: None  
Battle: No

Whip  
Type: Whip  
Power: 20  
Hit: 99%  
Equipped by: Rydia  
Affect: Paralyze  
Battle: No

Chain Whip  
Type: Whip  
Power: 30  
Hit: 55%  
Equipped by: Rydia  
Affect: Paralyze  
Battle: No

Electric Whip  
Type: Whip  
Power: 40  
Hit: 60%  
Equipped by: Rydia  
Affect: Lightning Elemental?, Paralyze?  
Battle: No

Firebute  
Type: Whip  
Power: 50  
Hit: 65%  
Equipped by: Rydia  
Affect: Fire Elemental?, Paralyze  
Battle: No

Dragon Whip  
Type: Whip  
Power: 60  
Hit: 99%  
Equipped by: Rydia  
Affect: None  
Battle: No

Mithril Knife  
Type: Knife  
Power: 20

Hit: 99%  
Equipped by: P,D,Su,BW,N  
Affect: None  
Battle: No

=====  
=====  
MageMash  
Type: Knife  
Power: 35  
Hit: 75%  
Equipped by: P,D,Su,BW,N  
Affect: Silences Enemies  
Battle: No

=====  
=====  
Dancing Knife  
Type: Knife  
Power: 28  
Hit: 99%  
Equipped by: P,D,Su,BW,N  
Affect: None  
Battle: Throw the knife at the target for slight amount of damage.

=====  
=====  
Assassin Knife  
Type: Knife  
Power: 40  
Hit: 65%  
Equipped by: P,D,Su,B,BW,N  
Affect: Death  
Battle: No

=====  
=====  
Kunai  
Type: Ninja Sword  
Power: 25  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No

=====  
=====  
Ashura  
Type: Ninja Sword  
Power: 32  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No

=====  
=====  
Kotetsu  
Type: Ninja Sword  
Power: 40

Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No

---

---

Kikuichi  
Type: Ninja Sword  
Power: 48  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No

---

---

Murasame  
Type: Ninja Sword  
Power: 55  
Hit: 90%  
Equipped by: Edge  
Affect: None  
Battle: No

---

---

Masamune  
Type: Ninja Sword  
Power: 65  
Hit: 99%  
Equipped by: Edge  
Affect: None  
Battle: Haste

---

---

Boomerang  
Type: Thrown  
Power: 20  
Hit: 80%  
Equipped by: Edge  
Type: Aerial  
Battle: No

---

---

Engtsu  
Type: Thrown  
Power: 40  
Hit: 85%  
Equipped by: Edge  
Affect: Aerial  
Battle: No

---

---

Shuriken  
Type: Thrown  
Power: 40

Hit: 99%  
Equipped by: N/A (used with the throw command)  
Affect: None  
Battle: No

=====  
=====  
Hell Wind  
Type: Thrown  
Power: 60  
Hit: 99%  
Equipped by: N/A (used with the throw command)  
Affect: None  
Battle: No

=====  
=====  
Fire Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: M,N  
Affect: Fire Elemental  
Battle: No

=====  
=====  
Ice Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: M,N  
Affect: Ice Elemental  
Battle: No

=====  
=====  
Thunder Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: M,N  
Affect: Lightning Elemental  
Battle: No

=====  
=====  
Fairy Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: M,N  
Affect: Confuses Monsters  
Battle: No

=====  
=====  
Hell Claw  
Type: Claw  
Power: 0

Hit: 80%  
Equipped by: M,N  
Affect: Poison Enemies  
Battle: No

---

---

Cat Claw  
Type: Claw  
Power: 0  
Hit: 80%  
Equipped by: M,N  
Affect: Puts enemies to sleep.  
Battle: No

---

---

Mallet  
Type: Hammer  
Power: 45  
Hit: 75%  
Equipped by: Cid  
Affect: None  
Battle: No

---

---

Mithril Hammer  
Type: Hammer  
Power: 55  
Hit: 75%  
Equipped by: Cid  
Affect: None  
Battle: No

---

---

Earth Hammer  
Type: Hammer  
Power: 65  
Hit: 75%  
Equipped by: Cid  
Affect: Earth Elemental?  
Battle: Quake

---

---

Rod  
Type: Rod  
Power: 3  
Hit: 40%  
Equipped by: Su,S,BW,L  
Affect: None  
Battle: Throws like a little ball of energy at the target causing minimal damage. Sorry but I don't really know how else to describe the attack on this one.

