

Final Fantasy IV Advance FAQ/Walkthrough

by Joseph Witham

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This walkthrough was originally written for Final Fantasy IV Advance on the GBA, but the walkthrough is still applicable to the PSX version of the game.

Final Fantasy IV Advance Guide

System: Game Boy Advance

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Version 2.0 - 4/10/2006

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I. OPENING COPYRIGHT NOTICE  
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II. Version History  
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2.0 - 4/10/2006

-A much-needed minor update

1.9 - 12/26/2005

-A few minor corrections

1.8 - 12/22/2005

-Minor update

1.7 - 12/20/2005

-Information about the Lunar Ruins added (Section 27 in the Walkthrough)

-A few errors addressed

1.6 - 12/17/2005

-A few minor additions and corrections

1.5 - 12/16/2005

-Cave of Trials section complete! (Section 25 in the Walkthrough)

-All new items and bosses found in Cave of Trials added

1.4 - 12/15/2005

-Added several GBA game changes

-Minor errors corrected

1.3 - 12/14/2005

-Fixed some monster names

-Re-alphabetized lists

1.2 - 12/14/2005

-Format changes

-Walkthrough cleaned up for easier readability

1.1 - 12/13/2005

-All names changed to match the FFIV Advance translation

1.0 - 12/12/2005

-Initial Release

=====  
III. INTRODUCTION  
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This guide is intended for use and fully compatible with the GBA version of the game. Included is a full walkthrough of the original quest with all the original sidequests. Also included is information about the new dungeons, Cave of Trials and the Lunar Ruins.

The search feature included in notepad and web browsers (edit --> find) should help you navigate the guide easier; simply type in the section of information from the contents you desire to skip ahead to that section.

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IV. GAME BOY ADVANCE CHANGES  
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-A large amount of end-game content has been added, including two entirely new dungeons.

-The game is based on the original version of FF4, not Easy Type nor FF2 NA.

-Game difficulty has been toned down.

-A Quicksave feature has been added that allows you to save anywhere. The data will be erased once the save is loaded.

-The script has been retranslated and new dialogue sequences have been added.

-A new intro sequence introducing the story plays before game start-up.

-Walking speed has been increased.

-Using Sight or Dwarven Bread now brings up a complete world map with location pointers, instead of simply zooming out slightly.

-Near the end of the game, characters who were inaccessible in the original will now be able to be switched out in place of the original end-game party.

-Many new items have been added, including new final weapons for every character.

-A bestiary is available in-game, listing monsters as you encounter them.

-Graphics have been touched up, including new character portraits and battle fields.

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V. WALKTHROUGH  
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1. Baron  
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////TREASURE////////////////////////////////////  
[Baron Castle]: Bomb Ring, Ether, Tent, 480 Gil.

[Baron Town]: Potion (3), Hourglass, Tent (2), Maiden's Kiss, Dwarven Bread, Eye Drops, Gold Needle, Phoenix Down.

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After the intro sequence, you'll be free to explore the castle. First, head east and talk to Kain to learn about his past. Afterward, explore the castle for treasure and talk to people on the east side of the castle. When you're finished exploring the east side of the castle, head to the west tower. On your way, you'll meet Rosa and Cid. After a brief talk with them, enter the west tower and walk up to your bed. During the night, Rosa will visit you and give you an inspirational talk.

In the morning, Cecil and Kain will automatically leave the castle wherein a prologue will begin. After the prologue you'll end up on the Overworld, enter the town of Baron. Talk to the inhabitants and explore pots, water, and the inn for treasure. A couple of the buildings are locked. There is a tutorial building just south of the locked weapon shop where experienced warriors will tell you all about game mechanics. Be sure to visit the item shop and stock up on curative items for the upcoming journey. When you're ready, exit the town and walk north east on the Overworld until you reach a cave.

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2. Mist Cave

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////TREASURE////////////////////////////////////  
Potion (2), Tent, Eye Drops.  
////////////////////////////////////

The cave is very short and linear; the enemies aren't tough either. However, some of the treasures are a little way off the main path. When you reach the north east corner of the room, you'll fight a boss.

~~~~~  
Mist Dragon

HIT POINTS: 465

EXPERIENCE: 700

GIL: 200

WEAKNESS: --

STRATEGY: Have Cecil attack normally, Kain has time to jump two times before the dragon turns to mist. When it does turn to mist, don't attack it, you'll always miss and it will retaliate with a powerful attack. Just Defend until it returns to its original form and then continue the attack cycle.

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After the battle, head north to exit the cave and then head directly east to the village. When you enter the village, the Bomb Ring will automatically attack the village. An un-winnable battle will commence. Rydia will summon Titan, and Cecil will end up alone with her. Kain is nowhere to be found.

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3. Underground Waterway  
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////TREASURE////////////////////////////////////  
[Kaipo]: Ether.

[Underground Waterway]: Potion (3), Maiden's Kiss, Tent, Bomb Fragment, Iron Armet, Phoenix Down, X-Potion, Dry Ether, Ether(2), Ice Rod, 580 Gil, Feathered Cap, Hourglass, Antarctic Wind, Shadow Blade, Hades Helm, Hades Gloves, Hades Armor, Hermes' Shoes.

////////////////////////////////////  
Head north east to through the huge desert to the town next to a lake called Kaipo. As soon as you enter, Cecil will automatically enter the inn, you'll be allowed to stay for free. During the night a Baronian general will enter and attack you.

~~~~~  
General

HIT POINTS: 221

EXPERIENCE: 869

GIL: 242

WEAKNESS: --

STRATEGY: Attack the General first for experience, if you attack the Soldiers first, he'll run away. As soon as the General is dead the Soldiers will kill themselves one by one. You can speed the process up by killing them on your own. Should your HP drop, just use a quick Potion.

~~~~~  
Rydia will join you after the fight. In the morning, exit the inn and explore the town for treasure. Enter the small house in the north east corner of the town. Walk up to the northern room where you'll find Rosa sick

in bed, she'll do nothing but mutter, so leave for now. You may want to buy Rydia a new weapon, but it really doesn't matter, as her Attack Power is very low. Exit the town and have Rydia level up. When she's at least level 6 it's safe to move on.

Head north east from Kaipo to the Underground Waterway. Gather treasure at the entrance and then walk a short way west. You'll meet Tellah, the Sage, he'll join you on your way to Damcyan. Before moving on, enter the waterfall in the center of the area to discover a secret room full of treasure. In the next area, simply head west, leaving the path only to collect treasure. Enter the door to reach a safe room where you can save and use Tents and Cottages. You'll automatically rest for now and Tellah will and Cecil will talk during the night. In the morning, save and exit to the north. Enter the eastern door in the next area. Collect treasures and then enter the western room. From the entrance, head directly west through the hidden wall and north east past the staircase to reach the isolated chest. Return to the staircase and enter it. First get the eastern chests, then the western ones, and, finally, use the staircase to exit the cave. Use a much needed Tent and check your equipment before entering. Just walk south and you'll automatically plummet to the bottom of the falls. Collect treasure and then use the western door. Grab the treasure and head north to the tentacles to fight a boss.

~~~~~  
Octomammoth
HIT POINTS: 2350
EXPERIENCE: 1200
GIL: 500
WEAKNESS: Thunder, Chocobo
STRATEGY: Have Tellah use Thunder, Rydia summon Chocobo, and Cecil attack physically. The tentacles will die one by one until the octopus itself is finally destroyed. This boss is slow to attack, so you won't need to heal very often, but when you do, have Tellah use Cura on the entire party or Rydia use Cure on single targets.
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Walk through the waterfall to exit the cavern.

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4. Antlion Cave  
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////TREASURE////////////////////////////////////  
[Damcyan]: Tent, Feathered Cap, Crossbow, Ruby Ring, Holy Arrow (2),  
Iron Arrow, Gold Needle, Eye Drops, Antidote, Potion, Ether, Phoenix Down.

[Antlion Cave]: Potion (3), Spider's Silk (2), Gold Needle, Tent,  
Antarctic Wind, Hourglass, Lamia's Harp, Phoenix Down, Ether, Emergency Exit,  
Sand Ruby.  
////////////////////////////////////

Walk north to the castle. Before you reach it, it'll be destroyed. Enter the ruins. Walk up to the 3rd floor to see Anna dying. Edward, her lover, and Tellah will enter an uncontrollable battle. After the battle, Tellah will leave the party and Edward, a bard, will take his place.

You'll automatically appear on the Overworld inside a hovercraft. It can cross rivers, lakes, and shallows in the ocean. Get off the hovercraft and re-enter the castle. From the entrance, head east to reach a secret room full of treasure. Press the switch to reveal treasure in the closed cells. Head down the stairs and get treasure from the pots and chests. Return to

the 3rd floor and use the pots in the west and east corners to restore your health.

Exit the castle and cross the shallows to the north. Enter the cave to the north. Collect treasure in the first room and use the south east staircase. Just west is a safe area, use it and continue on. Walk to the southern staircase to reach the Antlion 痴 nest. Engage the Antlion.

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Antlion

HIT POINTS: 1100

EXPERIENCE: 1500

GIL: 800

WEAKNESS: Chocobo

STRATEGY: This is a lot easier than you would expect, just have Cecil attack regularly. Have Edward use Heal or individual Potions each round. Rydia should summon Chocobo each round. Watch out, this boss counters a random target each time it's hit physically.

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You'll receive the Sand Ruby for winning the battle. Return to the area around the castle and cross the south west shallows to reach the desert surrounding Kaipo. Return to the house where Rosa is sleeping. Give her the Sand Ruby. During the night, Edward will wander out into the town and play his harp. He'll be attacked by an easy-to-defeat enemy. The next morning Rosa will join the party. Return to the shallows that brought you to Antlion. From here, hover east to the mountain.

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5. Mt. Hobs

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////TREASURE////////////////////////////////////

Tent, Potion, Gold Needle, 960 Gil, Holy Arrow.

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Rydia will melt the Ice at the entrance and will learn Fire. Use the west passage to reach a safe area and several chests. Return to the entrance and use the east passage to move on. At the Summit, you'll meet Yang. He needs help in his battle.

~~~~~

Mom Bomb

HIT POINTS: 11000

EXPERIENCE: 2416

GIL: 543

WEAKNESS: --

STRATEGY: Quickly begin attacking the boss. Have Cecil attack it physically. Edward should constantly use Heal, while Rosa uses Cura on individual characters. Rydia should summon Chocobo and Yang should use the Power command. When, and if, it turns into smaller bombs, defeat them as fast as possible before they detonate.

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After the battle, Yang will join you. Heal and head north. Cross the bridge and walk south to the exit. Head north east, then south east through the mountain range to reach a castle.

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6. Fabul

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////TREASURE////////////////////////////////////  
Bomb Fragment, Antarctic Wind, Potion, Rage of Zeus, Bacchus's Cider, Tent,  
Hermes' Shoes, Spider's Silk, Ether, Demon Shield, Deathbringer.  
////////////////////////////////////

Stay at the inn and, in the morning, go shopping for goods. On the second floor, take the south passage instead of the north staircase. Collect treasure in the east and west towers. Return to the 2nd floor and take the north staircase to meet the king. Say "Yes" to the king and the party's men will help defend the castle, and the Crystal, in the upcoming attack. A string of battles will commence wherein you'll be pushed all the way back to the Crystal Room. An un-winnable battle against Kain will occur. After the battle, Golbez will appear and take the Rosa and the Crystal with him as he leaves.

Exit the Crystal Room and explore the rest of the castle for treasure. Press the east switch to reveal a secret passage, head east through it and collect the treasure. Return to the top of the east tower and speak with the injured king. He'll tell you to stay in the inn, it'll be free of cost. You'll automatically appear in the king's chambers the next day. He'll arrange for a ship and give Cecil a new sword. Exit the castle and get on the ship to the east. On the way, the ship will be attacked by Leviathan, and the entire party will be swallowed up.

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7. Mt. Ordeals  
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////TREASURE////////////////////////////////////  
[Mt. Ordeals]: Potion (2), Ether(2).  
////////////////////////////////////

Cecil will awaken on a foreign shore separated from all of his companions. Enter the eastern town. Everyone inside will have wicked words for you, some will even cast harmful status ailments on you! Enter the north building and talk to the elder. He'll explain your next quest and give you the assistance of two mages, Palom and Porom. The twins are poorly equipped, so head over to the armor and weapon shops. They are also in serious need of leveling up, let them go up three or four levels before heading on.

Head east through the wilderness until you reach a mountain. Palom will extinguish the flame blocking the path at the entrance of the mountain. A short sequence about Golbez will occur. On this quest, you'll have to rely heavily on Palom's Fire magic, and Porom's Cure spells to help defeat all of the undead monsters, since Cecil's dark sword is useless against them. Head north and pick up treasure on the way. Enter the passage and head east, you'll meet an old friend, Tellah. After a short talk, he'll join you. Head north through the passage. Go north through the next area, but be sure to leave the path for treasure. When you reach the Summit, use the safe area immediately. When you've recovered and saved, head north west across the bridge and you'll be thrown into a boss battle.

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Scarmiglione

HIT POINTS: 3500
EXPERIENCE: 2800
GIL: 850
WEAKNESS: Fire

STRATEGY: Have Palom and Porom constantly use Twin magic, unless Porom needs to heal. Cecil should attack the Ghosts and then Scarmiglione, when they're defeated. Tellah should concentrate on healing, using Hi-Potions and Cura every round.

After the battle, return to the safe area and use it again. As you cross the bridge, you'll be attacked by Scarmiglione again.

Scarmiglione (2nd Form).

HIT POINTS: 3523

EXPERIENCE: 3600

GIL: 2500

WEAKNESS: Fire, Holy

STRATEGY: Immediately switch rows. Tellah should be ready with Esuna to block out Scarmiglione's constant status attack. Cecil should attack physically and the twins should try to pull off Twin magic as much as possible. If the party is in serious need, Porom can stop using Twin magic for a while and use Cura.

Cross over to the stone after the battle. In the chamber, Cecil will transform into a Paladin and will be attacked by his old self. Just Defend every round (press the control pad right to access the Defend command), and the battle will be over within a few rounds. Once out of the chamber, Cecil and Tellah will have tons of new abilities. Cecil will be able to use White Magic and a Cover command. Tellah will regain all his old spells, and will lose the Recal command in the process.

Descend the mountain. On your way down, you'll notice that Cecil can hurt undead monsters and that he gains levels at an alarming rate. Once out of the mountain, you can either walk directly south to the Chocobo forest for a quick ride back to Mysidia or walk back west, gaining levels as you go. In Mysidia, buy Cecil all new Paladin equipment. On your way to see the elder, you'll notice that the villagers have many new things to say to you. After a long talk with the elder, you'll have access to Devil's Road, which lies in a building on the east side of town. Step on the orb to be warped to Baron town.

8. Old Waterway

////TREASURE////////////////////////////////////
[Baron Town]: Baron Key, 2000 Gil, Rage of Zeus, 1000 Gil.

[Old Waterway]: Hi-Potion, Ether (2), Rage of Zeus, Hourglass, Hermes' Shoes, Ancient Sword.

[Baron Castle]: Ether (4), Unicorn Horn (2), Phoenix Down (2), Bacchus's Cider (2), Hermes' Shoes (2), Elixir, Hi-Potion (2), Tent (2).

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Go directly to the inn. Walk north to the bar area. You'll notice one of you're old friends sitting at a table, Yang. Talk to him and a battle against two guards will begin. After they are defeated Yang will attack. He is extremely easy to defeat, Cecil alone can knock him out within a round or two. Once Yang is knocked out of his confused state, he'll give you the Baron Key. All of his equipment is gone, so you'll definitely want to unlock

the armor and weapon shop and buy him new armor. Be sure to buy him a Thunder Claw and Ice Claw, they'll help greatly in the upcoming dungeon. While in the armor and weapon shop, go to the very bottom of the east wall to find a secret passage leading to treasure.

When you're ready, head to the west door and use the Baron Key to open it. Before going down, go through the east wall to find a hidden chest. Head south to the chests and then north to the bridge area. From here, head west to the staircase. In the next area, head south through the hidden wall passage to reach a chest. Walk south through the passage again to reach the other chest. Now, return north and head east through the wall. Go east through the next wall to the island with a chest on it, and, finally, head east through the wall and north to the next area. Walk up the stairs and go through the east wall to reach a chest. Head north and up the stairs. Before going on, go through the west wall to reach a chest. Return to the stairs and go north. There is a safe area in the north door. Also in this room is a hidden chest, to get it, walk through the east wall above the rocks. Exit the safe area and use the north east stairs. Once in Baron Castle, walk toward the throne room. You'll meet Baigan, and soon after the meeting he'll attack you.

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Baigan

HIT POINTS: 4444

EXPERIENCE: 3000

GIL: 4800

WEAKNESS: --

STRATEGY: Cecil and Yang should target the body. The twins should use Twin magic, and Tellah should constantly cast Cura and Curaga in order to keep the party healthy. Stop casting spells on the boss when it casts Reflect.

~~~~~

Before moving north to the throne room, take the east stairs. Underneath the torch is a switch, press it to reveal a secret path leading to a room full of treasure. Take the other stairs in this tower and collect treasure from the chests and pots. You may want to return to the safe area in the waterway before entering the throne room, there will be another boss fight. Enter the throne room and talk to the king. He'll transform into Cagnazzo and attack you.

~~~~~

Cagnazzo

HIT POINTS: 5312

EXPERIENCE: 5500

GIL: 4000

WEAKNESS: Thunder

STRATEGY: Have Porom or Tellah cast Berserk on Cecil near the beginning of the battle to increase his attack power. Yang should have a Thunder Claw equipped and should use Power every round. Palom and Tellah should constantly use Thundara or Thundaga to disintegrate Cagnazzo's dangerous water shield.

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After the battle, Cid will rejoin you. On your way out of the castle, the wall will begin to cave in on the party. Palom and Porom will turn themselves to stone to stop the wall, thus leaving the party. As soon as you're on the airship, Kain will fly in on another ship and tell you to obtain the Earth Crystal in exchange for Rosa. Head north east to a town and castle surrounded by a huge forest, land on the small patch of bare land next to the town.

9. Magnetic Cavern

////TREASURE////////////////////////////////////
[Troia Town]: 1000 Gil, Dry Ether, Ether, Decoy.

[Troia Castle]: Bacchus's Cider, Tent (2), Hi-Potion (2), Ether(2), Ruby Ring,
(Available after obtaining Earth Crystal): Hi-Potion (2), Remedy (2),
Ether (2), Dry Ether (2), Elixir, Echo Herbs (2), Great Bow, Fire Arrow (2),
Thunder Arrow, Ice Arrow (2), Silver Apple.

[Mist]: Bomb Fragment (3), Gold Hairpin, Clothes, Ruby Ring, Rod of Change.

[Mythril]: 5000 Gil, Mythril Staff, Mythril Knife.

[Agart]: Arctic Wind.

[Magnetic Cavern]: Hi-Potion (2), Unicorn Horn, Ether (2), 2000 Gil,
Spider's Silk, Hourglass, Emergency Exit, Fairy Claw, Earth Crystal.

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Enter the town of Troia and explore the north west grassy area for treasure.
The north west building is a chocobo barn full of black chocobos. In the
pub, you can buy a Membership Pass to a dance show for 10000 Gil. The weapon
and armor shops have very primitive, but will prove useful in the near future.
Enter Troia castle and head to the east chamber and explore it for treasure.
After that, head to the west chamber, you'll meet Edward, weak and bed ridden.
He'll give you the Twin Harp. Now, enter the northern chamber and talk to all
eight clerics.

Exit the castle, the world is now yours to explore. There are several towns
that you should visit. You can return to Mist now, it's only a short way
south east. When in Mist, enter the house in the north west corner. Enter
the fire place and continue through the passage to find treasure. Another
town of interest lies in the middle of the east most area of the world.
It's called Mythril and has very nice equipment, and some treasure to
discover. Also, there is a town located in the middle of the south most area
of the world. It's called Agart and has one treasure to discover and a good
selection of equipment to buy. Finally, if you're feeling adventurous, and
your party's levels are high, you can explore the ruined castle called Eblan
on an island in the north west corner of the world. Just beware the monsters
hidden in some of the chests. You will end up going there later anyway, so
don't worry about going there yet if you don't feel up to it.

After exploring the world, return to the bare patch near Troia and land. Enter
Troia town and buy non-metallic equipment for everyone. It is wise to do a
some leveling up before moving on. When you're ready, head north and enter the
patch of forest separate from the rest of the forest. Catch a black chocobo
and fly to the east island. Land in the forest near the cavern entrance.

Before entering, double check everyone's equipment to make sure they're not
wearing anything metallic. Head east across the bridge for treasure. Head
south from the middle of the bridge and west to the passage. Head west along
the passage, north and east. Walk north to the door and grab the chests inside.
Exit the room and head west to the staircase. Enter the room to discover a
safe area. Exit this room and walk south to another room, collect treasure
and exit. Walk west, then north to the next area. Get the north chest and use
the west exit. Walk a short way north and leave the path to the east. The
room contains a safe area. After using the safe area, walk north around the

path. Now enter the passage and you'll appear in a crystal room. Talk to the Dark Elf and an un-winnable battle will commence. After you lose the battle Edward will play his twin harp to release the magnetic field. You'll have a chance to re-equip the party with metallic weapons and armor. Talk to Dark Elf again to begin the real battle.

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Dark Elf

HIT POINTS: 23890

EXPERIENCE: 7500

GIL: 5000

WEAKNESS: --

STRATEGY: Cecil, Yang, and Cid should attack the boss with all their might. Tellah should cast high level attack spells. Someone should be ready to heal Pig status with Diet Food should the need occur. After a few rounds, Dark Elf will transform into a dragon, attack it quickly and it should die off fast.

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Pick up the Earth Crystal and use an Emergency Exit item or Teleport spell to warp out of the cavern. Hop back on the black chocobo, it'll automatically transport you back to the chocobo forest. From there, head south, back to Troia castle. Speak with the clerics again. Talk to Edward again. Now, go to the west chamber and enter the dungeon. Talk to the girl and say "Yes" if you talked to the clerics. You'll gain entrance to a room brimming with treasure. Exit the castle.

10. Tower of Zot

////TREASURE////////////////////////////////////

Flame Mail, Flame Sword, Gaia Hammer, Hell Claw, Fire Shield,

Sage's Surplice, Magma Rock.

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Stock up on Potions in Troia town if needed. Board your Airship and you'll automatically be transported to Tower of Zot. Walk north to the treasure and east to the door. Head south through the passages and, at the bottom, head west, then north east to the treasure. Now, return west and walk north to the door. In the next area, head south, east, north, and west around the room to the door. In this room, walk south and east to the first passage. Check each door for treasure. Now walk south, then east to the second passage and enter the door. Enter the room just south of the entrance to find a safe area. When you're ready, try to enter the west door, you'll be attacked by three sisters.

~~~~~

Mindy, Sandy, Cindy

HIT POINTS: Mindy: 2590, Sandy: 2591, Cindy: 4599

EXPERIENCE: 7500

GIL: 9000

WEAKNESS: --

STRATEGY: Kill the fat one first to prevent her from reviving her sisters. Tellah will need to cast reflect on the party and reflect his spells off of them. Cecil, Yang, and Cid should concentrate their physical attacks on one sister at a time.

Return to the safe area and prepare for another boss fight. Now you can pass through the previously-guarded door freely. Inside the next room you'll

finally meet Golbez. A battle between him and Tellah will commence. After several useless spells, Tellah will cast Meteor and destroy Golbez in a single hit. Meteor was too much for Tellah, his old body has finally withered away. Talk to Kain, he and Rosa will re-join your party. A boss fight will then commence.

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Barbariccia

HIT POINTS: 8636

EXPERIENCE: 9000

GIL: 5500

WEAKNESS: Jump

STRATEGY: Kain needs to jump every turn to eliminate the shield around Barbariccia. Yang should use the power command, and Cid and Cecil should constantly attack physically. When low on HP, Rosa should heal the party.

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After the battle, cast exit and you'll appear in Cecil's room in Baron Castle. Kain will give you Magma Rock.

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### 11. Land of Dwarves

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////TREASURE////////////////////////////////////

5000 Gil, Magazine, Dwarf Axe, Power Armet, Silver Hourglass, Elixir (2), Ether (2), Bacchus's Cider, Hi-Potion, Black Belt, Gysahl Greens(3), Cottage (3).

////////////////////////////////////

Take note that Rosa isn't equipped well, you may want to visit previous towns and re-equip her before moving on. All of the original soldiers have returned to Baron and have many new things to talk about. Exit the castle and board your airship. Fly directly south of Baron and stop at Agart, the town on the island next to a small mountain. You've probably already stopped by here, but, if not, you may want to visit the shops and talk to the villagers. Go to the well in the center of town. Drop the Magma Rock into the hole. Exit the town and you'll find that a huge hole has been made in the mountain.

Board the airship and press A to enter the hole. After being caught in the middle of a battle, you'll land next to a castle. Save your game and enter the castle. For now you can only enter the west and middle staircases, the others are guarded by skeptical dwarves. Go ahead and stay in the inn in and buy items at the item shop in the north staircase. When you're healed and stocked, enter the middle staircase to meet King Giott, Cid will leave the party. When you enter the door behind his throne you'll be accosted by several dolls that will attack you.

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Calcobrena

HIT POINTS: Calco: 1369, Brina: 369, Calcobrena: 5315

EXPERIENCE: 9440

GIL: 7500

WEAKNESS: --

STRATEGY: Kill the Brinas first, then concentrate on the Cals. The dolls will combine to make a large Calcobrena, use your best attacks on this beast. Watch out for this doll's confuse attacks, they can be deadly if cast on a powerful character. It's best to cast Berserk on Cecil and have yang use Power every round. Kain should Jump and Rosa should Aim and heal when needed.

~~~~~  
After the battle, Golbez will appear and you'll be thrown into yet another boss battle.

~~~~~  
Golbez

HIT POINTS: --

EXPERIENCE: 15000

GIL: 11000

WEAKNESS: Fire, Holy

STRATEGY: At first, Golbez will quickly kill everyone. Rydia will show up and use Dragon. Hurry and revive everyone, once they're all back to life, pummel Golbez hard with summons and strong physical attacks.

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Rydia will rejoin you and, unfortunately, Golbez will achieve the crystal, even after being defeated. You'll appear in the throne room where a short talk with Giott will occur. You are now free to explore the castle entirely. Buy new equipment, there're tons of new pieces of weapons and armor to invest in. In the weapon and armor shop, walk between the two counters to find a hidden passage. Enter the passage and you'll appear in Dwarf pub. Talk to the dwarf to see a "Rally" cool dance. Walk through the eastern wall next to the cracked floor. Go down the stairs and you'll discover the Developer's room. You can talk to and fight various programmers throughout the game. On the lower floor, you'll find an interesting item in the book shelf. Back at the main entrance of the castle, explore the west and east towers for treasure, search every pot and chest. Go to the inn and use the staircase next to the counter. Get the Gysahl Greens out of the pots and make a last minute Fat Chocobo stop.

Talk to the dwarf next to the cabinet and he'll open up the entrance to the underground passage. Collect treasure as you head south through the tunnel. You may want to do some leveling up outside while you're next to the healing pot in the tunnel.

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12. Tower of Babel  
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////TREASURE////////////////////////////////////  
Ice Arrow (2), Ether, Green Beret, Ice Lance, Ice Brand, Cat Claw,  
Hi-Potion (2), Phoenix Down, Killer Bow, Antarctic Wind, Ice Armor,  
Arctic Wind, Dry Ether, Lugae's Key.  
////////////////////////////////////

Walk north west below and between mountain ranges and you'll eventually make it to the huge Tower of Babel. After the dwarves have finished their bombardment on the tower, you'll be ready to enter.

Walk west and east to collect treasure. Go through the northern door when finished. Grab the west treasure and enter the two lower rooms to the south. The chests in these rooms are guarded by monsters, so be on your guard. After collecting the treasure, enter the door above the two rooms. Collect the treasures in this area and then enter the east door. Get the treasure from this room and enter the west door. Walk directly west to the next door, inside is a safe area. When you're through healing, exit and head north, east, and enter the door. The chest in here is also guarded by monsters. Exit and head west to the next door. On the west side of this area, walk up the spiraling stairs and get the treasure. Ignore the central area for now, it's

locked. In the east area, go down the steps and get the chest. Go north to the door. Head west to the next door. Go north east to the safe area. Make sure you're completely healed before heading on. Get the treasure and exit this area through the south door. Be ready for a boss fight.

~~~~~  
Dr. Lugae and Barnabas

HIT POINTS: --

EXPERIENCE: --

GIL: --

WEAKNESS: --

STRATEGY: Defeat the scientist first, then take out the robot. This is a very easy battle, the real one is yet to come. Just use basic strategies and keep your HP up.

~~~~~  
Another battle will immediately begin.

~~~~~  
Barnabas

HIT POINTS: 9321

EXPERIENCE: 10100

GIL: 4000

WEAKNESS: --

STRATEGY: Rydia should summon Titan every round. Rosa should heal, while Yang, Cecil, and Kain use their best attacks. Don't worry about curing the Poison spell, Barnabas will do that for you.

~~~~~  
You'll get the Lugae's Key for winning. Take this key back to the area with the locked door. Unlock the door and fight off the Dark Imps. Once Yang is gone, descend the tower and try to exit. Golbez will try to stop you, but Cid will save you in the nick of time. Cid will bring you back to the Overworld, but he will not return with you.