---

---

Ice Rod

Type: Rod  
Power: 5  
Hit: 45%  
Equipped by: Su,S,BW,L  
Affect: Ice Elemental  
Battle: Ice 1

Flame Rod  
Type: Rod  
Power: 7  
Hit: 45%  
Equipped by: Su,S,BW,L  
Affect: Fire Elemental  
Battle: Fire 1

Thunder Rod  
Type: Rod  
Power: 10  
Hit: 50%  
Equipped by: Su,S,BW,L  
Affect: Lightning Elemental  
Battle: Bolt 1

Apparite Rod  
Type: Rod  
Power: 17  
Hit: 55%  
Equipped by: Su,S,BW,L  
Affect: None  
Battle: Piggy

Fairy Rod  
Type: Rod  
Power: 30  
Hit: 55%  
Equipped by: Su,S,BW,L  
Affect: Confuses Enemies  
Battle: Confusion

Stardust Rod  
Type: Rod  
Power: 45  
Hit: 60%  
Equipped by: Su,S,BW,L  
Affect: None  
Battle: Comet

Lamia Rod??

Type: Rod  
Power: ? (will update when I find the stats)  
Hit: ? (will update when I find the stats)  
Equipped by: Su,S,BW,L  
Affect: Drains HP (use with caution around Undead)  
Battle: Osmose

=====  
=====  
Staff

Type: Staff  
Power: 4  
Hit: 45%  
Equipped by: Su,S,WW,P,L  
Affect: None  
Battle: Heal?

=====  
=====  
Healing Staff

Type: Staff  
Power: 8  
Hit: 50%  
Equipped by: S,WW,P,L  
Affect: None  
Battle: Cure

=====  
=====  
Mithril Staff

Type: Staff  
Power: 12  
Hit: 55%  
Equipped by: S,WW,P,L  
Affect: None  
Battle: Heal?

=====  
=====  
Power Staff

Type: Staff  
Power: 30  
Hit: 99%  
Equipped by: S,WW,L  
Affect: None  
Battle: No

=====  
=====  
Energy Staff

Type: Staff  
Power: 36  
Hit: 60%  
Equipped by: S,WW,L  
Affect: None  
Battle: Some odd affect which I have no idea what it does if anything.

=====  
=====  
Sage Staff



Type: Staff  
Power: 48  
Hit: 65%  
Equipped by: S,WW,L  
Affect: None  
Battle: Life

=====

=====

Silence Staff  
Type: Staff  
Power: ?  
Hit: ?  
Equipped by: S,WW,L  
Affect: Silences the target  
Battle: Silence?

=====

=====

Dreamer  
Type: Harp  
Power: 10  
Hit: 85%  
Equipped by: Edward  
Affect: Puts enemies to sleep.  
Battle: No

=====

=====

Lamia Harp  
Type: Harp  
Power: 20  
Hit: 90%  
Equipped by: Edward  
Affect: Confuses Enemies  
Battle: No

=====

=====

Iron Shield  
Type: Shield  
Defense: 1  
Defense %: 20%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: D,E  
Affect: None

=====

=====

Black Shield  
Type: Shield  
Defense: 1  
Defense %: 22%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

=====

=====  
Demon Shield  
Type: Shield  
Defense: 2  
Defense %: 24%  
Magic Def: 0  
Magic Def %: 1%  
Equipped by: DK  
Affect: None  
=====

=====  
Light Shield  
Type: Shield  
Defense: 2  
Defense %: 24%  
Magic Def: 1  
Magic Def %: 1%  
Equipped by: P  
Affect: None  
=====

=====  
Mithril Shield  
Type: Shield  
Defense: 3  
Defense %: 26%  
Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,E  
Affect: None  
=====

=====  
Flame Shield  
Type: Shield  
Defense: 3  
Defense %: 28%  
Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,E  
Affect: Protects against fire attacks but adds weakness to ice attacks.  
=====

=====  
Ice Shield  
Type: Shield  
Defense: 2  
Defense %: 30%  
Magic Def: 2  
Magic Def %: 2%  
Equipped by: P,D,E  
Affect: Protects against ice attacks but adds weakness to fire attacks.  
=====

=====  
Diamond Shield  
Type: Shield  
Defense: 4  
Defense %: 32%  
=====

Magic Def: 2  
Magic Def %: 3%  
Equipped by: P,D,E  
Affect: None

=====  
Aegis Shield  
Type: Shield  
Defense: 4  
Defense %: 34%  
Magic Def: 5  
Magic Def %: 5%  
Equipped by: P,D,E  
Affect: Blocks Petrify and Stone attacks.