-----  
13. Cave of Eblan  
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////TREASURE////////////////////////////////////

[Eblan Castle]: Hi-Potion, Gold Needle, Cottage (2), Maiden's Kiss, Unicorn Horn, Alarm Clock, Bacchus's Cider, Silence Arrow, 10000 Gil, Bomb Core, Sleep Blade, Coeurl's Whisker, Ether (2), Emergency Exit, Hermes' Shoes, Blood Lance, Silver Hourglass, Silver Apple, Dry Ether.

[Cave of Eblan]: Shuriken (2), Vampire Fang, Remedy, Potion (2), Ether, Tent, Hi-Potion (3), Cottage, Spider's Silk, Phoenix Down (2), Silver Hourglass, Elixir (2), Bomb Core, Blood Sword, Gold Needle, Dry Ether.

////////////////////////////////////  
Fly north to Baron Castle. Walk to the west wing and talk Cid's assistants, they're dressed in blue. Fly your airship to wherever you left your Hovercraft. Fly over the hovercraft and press A to attach it to the Airship. From Baron castle, fly a short way south west and land next to the ruined castle on the island with the Tower of Babel poking out.

Enter the castle and go north. Simply walk through the wall to get the first chest you see. Keep going north until you reach the throne room. Walk through the east and west walls to get more hidden treasure. Return to the entrance of the castle and enter the west tower. As soon as you enter the tower, do down

two steps and follow the hidden wall to the treasure. Now head up the central staircase. Check the pots for treasure. Walk below the pots on the east wall to find a secret passage leading to the chests. Now go to the west corner and enter the passage beneath the torch for more treasure. Return to the entrance of the castle and enter the east tower. Go to the top of the west wall and follow the secret path to treasure. Go up the stairs. Flip the switch and walk into the door by walking beneath the staircase. Get the chests and check the pots. To get the chest next to the hole, go through the north east wall. Fall into the hole, you'll end up next to the chest on the bottom floor. Walk south of the chest and you'll appear in the basement. Exit the castle from the south.

Hop on your hovercraft and navigate the shallows to the western cave. As soon as you enter the cave go east through the wall and get the chest. Head west to the next chest. Walk down the waterway and up the steps to the next chest. From here, walk west to the southern passage. You'll appear in a cave full of friendly Eblan residents who were forced from there home. Buy new goods, search the pots, and talk the residents to learn more about their sad story. Stay at the inn, in the morning exit through the north staircase.

Get the chests as you walk north. Talk to the injured man and head south through the wall. Get the lower chest and return to the north staircase. Get the northern chest and go through the east wall to get another. Go down the other south staircase just to the east. Go through the wall east of the rock to get the two secluded chests. Go back and get the chest. Walk south, past the injured man, to collect more treasure, then continue on. Enter the immediate door and use the safe area. Before leaving this area, go through the east wall above the rocks to find a secret chest. Exit the safe area and walk west to collect treasure. Now go back east and head north to see Edge, price of Eblan, fighting with Rubicant. Once Edge has joined the party, find the hidden passage on the west wall to get the chest. You can either continue north to the Tower of Babel or stick around in this cave to do some quick leveling up near the safe area, if you aren't feeling confident.

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14. Tower of Babel  
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////TREASURE////////////////////////////////////  
Unicorn Horn, Silver Hourglass, Ogreakiller, Kiss of Lilith, Ahura, 82000 Gil,  
Hi-Potion (2).  
////////////////////////////////////

As soon as Edge breaks in, circle around the room and collect treasure as you go. Circle around the next room, but stop in the center to get the southern chest. Before entering the door in the next area, get the east chest. Enter the door and in this area walk circle around the to the north east, and go west to the door. Walk east and enter the first room to reach a safe area. Heal, save, exit, and enter the east door. Enter the west door. In this room go to the west most area and get the chest, then continue to the central door. You'll be attacked by K. Eblan and Q. Eblan. Just attack and heal as is appropriate and the battle will be over soon enough. After the battle, Rubicant will appear, he'll heal the party before beginning the battle.

~~~~~  
Rubicant

HIT POINTS: 34000

EXPERIENCE: 18000

GIL: 7000

WEAKNESS: Ice, Flood, Shiva

STRATEGY: It is essential that you use Ice attacks to win this battle, but it is also necessary to time those attacks, otherwise, they will only help him win. If he is in his cloak, don't use any Ice or Flood attacks, they'll heal him. Wait till he opens his cloak and thrash him with Rydia's Shiva and Edge's Flood. Have Cecil and Kain attack physically, while Rosa heals the party.

~~~~~

Enter the room and you'll appear in a Crystal Room. Walk forward and you'll soon realize that it was a trap as you plummet to the bottom floors. Get the chest and walk south to the door. Now, go north to the door. Go east to the chest and west to the door. You'll appear in an Airship called the Falcon in the underworld.

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16. Tomra and Kokkol's Smithy

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////TREASURE////////////////////////////////////  
[Dwarven Castle]: Luca's Necklace.

[Tomra]: Bomb Fragment, Rage of Zeus, Antarctic Wind, Bestiary, Dry Ether, 2000 Gil.

[Kokkol's Smithy]: Remedy, Hi-Potion, Soma Drop, 1000 Gil.

////////////////////////////////////  
Fly the Falcon until you reach the Dwarven Castle. Go down to the infirmary and talk to Cid, he's in one of the beds. He'll upgrade the Falcon so that it can cross magma. Go to the throne room and talk to King Giott. He'll hand over the Luca's Necklace, the key to the sealed cave. Fly to the town in the center of the southern area of the Underworld. Talk to the dwarves, go shopping, and be sure to check out the north west building, it's full of treasure in chests and pots.

Exit Tomra and fly to the south east corner of the Underworld. Enter and searchpots and shelves for treasure. Talk to the dwarves inside. Be sure to walk through the wall next to the stairs to find a hidden chest.

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17. Land of Summons

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////TREASURE////////////////////////////////////  
[Cave of Summons]: Phoenix Down (2), Ether, Hi-Potion (3), Cottage, Bestiary, Poison Axe, Kikuichimonji, Defender.

[Land of Summons]: Ether (2), Bestiary (2), Rat Tail, 5000 Gil, 6000 Gil, Phoenix Down, Yoichi's Bow, Yoichi Arrow, Elixir.

////////////////////////////////////  
\*\*\*The following area is a side quest; you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Fly your airship east to the small island surrounded by magna. Upon entering the cave, Rosa should cast Float on the entire party, otherwise, the party will receive damage as they walk. Repeat this process every time you enter a



new floor. Head north east and get the chest. Go directly west through the hidden wall to another chest. Now, go west and follow the cavern to the staircase. Go south east to the chest; next, go north west to another treasure. Walk east to the stairs. In the next area, walk south until you reach a chest. Go all the way to the chest and find the hidden passage leading west to the chests. From here, go north to the warp, but don't step on it yet. Instead, go through the wall directly east of the warp to a chest. Go back west and step on the warp.

You'll appear in the Land of Summons. Take a walk around this covert town, collecting treasure and talking to the Phantom Beasts as you go. Be sure to get the chest containing the Rat Tail, behind one of the warps. To get the chests on the bottom floor, go a short way south of the entrance warp and step on the darkly outlined floor panel, this will warp you to the bottom floor. Go shopping for new equipment and re-stock your items. Be sure to visit the safe area before entering the library. Enter the library and go down the steps, walk onto the warp. Talk to the queen to initiate a battle.

~~~~~

Asura

HIT POINTS: 31005

EXPERIENCE: 20000

GIL: --

WEAKNESS: Reflect

STRATEGY: Have Rosa cast wall on her so that all of her healing spells reflect onto the party. Kain, Cecil, and Edge should use their best physical attacks. Rosa may need to heal occasionally, even with the constant bombardment of healing spells from Asura. Rydia should give Asura a taste of her own medicine by casting Titan every round.

~~~~~

Be sure you've healed and saved before talking to the king, he is a very tough boss.

~~~~~

Leviathan

HIT POINTS: 50001

EXPERIENCE: 28000

GIL: --

WEAKNESS: Thunder, Titan

STRATEGY: This battle is going to take a long time, so sit back and get used to the different attack combinations that you'll have to use, over and over again. This is where Ethers really come in handy. Rosa should constantly cast Curaga to help nullify the Tsunami attack. Use a Bacchus's Cider on Cecil, if you have one, and let him attack wildly. Edge should throw Shurikens and any excess weapons. Kain's jumping may or may not save him from Leviathan's Tsunami, but it's still the best use of his turns. Titan and Thundaga are more effective than Ramuh, so use Rydia's spells wisely, and use an Ether if her or Rosa's MP gets too low.

~~~~~

You can leave the Land of Summons now, there isn't much left to do. So, use an Emergency Exit item or cast the spell Teleport.

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18. Sylvan Cave

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////TREASURE////////////////////////////////////  
Bestiary (2), Angel Arrow, Maiden's Kiss, Hi-Potion (2), Fairy Rod, Bomb Core,

3000 Gil, Remedy, 2000 Gil, Emergency Exit, Maiden's Kiss (2), Ether (2), Red Fang, White Fang, Full Moon, Avenger, Blue Fang, Elven Bow, 1000 Gil, Cottage, Thunder Arrow, Ice Arrow, Fire Arrow, Mage Masher, Elixir, Yang's Claws.

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\*\*\*The following area is a side quest; you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Fly your airship to the north west most area of the underworld. Land and enter the cave. Rosa will need to cast Float on the entire party on every floor. Head east from the entrance and pick up the chests you can reach. Go south to the stairs. Walk north and down the stairs. Go north to the treasure, then go just beneath the chests to reach a hidden path leading to a secluded chest. Go north to the inlet in the middle of this area to reach another hidden path that leads to an area full of open chests. Walk into the black hole. Head south to the stairs and collect treasure on the way. Head north and through the west wall at the top. Step on the warp in between the chests. Beware that the chests contain monsters, including four Malboros. Step on the east warp to return to the entrance of the cave.

Re-enter the cave and head south. Head east to the safe area. Use it, then walk north to the east wall to enter a secret passage. Walk north through it to reach a chest. Now, walk west and get the chests, then walk down the steps. Head north and head up the steps in the first east junction. Walk north and collect the chests. Go back south. Head north to the next junction, but before going up its steps, go through the east hidden wall and circle around south to get the chest. Now go back west to the steps. Get the immediate chest and walk south. Now head south to the building. Get the chests, they contain whatever claws Yang was wearing when he left the party. Be sure to talk to all the sylphs and the unconscious Yang before leaving. Head up the steps and use the warp to be warped back outside of the cave.

-----  
19. Sealed Cavern  
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////TREASURE////////////////////////////////////

Kotetsu, Ether (3), Bestiary, Hi-Potion (2), Light Curtain (2), Phoenix Down (2), Light Sword, Fuma Shuriken, Elixir, Kotetsu, Black Cowl, Bell of Silence, Dry Ether, X-Potion, Dark Crystal.

////////////////////////////////////

Return to the area near Tomra and enter the cave near there. Use the Necklace you got from Luca in the Dwarven Castle to open the door. Walk south and climb down the rope. Try to enter the door. This door, like the other doors in this dungeon, is actually a monster. You don't have to open every door, but you will have to open at least a few of these horrific doors. Enter the defeated frame and collect the treasure. Exit the room and head south to the chest. Now, go west, up the rope and fight the door. Get the two chests in this area. Neither of the doors lead to anything, but you can fight them if you want. Head down the east stairs and climb down the long rope to reach a chest. Climb back up the rope, cross the east bridge, get the chest, and walk north.

You'll see a line of doors leading west. The first door leads nowhere. The second door leads to a chest. The third door leads to three chests. The fourth door leads nowhere. The fifth door leads to a safe area. The

sixth door leads to two chests. Once past the six doors, head south and enter the door to continue through the cave. Collect the chest and go south to the stairs. Collect the two chests, the door leads nowhere. Exit through the southern passage. Go down the bridge, then circle around to the east to get a chest. The door leads nowhere. Go down the rope in the center. Enter the east door for two treasure chests. Exit, head west, and use the stairs.

Save and use a cabin in the safe area. Continue south through the passage. Circle around on either side and use the middle stairs. Cross the bridge and fight the door. Get the Dark Crystal, as you exit, you'll fight a boss.

~~~~~  
Demon Wall

HIT POINTS: 28000

EXPERIENCE: 23000

GIL: 8000

WEAKNESS: Leviathan

STRATEGY: The wall will slowly close in on the party and will slowly kill off each character if it gets too close. Therefore, you must act fast. Cast Berserk on Cecil and have Edge throw weapons. Kain should jump every round. Rosa should keep the party's HP up and Rydia should summon Leviathan, or Titan, every round until her MP is diminished.

~~~~~  
Either walk out of the cave or use Warp on each floor to exit the cave. As you exit Kain will leave the party and he'll take the Dark Crystal with him. Fly to the Dwarven Castle and talk to King Giott. After talking to him, Cid will appear and attach a drill to the falcon so that you can return to the Overworld. Fly north east to the huge creator and press A to drill your way back up to the Overworld. Fly a short way east and stop at Mysidia. Talk to the elder and the Lunar Whale will appear.

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20. Side Quests  
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////TREASURE////////////////////////////////////  
[Grotto]: Adamantite.

[Fabul]: Frying Pan, Knife.

[Kokkol's Smithy]: Excalibur.

////////////////////////////////////  
\*\*\*The following area is a side quest; you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Before entering the Lunar Whale there are several side quests that you can embark on. First, fly west and pick up your hovercraft near Cave of Eblan. You'll have to use the Enterprise airship to do this, since it has the grappling. Fly east toward Mt. Ordeals and then north to the Mythrill village. Put your hovercraft down and land next to it. Travel across the shallows to the small southern cave. Show the miniature man the Rat Tail you got in Land of Summons and he'll exchange it for Adamantite.

Return to your airship and fly north to Fabul. Go to the top of the west tower and talk to Yang's wife to receive a Frying Pan. Return to Agart island and descend to the Underworld. Travel to Kokkol's Smithy in the south east

corner of the Underworld. Be sure you have both the Sword of Legend and Adamantite before entering. Show Kokkol, the sleeping man, the Adamantite and he'll immediately start work on a new sword. Walk downstairs and he'll give you your newly forged Excalibur.

Now, fly north west and enter the Sylvan Cave. Remember to use Float and make your way back to the Sylvan home. Use the Frying Pan on Yang. Rydia will learn the Sylph summon. Return to the Overworld and go back to Fabul. Give Yang's wife the Frying Pan to receive the Knife, an extremely powerful dart that Edge can throw.

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## 21. Lunar Path

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////TREASURE////////////////////////////////////  
Golden Apple, Lunar Curtain, Stardust.  
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Board the Lunar Whale. At the bottom of the interior is a free inn and Fat Chocobo. The ducts on either side are exits, in the very front is the control panel, and if you touch the crystal in the middle of the ship you'll be transported to the moon. As soon as you're ready, touch the crystal. Fly south of the Crystal Palace and land in the secluded area surrounded by mountains. This is the Hummingway Village. One of the Hummingways will sell items to you.

Exit the village and fly north, land on top of the west side of the mountain range north of the Crystal Palace. Walk down the slope and enter the cave. Get the east treasure and head north and get the eastern chests. Head north to the exit. You'll emerge outside, walk south east until you reach another cave. Once you enter, head south to the exit. Walk north and enter the cave beneath the Crystal Palace. Head north and talk to the old man, his name is FuSoYa and he'll join you. You can go to the east and west side of the palace to restore your HP and MP. The northern room contains several crystals that you can talk to about your quest. Exit the palace and return to the Lunar Whale.

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## 22. Cave of Bahamut

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////TREASURE////////////////////////////////////  
Genji Gloves, Genji Shield, Genji Armor, Genji Helm.  
////////////////////////////////////

\*\*\*The following area is a side quest; you are not required to complete it. However, I strongly recommend that you take on this quest. You can return to this area any time during the game, but the boss strategies in this section will be based on the party as of now.

Before returning to earth, you may want to consider getting the ultimate summon spell, Bahamut. Fly a short way west from the Crystal Palace and land on the circular mountain range surrounding a small cave. Enter this cave and head south to a chest. Go back north to the intersection and walk east. Go to the very top of the immediate wall, through the secret passage, and to the chest. Go back west and head south to the passage. Go west, north, and to the chest. Walk east to the chest. Now, go east and as you start to head north to the passage you'll be attacked by a Behemoth. Hit it hard and fast, or it'll kill you first. After the battle, continue north to the passage.

Go south around the circular path, and beware of two more Behemoths along the way. Walk up the stairs and talk to the man to commence a ferocious battle against Bahamut.

~~~~~  
Bahamut

HIT POINTS: 45001

EXPERIENCE: 35000

GIL: --

WEAKNESS: Reflect

STRATEGY: Immediately start using Lunar Curtains and Light Curtains. Have Rosa and FuSoYa cast wall on themselves. This will cause Bahamut's Mega Flare attack to bounce off your characters and hit himself. In the meantime, have Cecil attack with Excalibur, Edge throw, and Rydia summon Leviathan. Rosa and FuSoYa should concentrate all their efforts on casting wall.

~~~~~  
Rydia will now be able to use the Bahamut summon spell. Exit the cave and return to the Lunar Whale.

-----  
23. Giant of Babel  
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////TREASURE////////////////////////////////////  
Shuriken, Hi-Potion, Ether, Yoichi Arrow, Siren, Silver Apple, Soma Drop,  
Elixir.

////////////////////////////////////  
Board the Lunar Whale and touch the crystal. After a short sequence, you'll automatically end up in the Giant of Babel. Walk north and down the duct. Simply walk south and down the duct. Circle around the entire room, collecting treasure as you go, until you reach the duct. Circle around north and be sure to get the two chests in this area before going down the duct. Go south, east to the chest, then east again, north to the intersection, and west to the safe area. After you've saved your game, walk north to the duct. From here, walk directly north and you'll be attacked by the four fiends.

~~~~~  
Elements

HIT POINTS: --

EXPERIENCE: 62500

GIL: 10000

WEAKNESS: Fire, Ice, Thunder, Holy.

STRATEGY: This battle will be very easy as long as you know which element is weak against what. Have your characters use spells according to these weaknesses: Rubicant=Ice, Cagnazzo=Thunder, Barbariccia=Holy, and Scarmiglione=Fire. Rydia and FuSoYa should use their highest elemental spells. Edge should also use his elemental spells. Cecil should attack normally and Rosa should concentrate on using her best spells.

~~~~~  
Return to the safe area and heal and save again, another boss fight is coming. Go back north to the duct and then continue north to the next duct. Walk down and a boss fight will commence.

~~~~~  
CPU

HIT POINTS: 30000

EXPERIENCE: 50000

GIL: 10333

WEAKNESS: --

STRATEGY: To prevent CPU from killing party members immediately, refrain from killing the Attacker orb. Go ahead and kill the Defender. Don't use any spell or attack that targets multiple enemies. In fact, you should refrain from using any offensive spells in this battle, since CPU will immediately, and constantly, put up a Reflect spell. Have Rydia summon Asura, and have Rosa and FuSoYa heal the party. Edge and Cecil are going to be doing most of the offensive work, so have them hit hard and fast.

~~~~~  
Following the battle, after several events, you'll end up on the moon with Kain in your party as a replacement for FuSoYa.

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24. Final Dungeon Preparation  
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Before heading off to the final dungeon, it will be wise to do some quick preparation. First, stop buy the Hummingway store and buy curative items, such as Hi-Potion, Ethers, and, if you have enough money, Elixirs. Don't spend all of your money, though. Return to earth.

You have the option of defeating Odin to gain a new summon spell. If you want to take on this battle, travel to Baron Castle and enter the basement of the east tower. Go all the way east to meet the king, he'll challenge you.

~~~~~  
Odin

HIT POINTS: 20001

EXPERIENCE: 18000

GIL: --

WEAKNESS: --

STRATEGY: You only have a few rounds to defeat this boss. As soon as he pulls back his sword, he's getting ready to kill off the entire party. Act fast! Cast Berserk on Cecil and have Edge throw any excess weapons. Rydia should summon Bahamut and Rosa should cast Haste on the fighters. If you time it right, Kain can actually survive the sword swoop if he's in the air while Odin uses it.

~~~~~  
Rydia will gain use of the powerful Odin summon from here out, if you chose to fight him. You should now return to either the Enterprise or Falcon and descend to the Underworld. Fly south to Kokkol's Smithy. A new store had opened that contains powerful darts and arrows. If your levels are extremely low, it would also be a good idea to do some quick leveling.

-----  
25. Cave of Trials  
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//////TREASURE////////////////////////////////////  
X-Potion, Red Jacket, Remedy (3), Phoenix Down, Coronet, Cat Hood,  
Mysterious Mask, Red Cap, Cottage, Siren (2), Corageous Suit, Lord's Robe,  
Sage's Robe, Grand Helm, Grand Armor, Dry Ether, Megalixir (2).  
////////////////////////////////////

\*\*\*The following area is a side quest; you are not required to complete it. However, I strongly recommend that you take on this quest if you want to

experience all the new game content added in this edition of FFIV.

Head to Mysidia where you'll find your old party members. You have the opportunity now to replace any of your characters except Cecil with Edward, Yang, Palom, Porom, and Cid. Replace any of the characters and you'll learn about Cave of Trials. This cave can be found at the entrance of Mt. Ordeals, where you'll find a new door.

You'll need to tackle the dungeon at least twice. My party recommendations are Cecil, Cid, Rosa, Rydia, and Yang for the first run, and Cecil, Edward, Palom, Porom, and Edge for the second run. The boss strategies will be based on these parties, but feel free to use whatever party combinations you want. You'll definitely want to gear up your old characters before entering the dungeon.

Enter the dungeon and walk through the east wall between the two rocks to find a hidden chest. On the next floor, the hidden wall is located in the south west corner of the room. There are two false walls on the next floor. Travel south to the east most part of the wall to find the secret path leading south to treasure. Head to the west side of the room. Once up the staircase, walk into the path between the rock and the wall to the east. Go back south to reach the next floor. Here you'll find the false walls in the south west and north west corners of the room. On the next floor the hidden paths are both located against the west wall, one near the top of the room and the other on the staircase below it. Travel to the next floor and take the first staircase to the east. Make your way west from there and then discover the false wall in the north west corner of the room, the next wall is directly south of the chest. Make your way back to the first staircase, and then head north to the next floor. Take the first staircases leading north and east to reach the chests in this room.

The final room is the boss room, and depending on who's in your party when you enter, you'll be able to pick up different weapons. Below are the strategies.

Yang's Weapon:

~~~~~  
Storm Dragon
HIT POINTS: 40000
EXPERIENCE: 32000
GIL: --
WEAKNESS: Ice, Shiva
STRATEGY: If you still have one, equip Yang with an Ice Claw and then beat the boss down with Power attacks. Cecil and Cid should attack physically, while Rosa stands ready to heal the party when the Dragon uses its devastating Tornado spell. Rydia should cast Blizzaga and Shiva for the most effective damage.
~~~~~

Cid's Weapon:

~~~~~  
Death Mech
HIT POINTS: 50000
EXPERIENCE: 32000
GIL: --
WEAKNESS: --
STRATEGY: Rydia will be the main source of damage in this battle, as she casts Bahamut and Flare spells. Cid can help out by attacking, while Cecil attacks and acts as back-up healer. Yang should be able to deal a fair amount of physical damage, while Rosa supports the party with Curaja.
~~~~~

~~~~~  
Edward's Weapon:

~~~~~  
Gigas Worm

HIT POINTS: 55000  
EXPERIENCE: 32000  
GIL: --  
WEAKNESS: --

STRATEGY: Edward should simply heal during this battle, using the Heal command or using more potent curative items when necessary. Cecil should attack normally, but should be ready with White Magic when the hard-hitting worm strikes. Porom is best used as a constant healer in this battle. Palom can sit back and nuke the worm with high tier Black Magic. Edge should go all out with Nijutsu and regular attacks.

~~~~~  
Palom's Weapon:

~~~~~  
Master Flan

HIT POINTS: 35000  
EXPERIENCE: 32000  
GIL: --  
WEAKNESS: --

STRATEGY: In this battle you'll want to rely more on physical damage, since the boss will reflect most spells. Cecil, Edge, and Edward can attack should constantly attack the main boss, while Palom concentrates on taking out the Flans with spells, while Porom heals and casts support spells such as Berserk and Haste.

~~~~~  
Porom's Weapon:

~~~~~  
T-Rex

HIT POINTS: 60000  
EXPERIENCE: 32000  
GIL: --  
WEAKNESS: --

STRATEGY: Cast float at the beginning of the battle to counter the Rex's Quake spells. Have Palom cast high tier spells, while Edward and Porom support the party with healing. Edge and Cecil should strike hard and fast.

~~~~~  
You can use the warp in the middle of the room to immediately exit the dungeon.

26. Lunar Core

////TREASURE////////////////////////////////////
[Lunar Subterrane]: Black Garb, Murasame, Fire Whip, Dragon Shield,
Dragon Helm, Dragon Mail, Dragon Gloves, Artemis Arrow, Elixir, White Fang,
X-Potion, Stardust Rod, Crystal Shield, Protect Ring, Crystal Mail,
Crystal Gloves, White Robe, Crystal Helm, Red Fang, Artemis Arrow,
Fuma Shuriken, Cottage, Golden Apple, Protect Ring, Ragnarok, Minerva's Plate,
Holy Lance, Ribbon (2).

[Lunar Core]: Fuma Shuriken (3), Elixir, Gysahl Whistle, Masamune, Crystal.
//

The bosses in this dungeon are balanced for the original party of Kain, Cecil, Edge, Rosa, and Rydia. Feel free to try them with other party combinations, just note that the boss strategies in this guide are based on the original party.

Travel through the Lunar Path on the Moon to the Crystal Palace. Enter the crystal room in the back of the palace. Talk to the crystals to learn more about Zemus' evil plot. Walk to the warp in the middle of the room to be transported into Lunar Subterrane.

Start by going through the secret passage along the middle of the east wall. Circle all the way around the path to the chest. Go back around the path, back to the entrance area. This time, find a secret path along the west wall and follow it to the warp. Go north to the door. Circle around west to the door and get the chest on your way. Go south and enter the door. Prepare for a boss fight and head north. Attempt to pick up the sword and you'll be thrown into a boss battle.

~~~~~

#### White Dragon

HIT POINTS: 32700

EXPERIENCE: 55000

GIL: --

WEAKNESS: Bahamut

STRATEGY: Have Rosa cast Float before allowing Rydia to summon Bahamut. Otherwise, the dragon will be able to effectively use a devastating earth attack. Cecil, Edge and Kain should all concentrate on physical attacks, while Rosa keeps the party healthy.

~~~~~

Now Walk or warp all the way back to the entrance. Head south through the door. Follow the corridor east and go a short distance north. Turn west at the chest and then follow the hidden path south and around to the chest. Now, go back east and follow the rest of the path north. Go west through the wall and get the chest, and then go through the door. Walk all the way south and find the secret passage along the east wall.

After getting the chest, continue east through another secret passage and follow it south to the next two chests. Go back to the main area and go through the central door. Walk east until you get the chest, then head back west and go down the stairs. Enter the western door. Open the single chest and exit. Go east and down the next set of stairs and go through the door. Go north east to the first chest and then south west to the next one. Now, go through the south passage. Get the immediate chest, then head east and down the stairs. Get the chest on the west side of the platform. Enter the door. Head north and find the secret passage along the east wall, go through it and get the chest. Continue east through the wall and into the south exit. Get the chest and return to the previous area. This time go through the north door. Get the east chest and walk west to the next door. Open the southern chest and walk through the north door. Go north west and get the chest. Go east to the door. Open the single chest and exit. Go down the stairs.

Get the chests on either side of the platform, then follow the west steps to a chest. Walk west across the invisible walk way between the two facing ledges. Enter the secret passage at the top of the east wall to find a hidden warp. Get the chest and walk all the way east to a warp. Walk up the stairs to the

next warp. Go north to the chest and north to another warp. You should definitely use the safe area and prepare for a boss fight in the next area.

~~~~~  
Dark Bahamut

HIT POINTS: 60000

EXPERIENCE: 64000

GIL: --

WEAKNESS: --

STRATEGY: Don't use any summons or magic on this Dragon or it'll counter with deadly attacks. Use pure brute, physical force. Rosa should cast Berserk on Cecil, Kain should jump every round, and Edge should throw Fuma Shurikens. Rydia will need to use curative items and Rosa should continually cast Curaja.

~~~~~  
Return to the safe area and recover. From here you'll need to return all the way to the invisible bridge area. This time take the east stairs and enter the door to the south. Get the west chest and take the east door. Go south and enter the first door to reach a safe area. Use the safe area and then exit and enter the second door. As you attempt to pick up the spear you'll be attacked by a boss.

~~~~~  
Plague

HIT POINTS: 33333

EXPERIENCE: 31108

GIL: 550

WEAKNESS: --

STRATEGY: As soon as the battle starts the Plague will cast doom on the entire party, you'll have a count down from 5, after that you're dead. It would be a very good idea to have Kain jump and Rosa shoot arrows at this boss, they are very effective against it. Edge should throw darts, Rydia should summon Bahamut and Cecil should attack physically. If there was ever a battle to act fast in, it's this one! If you're lucky, the Plague will re-cast Doom, starting the count down over.

~~~~~  
Return to the safe area and heal if needed. Now, enter the third door. As soon as you try to walk north you'll be attacked by two bosses.