=====  
Genji Shield  
Type: Shield  
Defense: 5  
Defense %: 36%  
Magic Def: 3  
Magic Def %: 4%  
Equipped by: P,D,E  
Affect: None

=====  
Dragon Shield  
Type: Shield  
Defense: 6  
Defense %: 38%  
Magic Def: 3  
Magic Def %: 5%  
Equipped by: P,D  
Affect: None

=====  
Crystal Shield  
Type: Shield  
Defense: 7  
Defense %: 40%  
Magic Def: 4  
Magic Def %: 6%  
Equipped by: P  
Affect: None

=====  
Cap  
Type: Helmet  
Defense: 1  
Defense %: 3%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None

=====  
Bandanna  
Type: Helmet  
Defense: 1  
Defense %: 10%  
Magic Def: 1  
Magic Def%: %  
Equipped by: All but DK  
Affect: None  
=====

=====  
Feather Cap  
Type: Helmet  
Defense: 2  
Defense %: 6%  
Magic Def: 3  
Magic Def%: 3%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Triangle Cap  
Type: Helmet  
Defense: 3  
Defense %: 7%  
Magic Def: 5  
Magic Def%: 5%  
Equipped by: Su, S, P, WW, BW, L  
Affect: None  
=====

=====  
Iron Helmet  
Type: Helmet  
Defense: 3  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: P, D, E  
Affect: None  
=====

=====  
Gr. Beret  
Type: Helmet  
Defense: 3  
Defense %: 12%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Black Helmet  
Type: Helmet  
Defense: 4  
=====

Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Shadow Helmet  
Type: Helmet  
Defense: 5  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Priest Cap  
Type: Helmet  
Defense: 5  
Defense %: 8%  
Magic Def: 7  
Magic Def%: 7%  
Equipped by: Su, S, P, WW, BW, L  
Affect: None

---

---

Dark Hood  
Type: Helmet  
Defense: 5  
Defense %: 14%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK  
Affect: None

---

---

Demon Helmet  
Type: Helmet  
Defense: 6  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: DK  
Affect: None

---

---

Light Helmet  
Type: Helmet  
Defense: 7  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 1%  
Equipped by: P  
Affect: None

=====  
=====  
Gold Band  
Type: Helmet  
Defense: 7  
Defense %: 10%  
Magic Def: 10  
Magic Def%: 10%  
Equipped by: Su, WW  
Affect: None  
=====

=====  
Mithril Helmet  
Type: Helmet  
Defense: 8  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D,E  
Affect: None  
=====

=====  
Diamond Helmet  
Type: Helmet  
Defense: 8  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D  
Affect: None  
=====

=====  
Ribbon  
Type: Helmet  
Defense: 9  
Defense %: 12%  
Magic Def: 12  
Magic Def%: 12%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Genji Helmet  
Type: Helmet  
Defense: 10  
Defense %: 0%  
Magic Def: 6  
Magic Def%: 3%  
Equipped by: P,D,N  
Affect: None  
=====

=====  
Dragon Helmet  
Type: Helmet  
=====

Defense: 11  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P,D  
Affect: None

Crystal Helmet  
Type: Helmet  
Defense: 12  
Defense %: 0%  
Magic Def: 8  
Magic Def%: 5%  
Equipped by: P  
Affect: None

Glass Helmet  
Type: Helmet  
Defense: 30  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: None

Cloth  
Type: Armor  
Defense: 1  
Defense %: 10%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: None

Convict Robe  
Type: Armor  
Defense: 1  
Defense %: 10%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: None

Leather Armor  
Type: Armor  
Defense: 2  
Defense %: 10%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: All but DK