~~~~~  
Lunasaur

HIT POINTS: 29000

EXPERIENCE: 59000

GIL: --

WEAKNESS: Holy

STRATEGY: As long as Cecil is equipped with the Ragnarok, this battle should be a breeze, it'll deal 9999 damage with every hit. Even though these bosses are weak against Holy, don't use it, or any other black or summon magic for that matter, or else they'll counter with horrific status ailment spells. Edge and Kain should attack physically and Rosa and Rydia should concentrate on healing the party.

~~~~~  
You're now free to collect the treasures. Return to the safe area and heal and save. At this point, you might want to level up a little, having the entire party at level 60 will make the final battle a little less stressful. You might also consider warping out of Lunar Subterrane and stocking up on darts and various potions.

When you're ready to destroy the demonic Zemus, circle around the three door room north, west, down the stairs, and into the door. Beware of this area, the Lunar Core. It is full of the vilest of enemies. Each fight can be the equivalent of a boss battle run away from them if necessary. Walk through the winding paths, and collect treasure on the way. Go all the way south and try to touch the sword to enter a boss fight.

~~~~~  
Ogopogo

HIT POINTS: 50000

EXPERIENCE: 61000

GIL: --

WEAKNESS: Bahamut

STRATEGY: This battle isn't too hard, but Ogopogo can hit pretty hard, so cast support spells and keep your HP up. Have Edge throw Fumas, while Cecil attacks physically and Kain jumps. Rydia should summon Bahamut every round and Rosa should cast Curaaja on the party as often as possible.

~~~~~  
After the battle, go north and down the stairs. The next three areas are all spiraling paths with some treasures on the way. When you reach the warp in the fourth area, you've reached the final boss. There's no need to heal, you'll be healed automatically in the upcoming area.

~~~~~  
Zeromus

HIT POINTS: 100000

EXPERIENCE: --

GIL: --

WEAKNESS: Meteor

STRATEGY: Before using the crystal given to you by Golbez, try having Edge steal the Dark Matter. It's hard to do so, but having this item will help protect your party from one of Zeromus' fierce attacks. Use the Crystal when you're ready and Zeromus will transform. First and foremost, Rosa must cast Curaaja every round, no matter what. If she loses a large amount of HP, you must have someone use an Elixir on her! If you don't follow these Rosa rules, you're sure to lose. Edge should throw your very best weapons, and, if you have it, the Knife. Kain will not be effective as a fighter in this battle, he should stay on level ground and use Phoenix Downs and Elixirs on weakened characters. Cecil should try to attack every round, while curing when necessary. Rydia's best course is to cast Meteor, unless she needs to heal herself or restore MP. Don't waste time using status increasing items or spells, they'll be rendered useless when Zeromus uses Black Hole. With these steps, you should be able to confidently defeat Zeromus, if your levels are at least 60.

-----  
27. Lunar Ruins  
-----

The ultimate FFIV challenge is unlockable once you beat Zeromus. Incredible treasure await those brave enough to tackle this 50 floor dungeon full of challenging puzzles and horrific encounters!

The Lunar Ruins is opened little by little as you defeat Zeromus with each character. It's located on the moon in the face-shaped rock. Each character has its own "Trial" floor, in which you'll encounter puzzles, story elements, and encounters based on the character's strengths and weaknesses. The ruins

are extremely challenging, but they contain the absolute best weapons and armor in the game.

The majority of the dungeon is randomly generated, with different possible treasure combinations. It's your best bet to tackle the dungeon at your own pace, completing one character trial at a time, and then using that character's new-found power to help with the next trial. Just save all your Grimoires for the new final battle.

The dungeon was designed to give FFIV fans a brand new method of accomplishment, and it works perfectly as a portable dungeon that you can constantly work on over a long period of time, or a hardcore feature that will keep you entertained for days.

=====  
VI. CHARACTERS  
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Cecil - Dark Knight

Dark: Cecil uses a small portion of his HP to attack every enemy on the battle field.

Cecil - Paladin

W. Magic: Allows usage of curative White Magic.  
Cover: Takes damage for another character.

Cid - Engineer

Study: Views an enemy's HP and weakness.

Edge - Ninja

Throw: Throws darts and various weapons.  
Steal: Steals items from enemies.  
Ninjutsu: Allows usage of Ninjutsu spells.

Edward - Prince

Sing: Causes status effects.  
Heal: Uses one Potion to heal entire party.  
Hide/Show: Temporarily leave battle. Automatically occurs when HP is low.

FuSoYa - Lunarian

W. Magic: Allows usage of curative White Magic.  
B. Magic: Allows usage of offensive Black Magic.  
Regen: Gradually restores party's HP; this command lasts for the entire duration of a battle.

Kain - Dragoon

Jump: Kain jumps into the air for two turns, protecting him from enemy attacks and allowing a powerful blow after the duration of two turns.

Palom - Black Mage

B. Magic: Allows usage of offensive Black Magic.  
Twin: Allows usage of a random Twin Magic spell; requires Porom's support.  
Bluff: Raises Magic Power.

Porom - White Mage

W. Magic: Allows usage of curative White Magic.  
Twin: Allows usage of a random Twin Magic spell; requires Palom's support.  
Cry: Increases ability to run from battle.

Rosa - White Mage

W. Magic: Allows usage of curative White Magic.  
Pray: Restores a small amount of HP to entire party.  
Aim: Increases attack power of bows and arrows.

Ryida - Summoner

W. Magic: Allows usage of curative White Magic (Disappears later).  
B. Magic: Allows usage of offensive Black Magic.  
Call: Allows usage of Phantom Beast Call Magic.

Tellah - Sage

W. Magic: Allows usage of curative White Magic.  
B. Magic: Allows usage of offensive Black Magic.  
Recall: Tellah remembers random spells (Disappears later).

Yang - Monk

Power: Stores up energy for two turns to deal a powerful blow.  
Kick: Causes damage to all enemies.  
Gird: Increases Defense Power.

=====  
VII. SPELLS  
=====

WHITE MAGIC

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Berserk

DESCRIPTION: Increases Attack Power.
MP: 18

Blink

DESCRIPTION: Increases Evade.
MP: 8

Confuse

DESCRIPTION: Confuses target, causing it to attack enemies.
MP: 10

Cure

DESCRIPTION: Restores a small amount of HP.
MP: 3

Cura

DESCRIPTION: Restores a medium amount of HP.
MP: 9

Curaga

DESCRIPTION: Restores a large amount of HP.
MP: 18

Curaja

DESCRIPTION: Restores a very large amount of HP.
MP: 40

Dispel

DESCRIPTION: Removes status increasing spells.
MP: 12

Esuna

DESCRIPTION: Cures all status ailments.
MP: 20

Float

DESCRIPTION: Causes target to float, protecting against earth attacks.

MP: 8

Full-Life

DESCRIPTION: Restores life with full HP.

MP: 52

Haste

DESCRIPTION: Increases speed.

MP: 25

Hold

DESCRIPTION: Stuns enemy, disabling commands.

MP: 5

Holy

DESCRIPTION: Causes a large amount of divine damage.

MP: 46

Life

DESCRIPTION: Restores life.

MP: 8

Mini

DESCRIPTION: Causes Mini status.

MP: 6

Protect

DESCRIPTION: Increases Defense Power.

MP: 9

Reflect

DESCRIPTION: Reflects magic attacks.

MP: 30

Silence

DESCRIPTION: Silences target, disabling the use of spells.

MP: 6

Scan

DESCRIPTION: Views target's HP and weakness.

MP: 1

Shell

DESCRIPTION: Increases Magic Defense.

MP: 10

Sight

DESCRIPTION: Gives a wider perspective of overworld map.

MP: 2

Slow

DESCRIPTION: Decreases speed.

MP: 14

Teleport

DESCRIPTION: Warps party out of dungeon.

MP: 10

BLACK MAGIC

~~~~~

Bio

DESCRIPTION: Causes a large amount of poison elemental damage.

MP: 20

Blizzard

DESCRIPTION: Causes a small amount of ice elemental damage.

MP: 5

Blizzara

DESCRIPTION: Causes a medium amount of ice elemental damage.

MP: 15

Blizzaga

DESCRIPTION: Causes a large amount of ice elemental damage.

MP: 30

Break

DESCRIPTION: Causes Petrify status.

MP: 15

Death

DESCRIPTION: Causes immediate death.

MP: 35

Drain

DESCRIPTION: Absorbs target's HP.

MP: 18

Fire

DESCRIPTION: Causes a small amount of fire elemental damage.

MP: 5

Fira

DESCRIPTION: Causes a medium amount of fire elemental damage.

MP: 15

Firaga

DESCRIPTION: Causes a large amount of fire elemental damage.

MP: 30

Flare

DESCRIPTION: Causes a very large amount of fire damage.

MP: 50

Meteor

DESCRIPTION: Causes a very large amount of damage to all enemies.

MP: 99

Osmose

DESCRIPTION: Absorbs MP.

MP: --

Pig

DESCRIPTION: Causes target to turn into a pig, decreasing speed.

MP: 1

Poison

DESCRIPTION: Causes a small amount of poison elemental damage.  
MP: 2

#### Quake

DESCRIPTION: Causes earth elemental damage to ground targets.  
MP: 30

#### Sleep

DESCRIPTION: Causes target to fall asleep.  
MP: 12

#### Stop

DESCRIPTION: Stuns enemy, disabling commands.  
MP: 15

#### Thunder

DESCRIPTION: Causes a small amount of electric elemental damage.  
MP: 5

#### Thundara

DESCRIPTION: Causes a medium amount of electric elemental damage.  
MP: 15

#### Thundaga

DESCRIPTION: Causes a large amount of electric elemental damage.  
MP: 30

#### Toad

DESCRIPTION: Causes Toad status.  
MP: 7

#### Tornado

DESCRIPTION: Greatly reduces target's HP.  
MP: 25

#### Warp

DESCRIPTION: Warps back one floor in dungeons.  
MP: 4

#### CALL MAGIC

~~~~~

Asura

DESCRIPTION: Casts a random curative spell.
MP: 50

Bahamut

DESCRIPTION: Causes a very large amount of damage to all enemies.
MP: 60

Bomb

DESCRIPTION: Causes a large amount of damage.
MP: 10

Chocobo

DESCRIPTION: Causes a small amount of damage to one enemy.
MP: 7

Cockatrice

DESCRIPTION: Causes Petrify status.
MP: 15

Dragon

DESCRIPTION: Causes a medium amount of damage to all enemies.

MP: 20

Goblin

DESCRIPTION: Causes a very small amount of damage to one enemy.

MP: 1

Ifrit

DESCRIPTION: Causes a medium amount of fire elemental damage to all enemies.

MP: 30

Leviathan

DESCRIPTION: Causes a large amount of water elemental damage to all enemies.

MP: 50

Mind Flayer

DESCRIPTION: Causes a medium amount of damage.

MP: 18

Odin

DESCRIPTION: Automatically kills entire enemy group.

MP: 45

Ramuh

DESCRIPTION: Causes a medium amount of electric elemental damage.

MP: 30

Shiva

DESCRIPTION: Causes a medium amount of ice elemental damage to all enemies.

MP: 30

Sylph

DESCRIPTION: Absorbs HP.

MP: 25

Titan

DESCRIPTION: Causes a large amount of earth elemental damage to all enemies.

MP: 40

NINJUTSU

~~~~~

Blitz

DESCRIPTION: Causes electric elemental damage to all enemies.

MP: 25

Flame

DESCRIPTION: Causes fire elemental damage to all enemies.

MP: 15

Flood

DESCRIPTION: Causes water elemental damage to all enemies.

MP: 20

Image

DESCRIPTION: Increases Evade.

MP: 6

Pin

DESCRIPTION: Stuns enemy.  
MP: 5

Smoke

DESCRIPTION: Allows party to run away.  
MP: 10

TWIN MAGIC

~~~~~

Comet

DESCRIPTION: Causes a medium amount of non-elemental damage.
MP: 20

Pyro

DESCRIPTION: Causes a medium amount of fire damage.
MP: 10

=====

VIII. ITEMS

=====

SUPPORT ITEMS

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Antidote

DESCRIPTION: Cures Poison status.  
COST: 40

Bomb

DESCRIPTION: Teaches Rydia bomb.  
COST: Won in battle

Cottage

DESCRIPTION: Restores all HP and MP to party on overworld or save point.  
COST: 500

Cockatrice

DESCRIPTION: Teaches Rydia Cockatrice.  
COST: Won in battle

Cross

DESCRIPTION: Cures Curse status.  
COST: 100

Diet Food

DESCRIPTION: Cures Pig status.  
COST: 100

Dry Ether

DESCRIPTION: Restores a medium amount of MP to one character.  
COST: 50000

Dwarven Bread

DESCRIPTION: Zooms out when used on overworld.  
COST: --

Echo Herbs

DESCRIPTION: Cures Silence status.  
COST: 50

Elixir

DESCRIPTION: Completely restores HP and MP to one character.  
COST: 100000

#### Emergency Exit

DESCRIPTION: Warps party out of dungeons.  
COST: --

#### Ether

DESCRIPTION: Restores a small amount of MP to one character.  
COST: 10000

#### Eye Drops

DESCRIPTION: Cures Darkness status.  
COST: 30

#### Goblin

DESCRIPTION: Teaches Rydia Goblin.  
COST: Won in battle

#### Golden Apple

DESCRIPTION: Increases max HP by 100.  
COST: --

#### Gold Needle

DESCRIPTION: Cures Petrify status.  
COST: 400

#### Gysahl Greens

DESCRIPTION: Summons a Fat Chocobo in a Chocobo Forest.  
COST: 50

#### Gysahl Whistle

DESCRIPTION: Calls Fat Chocobo.  
COST: 20000

#### Hi-Potion

DESCRIPTION: Restores a medium amount of HP to one character.  
COST: 150

#### Maiden's Kiss

DESCRIPTION: Cures Toad status.  
COST: 60

#### Mallet

DESCRIPTION: Cures Mini status.  
COST: 80

#### Megalixir

DESCRIPTION: Completely restores HP and MP to entire party.  
COST: --

#### Mind Flayer

DESCRIPTION: Teaches Rydia Mind Flayer.  
COST: Won in battle

#### Phoenix Down

DESCRIPTION: Restores life to one dead character.  
COST: 100

#### Potion

DESCRIPTION: Restores a small amount of HP to one character.  
COST: 30

#### Remedy

DESCRIPTION: Cures all status ailments.  
COST: 5000

#### Silver Apple

DESCRIPTION: Increases max HP by 50.  
COST: --

#### Siren

DESCRIPTION: Calls a monster to attack you.  
COST: --

#### Soma Drop

DESCRIPTION: Increases maximum MP by 10.  
COST: --

#### Tent

DESCRIPTION: Restores most HP and MP to party on overworld or save point.  
COST: 100

#### X-Potion

DESCRIPTION: Restores a large amount of HP to one character.  
COST: --

#### BATTLE ITEMS

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Alarm Clock

DESCRIPTION: Wakes entire party.
LOCATION: Eblan Castle

Antarctic Wind

DESCRIPTION: Causes a small amount of ice elemental damage.
LOCATION: Underground Waterway, Antlion, Fabul, Tomra

Arctic Wind

DESCRIPTION: Causes a medium amount of ice damage.
LOCATION: Agart

Bacchus's Cider

DESCRIPTION: Increases attack power.
LOCATION: Fabul, Baron Castle, Troia Castle, Dwarven Castle, Tower of Babel, Eblan Castle, Cave of Summons, Land of Summons

Bell of Silence

DESCRIPTION: Casts Silence.
LOCATION: Sealed Cavern

Bestiary

DESCRIPTION: Scans enemy for HP and weakness.
LOCATION: Dwarven Castle, Sealed Cavern, Hummingway Village

Bomb Arm

DESCRIPTION: Causes a large amount of fire elemental damage.
LOCATION: Won in battle

Bomb Fragment

DESCRIPTION: Causes a small amount of fire damage.

LOCATION: Underground Waterway, Fabul, Mist, Tomra

Bomb Core

DESCRIPTION: Destroys character and inflicts equal HP damage.

LOCATION: Eblan Castle, Cave of Eblan, Sylvan Cave

Blue Fang

DESCRIPTION: Causes a large amount of electric damage.

LOCATION: Sylvan Cave

Coeurl's Whisker

DESCRIPTION: Automatically kills target.

LOCATION: Eblan Castle

Dark Matter

DESCRIPTION: Protects against Zeromus' attacks.

LOCATION: Stolen from Zeromus

Decoy

DESCRIPTION: Increases evade.

LOCATION: Troia

Gaia Drum

DESCRIPTION: Causes earth elemental damage.

LOCATION: Won in battle

Gold Hourglass

DESCRIPTION: Halts enemies, disabling commands.

LOCATION: Won in battle

Grimoire

DESCRIPTION: Summons Phantom Beasts.

LOCATION: Won in battle

Hermes' Shoes

DESCRIPTION: Increases speed.

LOCATION: Underground Waterway, Fabul, Old Waterway, Baron Castle, Eblan Castle

Hourglass

DESCRIPTION: Stuns enemies, disabling all commands.

LOCATION: Baron, Underground Waterway, Antlion, Old Waterway, Magnetic Cavern

Kiss of Lilith

DESCRIPTION: Absorbs MP.

LOCATION: Tower of Babel

Light Curtain

DESCRIPTION: Casts Reflect on user.

LOCATION: Sealed Cavern

Lunar Curtain

DESCRIPTION: Casts Reflect on user.

LOCATION: Lunar Path

Silver Hourglass

DESCRIPTION: Stops enemies, disabling commands.

LOCATION: Dwarven Castle, Eblan Castle, Cave of Eblan, Tower of Babel

Spider's Silk

DESCRIPTION: Slows enemies.

LOCATION: Antlion, Fabul, Magnetic Cavern, Cave of Eblan

Stardust

DESCRIPTION: Causes a large amount of non-elemental damage.

LOCATION: Lunar Path

Rage of Zeus

DESCRIPTION: Causes a small amount of electric elemental damage.

LOCATION: Fabul, Baron, Old Waterway, Tomra

Red Fang

DESCRIPTION: Causes a large amount of fire damage.

LOCATION: Sylvan Cave, Lunar Subterrane

Unicorn Horn

DESCRIPTION: Cures battle effects.

LOCATION: Baron Castle, Magnetic Cavern, Eblan Castle, Tower of Babel

Vampire Fang

DESCRIPTION: Sucks enemy HP.

LOCATION: Cave of Eblan

White Fang

DESCRIPTION: Causes a large amount of ice damage.

LOCATION: Sylvan Cave, Lunar Subterrane

KEY ITEMS

~~~~~

Adamantite

DESCRIPTION: Given to Kokkol with Sword of Legend to forge the Excalibur.

LOCATION: Grotto

Baron Key

DESCRIPTION: Opens locked doors in Baron.

LOCATION: Baron

Bomb Ring

DESCRIPTION: Causes destruction to Mist.

LOCATION: Baron Castle

Crystal

DESCRIPTION: Transforms Zeromus.

LOCATION: Lunar Core

Dark Crystal

DESCRIPTION: Taken by Kain.

LOCATION: Sealed Cavern

Earth Crystal

DESCRIPTION: Exchanged for Rosa.

LOCATION: Magnetic Cavern

Frying Pan

DESCRIPTION: Wakes Yang.

LOCATION: Fabul

Luca's Necklace

DESCRIPTION: Allows entrance to Sealed Cavern.

LOCATION: Dwarven Castle

Lugae's Key

DESCRIPTION: Opens the locked door in Tower of Babel.

LOCATION: Tower of Babel

Magazine

DESCRIPTION: "Now this is what I call great literature!"

LOCATION: Dwarven Castle

Magma Rock

DESCRIPTION: Allows entrance to the underworld.

LOCATION: Baron Castle

Membership Pass

DESCRIPTION: Allows entrance to dance show.

LOCATION: Troia

Pink Tail

DESCRIPTION: Traded for Adamant Armor.

LOCATION: Lunar Subterrane

Rat Tail

DESCRIPTION: Traded for Adamantite.

LOCATION: Land of Summons

Sand Ruby

DESCRIPTION: Cures Rosa from desert fever.

LOCATION: Antlion

Twin Harp

DESCRIPTION: Decreases Dark Elf's power.

LOCATION: Troia

=====  
IX. WEAPONS  
=====

SWORDS

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Ancient Sword

LOCATION: Old Waterway

COST: --

ATTACK POWER: 35

OTHER: Sleep elemental

Avenger

LOCATION: Sylvan Cave

COST: --

ATTACK POWER: 82

OTHER: Casts Berserk on user.

Blood Sword

LOCATION: Cave of Eblan

COST: --

ATTACK POWER: 44

OTHER: Absorbs HP, Defense -2

Dark Sword

LOCATION: Equipped on Cecil

COST: --

ATTACK POWER: 10

OTHER: --

Deathbringer

LOCATION: Fabul

COST: --

ATTACK POWER: 31

OTHER: Defense +2, Death elemental

Defender

LOCATION: Cave of Summons

COST: --

ATTACK POWER: 105

OTHER: Defense +8

Excalibur

LOCATION: Kokkol's Smithy

COST: --

ATTACK POWER: 163

OTHER: --

Flame Sword

LOCATION: Tower of Zot, Dwarven Castle

COST: 14000

ATTACK POWER: 65

OTHER: Fire elemental

Ice Brand

LOCATION: Tower of Babel, Cave of Eblan

COST: 26000

ATTACK POWER: 75

OTHER: Ice elemental

Light Sword

LOCATION: Sealed Cavern

COST: --

ATTACK POWER: 100

OTHER: --

Mythril Sword

LOCATION: Mythril

COST: 6000

ATTACK POWER: 50

OTHER: --

Ragnarok

LOCATION: Lunar Subterrane

COST: --

ATTACK POWER: 204

OTHER: Defense +8

Shadow Blade

LOCATION: Underground Waterway

COST: --

ATTACK POWER: 20

OTHER: --

Sleep Blade

LOCATION: Eblan Castle

COST: --

ATTACK POWER: 55

OTHER: Sleep elemental

Sword of Legend

LOCATION: Equipped on Cecil

COST: --

ATTACK POWER: 40

OTHER: --

SPEARS

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Blood Lance

LOCATION: Eblan Castle

COST: --

ATTACK POWER: 85

OTHER: Absorbs HP, Defense -5

Fire Lance

LOCATION: Dwarven Castle

COST: 11000

ATTACK POWER: 66

OTHER: --

Gungnir

LOCATION: Equipped on Kain

COST: --

ATTACK POWER: 92

OTHER: Defense +7

Holy Lance

LOCATION: Lunar Subterrane

COST: --

ATTACK POWER: 109

OTHER: --

Ice Lance

LOCATION: Tower of Babel, Cave of Eblan

COST: 21000

ATTACK POWER: 77

OTHER: Ice elemental

Spear

LOCATION: Agart

COST: 60

ATTACK POWER: 9

OTHER: --

Wind Spear

LOCATION: Equipped on Kain

COST: --

ATTACK POWER: 55

OTHER: --

Wyvern Lance

LOCATION: Won in battle

COST: --

ATTACK POWER: 99

OTHER: Greatly effective against dragons

KATANAS

~~~~~

Ahura

LOCATION: Tower of Babel, Tomra
COST: 7000
ATTACK POWER: 47
OTHER: --

Kikuichimonji

LOCATION: Cave of Summons
COST: --
ATTACK POWER: 65
OTHER: --

Kotetsu

LOCATION: Land of Summons, Sealed Cavern
COST: 11000
ATTACK POWER: 56
OTHER: --

Kunai

LOCATION: Cave of Eblan
COST: 4000
ATTACK POWER: 38
OTHER: --

Masamune

LOCATION: Lunar Core
COST: --
ATTACK POWER: 91
OTHER: --

Murasame

LOCATION: Lunar Subterrane
COST: --
ATTACK POWER: 83
OTHER: Defense +3

STAVES

~~~~~

Healing Staff

LOCATION: Mysidia, Baron  
COST: 480  
ATTACK POWER: 8  
OTHER: --

Kinesis Staff

LOCATION: Land of Summons  
COST: 7000  
ATTACK POWER: 30  
OTHER: --

Mythril Staff

LOCATION: Mythril  
COST: 4000  
ATTACK POWER: 12  
OTHER: --

Power Staff

LOCATION: Cave of Eblan  
COST: 2000  
ATTACK POWER: 33

OTHER: --

Sage's Staff

LOCATION: Won in battle

COST: --

ATTACK POWER: 48

OTHER: --

Staff

LOCATION: Kaipo, Agart

COST: 160

ATTACK POWER: 4

OTHER: --

RODS

~~~~~

Fairy Rod

LOCATION: Land of Summons, Sylvan Cave

COST: 5000

ATTACK POWER: 30

OTHER: --

Flame Rod

LOCATION: Mysidia

COST: 380

ATTACK POWER: 7

OTHER: Fire elemental

Ice Rod

LOCATION: Underground Waterway, Mysidia

COST: 220

ATTACK POWER: 5

OTHER: Ice elemental

Rod

LOCATION: Kaipo, Agart

COST: 100

ATTACK POWER: 3

OTHER: --

Rod of Change

LOCATION: Mist

COST: --

ATTACK POWER: 15

OTHER: --

Stardust Rod

LOCATION: Lunar Subterrane

COST: --

ATTACK POWER: 45

OTHER: Wisdom +15

Thunder Rod

LOCATION: Baron

COST: 700

ATTACK POWER: 10

OTHER: Thunder elemental

BOWS

~~~~~

Bow

LOCATION: Kaipo, Agart

COST: 220

OTHER: --

Crossbow

LOCATION: Damcyan, Mysidia, Agart

COST: 700

OTHER: --

Elven Bow

LOCATION: Sylvan Cave

COST: --

OTHER: --

Great Bow

LOCATION: Troia, Troia Castle, Dwarven Castle

COST: 2000

OTHER: --

Killer Bow

LOCATION: Tower of Babel, Cave of Eblan, Tomra

COST: 3000

OTHER: --

Yoichi's Bow

LOCATION: Land of Summons

COST: --

OTHER: --

ARROWS

~~~~~

Angel Arrow

LOCATION: Land of Summons, Sylvan Cave

COST: 110

OTHER: --

Artemis Arrow

LOCATION: Lunar Subterrane

COST: --

OTHER: --

Dark Arrow

LOCATION: Dwarven Castle

COST: 40

OTHER: Darkness elemental

Fire Arrow

LOCATION: Troia, Troia Castle, Sylvan Cave

COST: 30

OTHER: Fire elemental

Holy Arrow

LOCATION: Damcyan, Mt. Hobs, Mysidia, Agart

COST: 20

OTHER: Holy elemental

Ice Arrow

LOCATION: Troia, Troia Castle, Tower of Babel, Sylvan Cave

COST: 30

OTHER: Ice elemental

Iron Arrow

LOCATION: Kaipo, Damcyan, Agart

COST: 10

OTHER: --

Poison Arrow

LOCATION: Cave of Eblan

COST: 70

OTHER: Poison elemental

Silence Arrow

LOCATION: Eblan Castle, Tomra

COST: 100

OTHER: Silence elemental

Tunder Arrow

LOCATION: Troia, Troia Castle, Sylvan Cave

COST: 30

OTHER: Thunder elemental

Yoichi Arrow

LOCATION: Land of Summons, Giant of Babel, Kokkol's Smithy

COST: 140

OTHER: --

HARPS

~~~~~

Apollo's Harp

LOCATION: Cave of Trials

COST: --

ATTACK POWER: 98

OTHER: Fire elemental

Dreamer's Harp

LOCATION: Equipped on Edward

COST: --

ATTACK POWER: 8

OTHER: Confuse elemental

Lamia's Harp

LOCATION: Antlion

COST: --

ATTACK POWER: 12

OTHER: Sleep elemental

CLAWS

~~~~~

Cat Claw

LOCATION: Tower of Babel

COST: --

ATTACK POWER: 1

OTHER: Sleep elemental

Fairy Claw

LOCATION: Magnetic Cavern

COST: --

ATTACK POWER: --

OTHER: Confuse elemental

Fire Claw

LOCATION: Fabul, Baron
COST: 350
ATTACK POWER: --
OTHER: Fire elemental

Hand of the Gods

LOCATION: Cave of Trials
COST: --
ATTACK POWER: --
OTHER: Holy elemental

Hell Claw

LOCATION: Tower of Zot
COST: --
ATTACK POWER: 1
OTHER: Death elemental

Ice Claw

LOCATION: Fabul, Baron
COST: 450
ATTACK POWER: --
OTHER: Ice elemental

Thunder Claw

LOCATION: Fabul, Baron
COST: 550
ATTACK POWER: --
OTHER: Electric elemental

HAMMERS

~~~~~

Gaia Hammer

LOCATION: Tower of Zot  
COST: --  
ATTACK POWER: 67  
OTHER: Earth elemental

Mythril Hammer

LOCATION: Mythril  
COST: 8000  
ATTACK POWER: 55  
OTHER: --

Thor's Hammer

LOCATION: Cave of Trials  
COST: --  
ATTACK POWER: 190  
OTHER: Thunder elemental

Wooden Hammer

LOCATION: Troia  
COST: 80  
ATTACK POWER: 45  
OTHER: --

WHIPS

~~~~~

Blitz Whip

LOCATION: Land of Summons
COST: 10000
ATTACK POWER: 40
OTHER: --

Chain Whip

LOCATION: Tomra, Land of Summons
COST: 6000
ATTACK POWER: 30
OTHER: --

Fire Whip

LOCATION: Lunar Subterrane
COST: --
ATTACK POWER: 51
OTHER: Defense +2

Whip

LOCATION: Mist
COST: 3000
ATTACK POWER: 20
OTHER: Paralyze elemental

KNIVES

~~~~~

#### Dancing Dagger

LOCATION: Mist  
COST: 5000  
ATTACK POWER: 28  
OTHER: --

#### Mage Masher

LOCATION: Sylvan Cave  
COST: --  
ATTACK POWER: 35  
OTHER: --

#### Mythril Knife

LOCATION: Mythril  
COST: 3000  
ATTACK POWER: 20  
OTHER: --

#### Triton's Dagger

LOCATION: Cave of Trials  
COST: --  
ATTACK POWER: 62  
OTHER: --

#### BOOMERANGS

~~~~~

Boomrang

LOCATION: Agart, Cave of Eblan
COST: 3000
ATTACK POWER: 33
OTHER: --

Full Moon

LOCATION: Sylvan Cave
COST: --

ATTACK POWER: 57
OTHER: --

AXES

~~~~~

##### Dwarf Axe

LOCATION: Dwarven Castle  
COST: 15000  
ATTACK POWER: 63  
OTHER: Defense +3

##### Ogrekiller

LOCATION: Tower of Babel, Tomra  
COST: 45000  
ATTACK POWER: 80  
OTHER: Greatly effective against Ogres

##### Poison Axe

LOCATION: Cave of Summons  
COST: --  
ATTACK POWER: 95  
OTHER: Poison elemental, two-handed

#### Darts

~~~~~

Fuma Shuriken

LOCATION: Sealed Cavern, Kokkol's Smithy, Lunar Subterrane, Lunar Core
COST: 50000
OTHER: --

Knife

LOCATION: Fabul
COST: --
OTHER: Causes 9999 damage.