Affect: None

Poet Robe

Type: Armor

Defense: 2

Defense %: 10%

Magic Def: 1

Magic Def%: 0%

Equipped by: All but DK

Affect: None

Gaea Robe

Type: Armor

Defense: 3

Defense %: 10%

Magic Def: 3

Magic Def%: 3%

Equipped by: Su, S, P, WW, BW, L

Affect: None

Kenpou Robe

Type: Armor

Defense: 3

Defense %: 20%

Magic Def: 2

Magic Def%: 1%

Equipped by: All but DK

Affect: None

Iron Armor

Type: Armor

Defense: 4

Defense %: 0%

Magic Def: 1

Magic Def%: 0%

Equipped by: D, P, E

Affect: None

Black Armor

Type: Armor

Defense: 5

Defense %: 0%

Magic Def: 1

Magic Def%: 0%

Equipped by: DK

Affect: None

Priest Robe



Type: Armor  
Defense: 5  
Defense %: 10%  
Magic Def: 5  
Magic Def%: 5%  
Equipped by: Su, S, P, WW, BW, L  
Affect: None

---

---

Hades Armor  
Type: Armor  
Defense: 7  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Black Robe  
Type: Armor  
Defense: 8  
Defense %: 10%  
Magic Def: 7  
Magic Def%: 7%  
Equipped by: Su, S, BW, L  
Affect: None

---

---

Demon Armor  
Type: Armor  
Defense: 9  
Defense %: 0%  
Magic Def: 3  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

---

---

Black Belt  
Type: Armor  
Defense: 10  
Defense %: 30%  
Magic Def: 3  
Magic Def%: 2%  
Equipped by: All but DK  
Affect: None

---

---

Knight Armor  
Type: Armor  
Defense: 11  
Defense %: 0%  
Magic Def: 3  
Magic Def%: 1%

Equipped by: P

Affect: None

Light Robe

Type: Armor

Defense: 12

Defense %: 10%

Magic Def: 9

Magic Def%: 10%

Equipped by: Su, S, P, WW, BW, L

Affect: None

Mithril Armor

Type: Armor

Defense: 13

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P, D, E

Affect: None

Flame Armor

Type: Armor

Defense: 13

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P, D, E

Affect: Protects against fire attacks but adds weakness to ice attacks.

Ice Armor

Type: Armor

Defense: 17

Defense %: 0%

Magic Def: 4

Magic Def%: 2%

Equipped by: P, D

Affect: Protects against ice attacks but adds weakness to fire attacks.

White Robe

Type: Armor

Defense: 18

Defense %: 10%

Magic Def: 10

Magic Def%: 8%

Equipped by: P, WW

Affect: None

Diamond Armor  
Type: Armor  
Defense: 19  
Defense %: 0%  
Magic Def: 4  
Magic Def%: 2%  
Equipped by: P,D  
Affect: None

---

---

Menerva Robe  
Type: Armor  
Defense: 20  
Defense %: 40%  
Magic Def: 5  
Magic Def%: 2%  
Equipped by: Su,WW  
Affect: None

---

---

Genji Armor  
Type: Armor  
Defense: 21  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P,D,N  
Affect: None

---

---

Dragon Armor  
Type: Armor  
Defense: 22  
Defense %: 0%  
Magic Def: 8  
Magic Def%: 5%  
Equipped by: P,D  
Affect: None

---

---

Crystal Armor  
Type: Armor  
Defense: 23  
Defense %: 0%  
Magic Def: 10  
Magic Def%: 6%  
Equipped by: P  
Affect: None

---

---

Dark Gear  
Type: Armor  
Defense: 24  
Defense %: 70%  
Magic Def: 15

Magic Def%: 8%  
Equipped by: N  
Affect: None

Power Armor  
Type: Armor  
Defense: ?  
Defense %: ?%  
Magic Def: ?  
Magic Def%: ?%  
Equipped by: ?  
Affect: ?

Adamant Armor  
Type: Armor  
Defense: 107  
Defense %: 99%  
Magic Def: 20  
Magic Def%: 16%  
Equipped by: All but DK  
Affect: None

Ruby Ring  
Type: Ring  
Defense: 0  
Defense %: 10%  
Magic Def: 3  
Magic Def%: 2%  
Equipped by: All but DK  
Affect: Prevents pig status.

Iron Gauntlet  
Type: Gauntlet  
Defense: 2  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: D,P,E  
Affect: None

Black Gauntlet  
Type: Gauntlet  
Defense: 2  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None

=====  
Iron Ring  
Type: Ring  
Defense: 2  
Defense %: 10%  
Magic Def: 2  
Magic Def%: 1%  
Equipped by: Su,WW,BW,B,M,S,L  
Affect: None  
=====

=====  
Power Ring  
Type: Ring  
Defense: 2  
Defense %: 10%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D,Su,M,N  
Affect: None  
=====

=====  
Hades Gauntlet  
Type: Gauntlet  
Defense: 3  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None  
=====

=====  
Silver Ring  
Type: Ring  
Defense: 3  
Defense %: 10%  
Magic Def: 4  
Magic Def%: 4%  
Equipped by: Su,WW,BW,B,M,S,N,L  
Affect: None  
=====

=====  
Demon Gauntlet  
Type: Gauntlet  
Defense: 4  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: DK  
Affect: None  
=====

=====  
Rune Ring  
Type: Ring  
Defense: 4  
Defense %: 10%  
=====

Magic Def: 8  
Magic Def%: 8%  
Equipped by: Su,WW,BW,B,M,S,L  
Affect: None

=====  
=====  
Gauntlet  
Type: Gauntlet  
Defense: 5  
Defense %: 0%  
Magic Def: 1  
Magic Def%: 1%  
Equipped by: P  
Affect: None

=====  
Mithril Gauntlet  
Type: Gauntlet  
Defense: 6  
Defense %: 0%  
Magic Def: 2  
Magic Def%: 2%  
Equipped by: P,D,E  
Affect: None

=====  
Diamond Ring  
Type: Ring  
Defense: 6  
Defense %: 10%  
Magic Def: 8  
Magic Def%: 6%  
Equipped by: Su,WW,BW,B,M,S,L  
Affect: None

=====  
Diamond Gauntlet  
Type:  
Defense: 7  
Defense %: 0%  
Magic Def: 3  
Magic Def%: 3%  
Equipped by: P,D,E  
Affect: None

=====  
Genji Gauntlet  
Type: Gauntlet  
Defense: 8  
Defense %: 0%  
Magic Def: 5  
Magic Def%: 3%  
Equipped by: P,D,N  
Affect: None

=====  
Dragon Gauntlet  
Type: Gauntlet  
Defense: 9  
Defense %: 0%  
Magic Def: 6  
Magic Def%: 3%  
Equipped by: P,D  
Affect: None  
=====

=====  
Defense Ring  
Type: Ring  
Defense: 10  
Defense %: 15%  
Magic Def: 12  
Magic Def%: 10%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Crystal Gauntlet  
Type: Gauntlet  
Defense: 10  
Defense %: 0%  
Magic Def: 7  
Magic Def%: 4%  
Equipped by: P  
Affect: None  
=====

=====  
Crystal Ring  
Type: Ring  
Defense: 20  
Defense %: 15%  
Magic Def: 12  
Magic Def%: 10%  
Equipped by: All but DK  
Affect: None  
=====

=====  
Cursed Ring  
Type: Ring  
Defense: -3?  
Defense %: 0%  
Magic Def: 0  
Magic Def%: 0%  
Equipped by: All but DK  
Affect: Permanent stop status??  
=====

=====  
Spell name: The name of the spell  
MP Cost: The amount of MP the spell takes to cast.  
Type: The type of spell whether it be recovery, attack, etc.  
=====

Target: The target(s) that the spell may affect at any time.  
Cast by: This is the listing (abbreviated) on who can cast the spell.  
Reflect: This is whether or not the spell can be reflected with Wall.

White Magic:

Cure

MP Cost: 3

Type: Recovery

Affect: Restores a small amount of HP\*. Can be used to inflict damage against the Undead.

Target: One or all allies or enemies

Cast by: P,Su,S,WW,L

Reflect: Yes

Cure 2

MP Cost: 9

Type: Recovery

Affect: Restores more HP than Cure\*. Can be used to inflict damage against the Undead.

Target: One or all allies or enemies

Cast by: P,S,WW,L

Reflect: Yes

Cure 3

MP Cost: 18

Type: Recovery

Affect: Restores more HP than Cure 2\*. Can be used to inflict damage against the Undead.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Cure 4

MP Cost: 40

Type: Recovery

Affect: Restores the greatest amount of HP\*. Can be used to inflict damage against the Undead.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Esuna

MP Cost: 20

Type: Recovery

Affect: Heals all status except Swoon.