Shuriken

LOCATION: Cave of Eblan, Giant of Babel, Kokkol's Smithy
COST: 20000
OTHER: --

=====

X. ARMOR

=====

BODY

~~~~~

##### Adamant Armor

LOCATION: Grotto (Requires Pink Tail)  
COST: --  
DEFENSE POWER: 100  
MAGIC DEFENSE: 20  
OTHER: Protects against status ailments, Fire, Ice and Thunder

##### Bard's Tunic

LOCATION: Mist  
COST: 70  
DEFENSE POWER: 2  
MAGIC DEFENSE: 1  
OTHER: --



Black Garb

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 14

MAGIC DEFENSE: 5

OTHER: --

Black Robe

LOCATION: Cave of Eblan

COST: 10000

DEFENSE POWER: 8

MAGIC DEFENSE: 7

OTHER: --

Black Belt

LOCATION: Dwarven Castle

COST: --

DEFENSE POWER: 12

MAGIC DEFENSE: 3

OTHER: Attack +2

Clothes

LOCATION: Kaipo, Troia, Mist

COST: 50

DEFENSE POWER: 1

MAGIC DEFENSE: --

OTHER: --

Corageous Suit

LOCATION: Cave of Trials

COST: --

DEFENSE POWER: 22

MAGIC DEFENSE: 8

OTHER: --

Crystal Mail

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 25

MAGIC DEFENSE: 10

OTHER: --

Dark Armor

LOCATION: Equipped on Cecil

COST: --

DEFENSE POWER: 5

MAGIC DEFENSE: 1

OTHER: --

Demon Armor

LOCATION: Fabul

COST: 3000

DEFENSE POWER: 9

MAGIC DEFENSE: 3

OTHER: --

Diamond Armor

LOCATION: Tomra

COST: 40000

DEFENSE POWER: 19

MAGIC DEFENSE: 4  
OTHER: --

#### Dragon Mail

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 23  
MAGIC DEFENSE: 8  
OTHER: --

#### Flame Mail

LOCATION: Tower of Zot, Dwarven Castle  
COST: 30000  
DEFENSE POWER: 15  
MAGIC DEFENSE: 4  
OTHER: Protects against Ice

#### Gaia Gear

LOCATION: Mysidia  
COST: 500  
DEFENSE POWER: 3  
MAGIC DEFENSE: 3  
OTHER: --

#### Genji Armor

LOCATION: Cave of Bahamut  
COST: --  
DEFENSE POWER: 21  
MAGIC DEFENSE: 7  
OTHER: --

#### Grand Armor

LOCATION: Cave of Trials  
COST: --  
DEFENSE POWER: 28  
MAGIC DEFENSE: 10  
OTHER: Protects against Thunder

#### Hades Armor

LOCATION: Underground Waterway  
COST: --  
DEFENSE POWER: 7  
MAGIC DEFENSE: 2  
OTHER: --

#### Ice Armor

LOCATION: Tower of Babel, Cave of Eblan  
COST: 36000  
DEFENSE POWER: 17  
MAGIC DEFENSE: 4  
OTHER: --

#### Iron Armor

LOCATION: Agart  
COST: 600  
DEFENSE POWER: 4  
MAGIC DEFENSE: 1  
OTHER: --

#### Kenpogi

LOCATION: Baron  
COST: 4000  
DEFENSE POWER: 5  
MAGIC DEFENSE: 2  
OTHER: Attack +1

Knight's Armor

LOCATION: Mysidia  
COST: 8000  
DEFENSE POWER: 11  
MAGIC DEFENSE: 2  
OTHER: --

Leather Garb

LOCATION: Kaipo, Troia  
COST: 200  
DEFENSE POWER: 2  
MAGIC DEFENSE: 1  
OTHER: --

Light Robe

LOCATION: Land of Summons  
COST: 30000  
DEFENSE POWER: 12  
MAGIC DEFENSE: 9  
OTHER: --

Lord's Robe

LOCATION: Cave of Trials  
COST: --  
DEFENSE POWER: 19  
MAGIC DEFENSE: 18  
OTHER: Protects against Fire, Ice, and Thunder

Minerva's Plate

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 28  
MAGIC DEFENSE: 5  
OTHER: --

Red Jacket

LOCATION: Cave of Trials  
COST: --  
DEFENSE POWER: 21  
MAGIC DEFENSE: 12  
OTHER: Protects against Fire

Sage's Robe

LOCATION: Cave of Trials  
COST: --  
DEFENSE POWER: 19  
MAGIC DEFENSE: 15  
OTHER: Protects against Silence

Sage's Surplice

LOCATION: Tower of Zot, Dwarven Castle  
COST: 1200  
DEFENSE POWER: 5  
MAGIC DEFENSE: 5

OTHER: --

White Robe

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 18

MAGIC DEFENSE: 10

OTHER: --

HEAD

~~~~~

Black Cowl

LOCATION: Sealed Cavern

COST: --

DEFENSE POWER: 6

MAGIC DEFENSE: 1

OTHER: --

Cat Hood

LOCATION: Cave of Trials

COST: --

DEFENSE POWER: 7

MAGIC DEFENSE: 18

OTHER: --

Coronet

LOCATION: Cave of Trials

COST: --

DEFENSE POWER: 7

MAGIC DEFENSE: 16

OTHER: --

Crystal Helm

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 12

MAGIC DEFENSE: 8

OTHER: --

Dark Helm

LOCATION: Equipped on Cecil

COST: --

DEFENSE POWER: 4

MAGIC DEFENSE: 1

OTHER: --

Demon Helm

LOCATION: Fabul

COST: 980

DEFENSE POWER: 6

MAGIC DEFENSE: 1

OTHER: --

Diamond Helm

LOCATION: Tomra

COST: 10000

DEFENSE POWER: 9

MAGIC DEFENSE: 2

OTHER: --

Dragon Helm

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 11

MAGIC DEFENSE: 7

OTHER: --

Feathered Cap

LOCATION: Underground Waterway, Damcyan, Troia

COST: --

DEFENSE POWER: 2

MAGIC DEFENSE: 3

OTHER: --

Genji Helm

LOCATION: Cave of Bahamut

COST: --

DEFENSE POWER: 10

MAGIC DEFENSE: 6

OTHER: --

Gold Hairpin

LOCATION: Mist, Tomra

COST: 20000

DEFENSE POWER: 7

MAGIC DEFENSE: 10

OTHER: --

Grand Helm

LOCATION: Cave of Trials

COST: --

DEFENSE POWER: 14

MAGIC DEFENSE: 10

OTHER: Protects against Thunder

Green Beret

LOCATION: Tower of Babel

COST: --

DEFENSE POWER: 6

MAGIC DEFENSE: 1

OTHER: Attack +1

Hades Helm

LOCATION: Underground Waterway

COST: --

DEFENSE POWER: 5

MAGIC DEFENSE: 1

OTHER: --

Iron Helm

LOCATION: Agart

COST: 150

DEFENSE POWER: 3

MAGIC DEFENSE: --

OTHER: --

Leather Cap

LOCATION: Kaipo, Troia

COST: 100

DEFENSE POWER: 1

MAGIC DEFENSE: 1
OTHER: --

Light Helm

LOCATION: Mysidia
COST: 4000
DEFENSE POWER: 7
MAGIC DEFENSE: 2
OTHER: --

Mysterious Mask

LOCATION: Cave of Trials
COST: --
DEFENSE POWER: 8
MAGIC DEFENSE: 3
OTHER: --

Red Cap

LOCATION: Cave of Trials
COST: --
DEFENSE POWER: 10
MAGIC DEFENSE: 12
OTHER: Protects against Fire

Ribbon

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 9
MAGIC DEFENSE: 11
OTHER: Protects against status ailments

Sage's Miter

LOCATION: Dwarven Castle
COST: 2000
DEFENSE POWER: 5
MAGIC DEFENSE: 7
OTHER: --

Twist Headband

LOCATION: Baron
COST: 450
DEFENSE POWER: 1
MAGIC DEFENSE: 1
OTHER: Attack +1

Wizard's Hat

LOCATION: Mysidia
COST: 700
DEFENSE POWER: 3
MAGIC DEFENSE: 5
OTHER: --

HANDS

~~~~~

#### Crystal Gloves

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 10  
MAGIC DEFENSE: 7  
OTHER: --

Dark Gloves

LOCATION: Equipped on Cecil

COST: --

DEFENSE POWER: 2

MAGIC DEFENSE: --

OTHER: --

Demon Gloves

LOCATION: Fabul

COST: 800

DEFENSE POWER: 4

MAGIC DEFENSE: --

OTHER: --

Diamond Armlet

LOCATION: Tomra

COST: 4000

DEFENSE POWER: 6

MAGIC DEFENSE: 8

OTHER: --

Diamond Gloves

LOCATION: Tomra

COST: 5000

DEFENSE POWER: 7

MAGIC DEFENSE: 3

OTHER: --

Dragon Gloves

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 9

MAGIC DEFENSE: 6

OTHER: --

Gauntlets

LOCATION: Mysidia

COST: 3000

DEFENSE POWER: 5

MAGIC DEFENSE: 1

OTHER: --

Genji Gloves

LOCATION: Cave of Bahamut

COST: --

DEFENSE POWER: 8

MAGIC DEFENSE: 5

OTHER: --

Hades Gloves

LOCATION: Underground Waterway

COST: --

DEFENSE POWER: 3

MAGIC DEFENSE: --

OTHER: --

Iron Gloves

LOCATION: Agart

COST: 130

DEFENSE POWER: 2  
MAGIC DEFENSE: --  
OTHER: --

#### Iron Armlet

LOCATION: Kaipo, Underground Waterway  
COST: 100  
DEFENSE POWER: 2  
MAGIC DEFENSE: 1  
OTHER: --

#### Power Armlet

LOCATION: Dwarven Castle  
COST: --  
DEFENSE POWER: 2  
MAGIC DEFENSE: 2  
OTHER: Raises Strength

#### Protect Ring

LOCATION: Lunar Subterrane  
COST: --  
DEFENSE POWER: 17  
MAGIC DEFENSE: 12  
OTHER: --

#### Ruby Ring

LOCATION: Damcyan, Troia, Troia Castle, Mist  
COST: 1000  
DEFENSE POWER: --  
MAGIC DEFENSE: 3  
OTHER: --

#### Rune Armlet

LOCATION: Dwarven Castle  
COST: 2000  
DEFENSE POWER: 5  
MAGIC DEFENSE: 8  
OTHER: --

#### Silver Armlet

LOCATION: Mysidia, Baron  
COST: 650  
DEFENSE POWER: 4  
MAGIC DEFENSE: 4  
OTHER: --

#### SHIELDS

~~~~~

Aegis Shield

LOCATION: Land of Summons
COST: 20000
DEFENSE POWER: 4
MAGIC DEFENSE: 5
OTHER: --

Crystal Shield

LOCATION: Lunar Subterrane
COST: --
DEFENSE POWER: 7
MAGIC DEFENSE: 4

OTHER: --

Dark Shield

LOCATION: Equipped on Cecil

COST: --

DEFENSE POWER: 1

MAGIC DEFENSE: --

OTHER: --

Demon Shield

LOCATION: Fabul

COST: --

DEFENSE POWER: 2

MAGIC DEFENSE: --

OTHER: --

Diamond Shield

LOCATION: Tomra

COST: 15000

DEFENSE POWER: 4

MAGIC DEFENSE: 2

OTHER: --

Dragon Shield

LOCATION: Lunar Subterrane

COST: --

DEFENSE POWER: 6

MAGIC DEFENSE: 3

OTHER: --

Fire Shield

LOCATION: Tower of Zot, Dwarven Castle

COST: 1250

DEFENSE POWER: 3

MAGIC DEFENSE: 2

OTHER: Protects against Ice

Genji Shield

LOCATION: Cave of Bahamut

COST: --

DEFENSE POWER: 5

MAGIC DEFENSE: 3

OTHER: --

Ice Shield

LOCATION: Cave of Eblan

COST: 10000

DEFENSE POWER: 3

MAGIC DEFENSE: 2

OTHER: Protects against fire

Iron Shield

LOCATION: Agart

COST: 100

DEFENSE POWER: 1

MAGIC DEFENSE: --

OTHER: --

Light Shield

LOCATION: Mysidia

COST: 700
DEFENSE POWER: 2
MAGIC DEFENSE: 1
OTHER: --

=====

XI. SHOPS

=====

BARON

Inn Cost - 50

ITEM

~~~~~

Potion - 30  
Phoenix Down - 100  
Gold Needle - 400  
Maiden's Kiss - 60  
Eye Drops - 30  
Antidote - 40  
Tent - 100  
Gysahl Greens - 50

WEAPON (Available after obtaining Baron Key)

~~~~~

Thunder Rod - 700
Healing Staff - 480
Fire Claw - 350
Ice Claw - 450
Thunder Claw - 550

ARMOR (Available after obtaining Baron Key)

~~~~~

Twist Headband - 450  
Kenpogi - 4000  
Silver Armet - 650

-----

Kaipo

-----

Inn Cost - 50

ITEM

~~~~~

Potion - 30
Phoenix Down - 100
Gold Needle - 400
Maiden's Kiss - 60
Eye Drops - 30
Antidote - 40
Tent - 100
Gysahl Greens - 50