Target: One ally or enemy

Cast by: P,S,WW,L

Reflect: Yes



Hold  
MP Cost: 5  
Type: Attack  
Affect: Paralyzes the target.  
Target: One ally or enemy  
Cast by: C,S,WW,L  
Reflect: Yes

=====

Life  
MP Cost: 8  
Type: Recovery  
Affect: Removes KO with small amount of HP.  
Target: One ally or enemy  
Cast by: S,WW,L  
Reflect: Both (Naturally if you cast it on a KO character it will work since Wall is gone but if cast on someone alive with Wall it will be reflected).

=====

Life 2  
MP Cost: 52  
Type: Recovery  
Affect: Removes KO with full HP.  
Target: One ally or enemy  
Cast by: S,WW,L  
Reflect: Both (Naturally if you cast it on a KO character it will work since Wall is gone but if cast on someone alive with Wall it will be reflected).

=====

Silence  
MP Cost: 8  
Type: Attack  
Affect: Disables magic with silence.  
Target: One or all allies or enemies  
Cast by: S,WW,L  
Reflect: Yes

=====

Confuse  
MP Cost: 10  
Type: Attack  
Affect: Confuses the target into attacking allies.  
Target: One ally or enemy  
Cast by: S,WW,L  
Reflect: Yes

=====

Blink  
MP Cost: 8  
Type: Defense  
Affect: Evade 2 physical attacks towards character.  
Target: One ally or enemy  
Cast by: S,WW,L

Reflect: Yes

Slow

MP Cost: 14

Type: Attack

Affect: Slows down the speed of the target.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Haste

MP Cost: 25

Type: Defense

Affect: Increases the speed of the target.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes

Berserk

MP Cost: 18

Type: Attack

Affect: Causes target to go berserk resulting in more damage and attacks.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes

Holy

MP Cost: 46

Type: Attack

Affect: Strikes the target with holy power.

Target: One ally or enemy

Cast by: WW,L

Reflect: Yes

Reflect

MP Cost: 30

Type: Defense

Affect: Reflects back some but not all magic towards the caster.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes

Libra

MP Cost: 1

Type: Special

Affect: Check current HP and weakness of target.

Target: One ally or enemy

Cast by: P,S,WW,L

Reflect: Yes

Minimum

MP Cost: 6

Type: Special

Affect: Changes size to small which increases damage. If already small the spell will change the target back to normal.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Teleport

MP Cost: 10

Type: Special

Affect: Escape from dungeons or battle.

Target: All allies

Cast by: P,S,WW,L

Reflect: No

Sight

MP Cost: 2

Type: Special

Affect: Look at larger view of overworld map.

Target: N/A

Cast by: P,C,S,WW,L

Reflect: No

Levitate

MP Cost: 8

Type: Special

Affect: Float to avoid Quake and damage floors. Will wear off when going to the next floor in a dungeon.

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Protect

MP Cost: 9

Type: Defense

Affect: Raises the defense of the target(s).

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

Shell

MP Cost: 10

Type: Defense

Affect: Raises the magic defense of the target(s).

Target: One or all allies or enemies

Cast by: S,WW,L

Reflect: Yes

=====  
=====  
Dispel

MP Cost: 12

Type: Attack

Affect: Removes all spell affects from the target.

Target: One ally or enemy

Cast by: S,WW,L

Reflect: Yes

=====  
=====  
\*: This just indicates that spells with an asterik next to it will heal less hp with a greater number of targets. Cure 4 for example can heal a character from 1 HP to full or cause up to 9999 damage if cast against a single target (undead only). If used for multiple targets the affect is much weaker.

Black Magic:

=====  
=====  
Fire

MP Cost: 5

Type: Attack

Affect: Weak fire elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====  
=====  
Fire 2

MP Cost: 15

Type: Attack

Affect: Stronger fire elemental attack than Fire.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====  
=====  
Fire 3

MP Cost: 30

Type: Attack

Affect: Strongest fire elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====  
=====  
Ice

MP Cost: 5

Type: Attack

Affect: Weak ice elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Ice 2

MP Cost: 15

Type: Attack

Affect: Stronger ice elemental attack than Ice.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Ice 3

MP Cost: 30

Type: Attack

Affect: Strongest ice elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Bolt

MP Cost: 5

Type: Attack

Affect: Weak lightning elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Bolt 2

MP Cost: 15

Type: Attack

Affect: Stronger lightning elemental attack than Bolt.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Bolt 3

MP Cost: 30

Type: Attack

Affect: Strongest lightning elemental attack.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Bio

MP Cost: 20

Type: Attack

Affect: Attacks with non-elemental virus attack and slowly drains hp.\*

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

Tornado

MP Cost: 25

Type: Attack

Affect: Weakens target leaving them with 1-9 HP remaining.

Target: One ally or enemy

Cast by: Su,S,BW,L

Reflect: Yes

Quake

MP Cost: 30

Type: Attack

Affect: Causes earthquake to damage the targets. Can be avoided with the float spell or by flying monsters.

Target: All allies or enemies

Cast by: Su,BW,L

Reflect: No

Death

MP Cost: 35

Type: Attack

Affect: Attempts to cause instant death to the target.

Target: One ally or enemy

Cast by: Su,BW,L

Reflect: Yes

Flare

MP Cost: 50

Type: Attack

Affect: Non-elemental attack against a single target.

Target: One ally or enemy

Cast by: Su,BW,L

Reflect: Yes

Meteo

MP Cost: 99

Type: Attack

Affect: Non-elemental attack with meteors.

Target: All allies or enemies

Cast by: Su,S,BW,L

Reflect: No

Poison

MP Cost: 2

Type: Attack

Affect: Poisons the target with HP damage as the fight progresses.

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====

Sleep

MP Cost: 12

Type: Attack

Affect: Puts the target(s) to sleep. Will awaken upon receiving physical damage.

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====

Stop

MP Cost: 15

Type: Attack

Affect: Stops motion of the target for a short time. Usually works better than the White Magic spell Hold.

Target: One ally or enemy

Cast by: Su,S,BW,L

Reflect: Yes

=====

Drain

MP Cost: 18

Type: Attack

Affect: Drains HP from target and heals the caster. Will harm the caster if the target is undead.

Target: One ally or enemy

Cast by: Su,S,BW,L

Reflect: Yes

=====

Osmose

MP Cost: 0

Type: Attack

Affect: Drains MP from target and restores the MP of the caster. Will steal caster's MP if the target is Undead.

Affect: One ally or enemy

Cast by: Su,S,BW,L

Reflect: Yes

=====

Toad

MP Cost: 7

Type: Special

Affect: Changes target(s) to/from toad status.

Target: One or all allies or enemies

Cast by: Su,S,BW,L

Reflect: Yes

=====

=====

Piggy  
MP Cost: 1  
Type: Special  
Affect: Changes target(s) to/from pig status.  
Target: One or all allies or enemies  
Cast by: Su,S,BW,L  
Reflect: Yes

=====

Dejon  
MP Cost: 4  
Type: Special  
Affect: Returns you to the previous floor from your current location.  
Target: All allies  
Cast by: Su,S,BW,L  
Reflect: N/A

=====

Break  
MP Cost: 15  
Type: Special  
Affect: Petrify the target(s) and inflinct the stone status upon them.  
Target: One or all allies or enemies  
Cast by: Su,S,BW,L  
Reflect: Yes

=====

\*: This just indicates that spells with an asterik next to it will cause less damage with a greater number of targets. If used for multiple targets the affect is much weaker as compared to that of a single target.

Call Magic:

=====

Asura  
MP Cost: 50  
Type: Recovery  
Affect: Random affect between Cure 2, Protect or Life.  
Target: All allies  
Cast by: Rydia  
Reflect: Yes

=====

Sylph  
MP Cost: 25  
Type: Special  
Affect: Takes HP from target and heals the party equal to HP taken/current number of party members.  
Target: One enemy  
Cast by: Rydia  
Reflect: Yes?

=====

Mist  
MP Cost: 20



Type: Attack  
Affect: Summons the mist dragon to the battle.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Titan  
MP Cost: 40  
Type: Attack  
Affect: Causes an earthquake. Will not harm monsters which are flying.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Shiva  
MP Cost: 30  
Type: Attack  
Affect: Summons Shiva to cause ice damage to your foes.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Indra  
MP Cost: 30  
Type: Attack  
Affect: Summons Indra to the battle, causing lightning damage.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Ifrit  
MP Cost: 30  
Type: Attack  
Affect: Summons Ifrit to cause fire based damage.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Leviathan  
MP Cost: 50  
Type: Attack  
Affect: Summons Leviathan to use a tidal wave.  
Target: All enemies  
Cast by: Rydia  
Reflect: No

=====  
Odin  
MP Cost: 45

Type: Attack

Affect: Summons Odin who attempts to slice your foes in half. I'm not sure how this one works but it does have chances to fail.

Target: All enemies

Cast by: Rydia

Reflect: No

=====

=====

Bahamut

MP Cost: 60

Type: Attack

Affect: Summons Bahamut to use a megaflare attack.

Target: All enemies

Cast by: Rydia

Reflect: No

=====

=====

Chocobo

MP Cost: 7

Type: Attack

Affect: Summons a chocobo to kick an enemy.

Target: One enemy

Cast by: Rydia

Reflect: No

=====

=====

Goblin

MP Cost: 1

Type: Attack

Affect: Summons a Goblin to the battle to attack one target.

Target: One enemy

Cast by: Rydia

Reflect: No

=====

=====

Bomb

MP Cost: 10

Type: Attack

Affect: Summons a Bomb to the battle to attack one target.

Target: One enemy

Cast by: Rydia

Reflect: No

=====

=====

Flayer

MP Cost: 18

Type: Attack

Affect: Summons a Mindflayer to the battle to attack one target.

Target: One enemy

Cast by: Rydia

Reflect: No

=====

=====

Cocktric

MP Cost: 15  
Type: Attack  
Affect: Summons a Cocktric to the battle to attack one target.  
Target: One enemy  
Cast by: Rydia  
Reflect: No

=====

Twin Magic:

=====

Little Flare?  
MP Cost: 10\*  
Type: Attack  
Affect: Palom and Porom cast a spell with similar yet weaker affects to that of the Nuke spell.  
Target: All enemies  
Cast by: Palom&Porom  
Reflect: Yes

=====

Little Comet?  
MP Cost: 20\*  
Type: Attack  
Affect: Palaom and Porom cast a spell with similar yet weaker affects to that of the Meteo spell.  
Target: All enemies  
Cast by: Palom&Porom  
Reflect: No

=====

\*This is just the amount of HP that both twins must have in order to cast the spell. If one does not have the required amount of MP, the spell will fail to cast.

Ninja Magic:

=====

Katon  
MP Cost: 15  
Type: Attack  
Affect: Attack with a fire attack stronger than Fire 2 but weaker than Fire 3.  
Target: All enemies  
Cast by: Edge  
Reflect: No

=====

Suiton  
MP Cost: 20  
Type: Attack  
Affect: Attack with a tidal wave attack which is stronger than Ice 2 but weaker than Ice 3.  
Target: All enemies  
Cast by: Edge  
Reflect: No

=====

=====  
Raijin

MP Cost: 25

Type: Attack

Affect: Attack with a lightning attack which is stronger than Lit 2 but weaker than Lit 3.

Target: All enemies

Cast by: Edge

Reflect: No  
=====

=====  
Needles

MP Cost: 5

Type: Attack

Affect: Paralyze one enemy in similar fashion to the Hold spell.

Target: One enemy

Cast by: Edge

Reflect: Yes  
=====

=====  
Image

MP Cost: 8

Type: Defense

Affect: Create mirror image of self to avoid 2 physical attacks.

Target: Edge only

Cast by: Edge

Reflect: No?  
=====

=====  
Smoke

MP Cost: 10

Type: Special

Affect: Allows party to escape from most (non boss) battles.

Target: All allies

Cast by: Edge

Reflect: N/A  
=====

DK-Dark Knight=Cecil

D-Dragon Knight=Cain

Su-Summoner=Rydia

S-Sage=Tella

B-Bard=Gilbert

WW-White Wizard=Rosa, Porom

M-Monk=Yang

BW-Black Wizard=Palom

P-Paladin=Cecil

E-Engineer=Cid

N-Ninja=Edge

L-Lunar-FuSoYa

Section XII: Credits

Well I hope that this walkthrough was good enough for you all. It certainly took me a lot of time and effort to make this walkthrough and I did it as I went through the game and not by memory which makes this walkthrough perfect for those of you also just going through the

game.

I just like to give credit to Squaresoft for making such a great game and to the J2ETrans group for the good work they did on the translation allowing us to play Final Fantasy IV as it was meant to be played. If you have any questions or comments, please E-Mail me at Cal\_96@hotmail.com

If you have any really urgent questions or just want to chat or what not, I can be reached by other means:

ICQ: 43509952

Or if you use AOL or AOL Instant Messenger, I can be reached at the following Screen Name:

Caldor2k2

I don't really Use ICQ a whole lot, but if you can catch me online, then feel free to give me a buzz.

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