WEAPON

~~~~~

Rod - 100

Staff - 100  
Bow - 220  
Iron Arrow - 10

ARMOR

~~~~~  
Leather Cap - 100
Clothes - 50
Leather Garb - 200
Iron Armlet - 100

Fabul

Inn Cost - 50

ITEM

~~~~~  
Potion - 30  
Phoenix Down - 100  
Gold Needle - 400  
Maiden's Kiss - 60  
Eye Drops - 30  
Antidote - 40  
Tent - 100  
Gysahl Greens - 50

WEAPON

~~~~~  
Fire Claw - 350
Ice Claw - 450
Thunder Claw - 550

ARMOR

~~~~~  
Demon Helm - 980  
Demon Armor - 3000  
Demon Gloves - 800

-----  
Mysidia  
-----

Inn Cost - 200

ITEM

~~~~~  
Potion - 30
Hi-Potion - 150
Phoenix Down - 100
Gold Needle - 400
Echo Herbs - 50
Antidote - 40
Tent - 100
Cottage - 500

WEAPON

~~~~~  
Ice Rod - 220

Flame Rod - 380  
Healing Staff - 480  
Holy Arrow - 20  
Crossbow - 700

ARMOR

~~~~~  
Wizard's Hat - 700
Gaia Gear - 500
Silver Armlet - 650
Light Shield - 700
Light Helm - 4000
Knight's Armor - 8000
Gauntlets - 3000

Troia

Inn Cost - 200

ITEM

~~~~~  
Potion - 30  
Phoenix Down - 100  
Gold Needle - 400  
Maiden's Kiss - 60  
Eye Drops - 30  
Antidote - 40  
Tent - 100  
Gysahl Greens - 50

WEAPON

~~~~~  
Wooden Hammer - 80
Great Bow - 2000
Fire Arrow - 30
Ice Arrow - 30
Thunder Arrow - 30

ARMOR

~~~~~  
Leather Cap - 190  
Feathered Cap - 330  
Clothes - 50  
Leather Garb - 200  
Ruby Ring - 1000

-----  
Mist  
-----

Inn Cost - 50

ITEM

~~~~~  
Potion - 30
Phoenix Down - 100
Gold Needle - 400
Maiden's Kiss - 60

Eye Drops - 30
Antidote - 40
Tent - 100
Gysahl Greens - 50

WEAPON

~~~~~  
Whip - 3000  
Dancing Dagger - 5000

ARMOR

~~~~~  
Bard's Tunic - 70

Mythril

Inn Cost - 500

ITEM

~~~~~  
Maiden's Kiss - 60  
Mallet - 80  
Diet Food - 100

WEAPON

~~~~~  
Mythril Staff - 4000
Mythril Knife - 3000
Mythril Hammer - 8000
Mythril Sword - 6000

ARMOR

~~~~~  
Mythril (Shield) - 1000  
Mythril (Helmet) - 3000  
Mythril (Armor) - 17000  
Mythril (Glove) - 2000

-----  
Agart  
-----

Inn Cost - 50

ITEM

~~~~~  
Potion - 30
Phoenix Down - 100
Gold Needle - 400
Maiden's Kiss - 60
Eye Drops - 30
Antidote - 40
Tent - 100
Gysahl Greens - 50

WEAPON

~~~~~  
Rod - 100

Staff - 160  
Spear - 60  
Boomrang - 3000  
Bow - 220  
Crossbow - 700  
Iron Arrow - 10  
Holy Arrow - 20

ARMOR

~~~~~  
Iron Shield - 100
Iron Helm - 150
Iron Armor - 600
Iron Gloves - 130
Iron Armlet - 100

Dwarven Castle

Inn Cost - 600

ITEM

~~~~~  
Gold Needle - 400  
Maiden's Kiss - 60  
Mallet - 80  
Diet Food - 100  
Echo Herbs - 50  
Eye Drops - 30  
Antidote - 40  
Cross - 100

Phoenix Down - 100  
Potion - 30  
Hi-Potion - 150  
Tent - 100  
Cottage - 500  
Dwarven Bread - 100  
Gysahl Greens - 50  
Remedy - 5000

WEAPON

~~~~~  
Dwarf Axe - 15000
Great Bow - 2000
Dark Arrow - 40
Flame Sword - 14000
Fire Lance - 11000

ARMOR

~~~~~  
Fire Shield - 1250  
Flame Mail - 30000  
Sage's Miter - 2000  
Sage's Surplice - 1200  
Rune Armlet - 2000

-----  
Cave of Eblan

-----  
Inn Cost - 700

ITEM

~~~~~  
Gold Needle - 400
Maiden's Kiss - 60
Mallet - 80
Diet Food - 100
Echo Herbs - 50
Eye Drops - 30
Antidote - 40
Cross - 100

WEAPON

~~~~~  
Power Staff - 2000  
Ice Brand - 26000  
Ice Lance - 21000  
Kunai - 4000  
Boomrang - 3000  
Killer Bow - 3000  
Poison Arrow - 70

ARMOR

~~~~~  
Ice Shield - 10000
Ice Armor - 36000
Black Robe - 10000

Tomra

Inn Cost - 300

ITEM

~~~~~  
Gold Needle - 400  
Maiden's Kiss - 60  
Mallet - 80  
Diet Food - 100  
Echo Herbs - 50  
Eye Drops - 30  
Antidote - 40  
Cross - 100

Phoenix Down - 100  
Potion - 30  
Hi-Potion - 150  
Tent - 100  
Cottage - 500  
Dwarven Bread - 100  
Gysahl Greens - 50  
Remedy - 5000

WEAPON

~~~~~  
Ahura - 7000

Chain Whip - 6000
Ogrekiller - 45000
Killer Bow - 3000
Silence Arrow - 100

ARMOR

~~~~~  
Diamond Shield - 15000  
Diamond Helm - 10000  
Diamond Armor - 40000  
Diamond Gloves - 5000  
Gold Hairpin - 20000  
Diamond Armlet - 4000

-----  
Land of Summons  
-----

Inn Cost - 1200

ITEM

~~~~~  
Gold Needle - 400
Maiden's Kiss - 60
Mallet - 80
Diet Food - 100
Echo Herbs - 50
Eye Drops - 30
Antidote - 40
Cross - 100

Phoenix Down - 100
Potion - 30
Hi-Potion - 150
Tent - 100
Cottage - 500
Dwarven Bread - 100
Gysahl Greens - 50
Remedy - 5000

WEAPON

~~~~~  
Whip - 3000  
Chain Whip - 6000  
Blitz Whip - 10000  
Kotetsu - 11000  
Fairy Rod - 5000  
Kinesis Staff - 7000  
Angel Arrow - 110

ARMOR

~~~~~  
Aegis Shield - 20000
Light Robe - 30000

Hummingway Village

ITEM


~~~~~  
Hi-Potion - 150  
Phoenix Down - 100  
Ether - 10000  
Dry Ether - 50000  
Elixir - 100000  
Cottage - 500  
Bestiary - 980  
Gysahl Whistle - 20000

-----  
Kokkol's Smithy  
-----

WEAPON

~~~~~  
Shuriken - 20000
Fuma Shuriken - 50000
Yoichi Arrow - 140

=====

XII. MONSTERS

=====

Thanks to the Brady Games Final Fantasy Chronicles Official Strategy Guide
for some of these monster statistics.

Abyss Worm

LOCATION: Moon
HIT POINTS: 7000
EXPERIENCE: 6303
GIL: 310
WEAKNESS: Fire
DROP: --

Adamantoise

LOCATION: Antlion
HIT POINTS: 90
EXPERIENCE: 234
GIL: 46
WEAKNESS: Ice
DROP: --

Ahriman

LOCATION: Lunar Subterrane
HIT POINTS: 25000
EXPERIENCE: 33333
GIL: 65200
WEAKNESS: --
DROP: Eye Drops

Alligator

LOCATION: Underground Waterway, Old Waterway
HIT POINTS: 175
EXPERIENCE: 234
GIL: 16
WEAKNESS: Ice
DROP: --

Arachne

LOCATION: Cave of Summons
HIT POINTS: 3650
EXPERIENCE: 4385
GIL: 585
WEAKNESS: Ice
DROP: Spider's Silk

Armadillo

LOCATION: Underworld, Cave of Eblan
HIT POINTS: 325
EXPERIENCE: 1555
GIL: 194
WEAKNESS: --
DROP: --

Baloon

LOCATION: Tower of Babel
HIT POINTS: 697
EXPERIENCE: 2458
GIL: 315
WEAKNESS: --
DROP: Bomb Fragment

Basilisk

LOCATION: Antlion
HIT POINTS: 90
EXPERIENCE: 111
GIL: 30
WEAKNESS: --
DROP: Tent, Gold Needle

Beamer

LOCATION: Giant of Babel
HIT POINTS: 3000
EXPERIENCE: 3199
GIL: 890
WEAKNESS: Thunder
DROP: Tent

Behemoth

LOCATION: Cave of Bahamut, Lunar Subterrane, Lunar Core
HIT POINTS: 23000
EXPERIENCE: 57000
GIL: 65000
WEAKNESS: --
DROP: Power Armlet

Belphegor

LOCATION: Cave of Summons
HIT POINTS: 2200
EXPERIENCE: 4038
GIL: 485
WEAKNESS: Holy
DROP: --

Black Flan

LOCATION: Moon
HIT POINTS: 1357
EXPERIENCE: 3044
GIL: 1300

WEAKNESS: Ice
DROP: --

Black Knight

LOCATION: Tower of Zot
HIT POINTS: 360
EXPERIENCE: 840
GIL: 175
WEAKNESS: Fire, Holy
DROP: --

Black Lizard

LOCATION: Underworld, Tower of Babel, Cave of Eblan
HIT POINTS: 792
EXPERIENCE: 1297
GIL: 43
WEAKNESS: Ice
DROP: Medusa Arrows

Bloodbones

LOCATION: Mt. Ordeals, Cave of Eblan
HIT POINTS: 210
EXPERIENCE: 315
GIL: 169
WEAKNESS: Fire, Holy, Cure
DROP: --

Bloody Bat

LOCATION: Cave of Eblan
HIT POINTS: 439
EXPERIENCE: 1976
GIL: 262
WEAKNESS: Fire
DROP: Potion, Hi-Potion

Bloody Eye

LOCATION: Cave of Summons
HIT POINTS: 2400
EXPERIENCE: 3444
GIL: 465
WEAKNESS: --
DROP: --

Blue Dragon

LOCATION: Lunar Subterrane
HIT POINTS: 15000
EXPERIENCE: 36000
GIL: 40200
WEAKNESS: --
DROP: --

Bog Witch

LOCATION: Sylvan Cave
HIT POINTS: 2960
EXPERIENCE: 3440
GIL: 598
WEAKNESS: --
DROP: Maiden's Kiss

Bomb

LOCATION: Mt. Hobbs, Fabul
HIT POINTS: 55
EXPERIENCE: 361
GIL: 76
WEAKNESS: --
DROP: --

Bone Dragon

LOCATION: Cave of Bahamut, Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 14000
GIL: 6750
WEAKNESS: Fire
DROP: --

Cait Sith

LOCATION: Troia, Magnetic Cavern
HIT POINTS: 342
EXPERIENCE: 820
GIL: 252
WEAKNESS: Holy
DROP: Unicorn Horn

Cave Bat

LOCATION: Magnetic Cavern, Cave of Eblan
HIT POINTS: 334
EXPERIENCE: 598
GIL: 151
WEAKNESS: Holy
DROP: Potion

Cave Naga

LOCATION: Magnetic Cavern
HIT POINTS: 285
EXPERIENCE: 800
GIL: 201
WEAKNESS: Holy
DROP: --

Centaurion

LOCATION: Giant of Babel
HIT POINTS: 3500
EXPERIENCE: 9699
GIL: 1220
WEAKNESS: Thunder
DROP: --

Centaur Knight

LOCATION: Tower of Zot
HIT POINTS: 380
EXPERIENCE: 860
GIL: 172
WEAKNESS: --
DROP: --

Chimera

LOCATION: Tower of Babel
HIT POINTS: 700
EXPERIENCE: 1708
GIL: 225

WEAKNESS: --

DROP: --

Chimera Brain

LOCATION: Sealed Cavern

HIT POINTS: 3400

EXPERIENCE: 28000

GIL: 1200

WEAKNESS: --

DROP: Bomb Fragment

Cockatrice

LOCATION: Mt. Hobbs

HIT POINTS: 149

EXPERIENCE: 275

GIL: 82

WEAKNESS: Thunder

DROP: --

Coeurl

LOCATION: Eblan Castle, Tower of Babel

HIT POINTS: 593

EXPERIENCE: 2758

GIL: 345

WEAKNESS: --

DROP: Unicorn Horn

Cold Beast

LOCATION: Tower of Zot

HIT POINTS: 520

EXPERIENCE: 1441

GIL: 276

WEAKNESS: Fire

DROP: Ice Arrow

Crawler

LOCATION: Moon

HIT POINTS: 1855

EXPERIENCE: 3437

GIL: 538

WEAKNESS: --

DROP: --

Dark Grenade

LOCATION: Moon

HIT POINTS: 1820

EXPERIENCE: 2644

GIL: 630

WEAKNESS: Thunder

DROP: Bomb Fragment

Dark Sage

LOCATION: Cave of Bahamut, Lunar Subterrane

HIT POINTS: 5100

EXPERIENCE: 17003

GIL: 2400

WEAKNESS: --

DROP: Dry Ether, Maiden's Kiss, Sage's Staff

Death Flower

LOCATION: Troia
HIT POINTS: 440
EXPERIENCE: 650
GIL: 210
WEAKNESS: Fire
DROP: --

Death Shell

LOCATION: Old Waterway
HIT POINTS: 380
EXPERIENCE: 1030
GIL: 262
WEAKNESS: --
DROP: Diet Food

Desert Sahagin

LOCATION: Kaipo
HIT POINTS: 20
EXPERIENCE: 70
GIL: 17
WEAKNESS: Ice
DROP: Antidote

Dinozombie

LOCATION: Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 15000
GIL: 8100
WEAKNESS: Holy, Fire, Cure
DROP: --

Domovoi

LOCATION: Antlion, Fabul
HIT POINTS: 37
EXPERIENCE: 184
GIL: 40
WEAKNESS: --
DROP: --

Draculady

LOCATION: Magnetic Cavern
HIT POINTS: 270
EXPERIENCE: 810
GIL: 195
WEAKNESS: Fire, Holy, Cure
DROP: Vampire Fang

Electrofish

LOCATION: Old Waterway
HIT POINTS: 284
EXPERIENCE: 640
GIL: 214
WEAKNESS: --
DROP: Hi-Potion

Eukaryote

LOCATION: Moon
HIT POINTS: 1700
EXPERIENCE: 6999
GIL: 1560

WEAKNESS: --

DROP: --

Evil Bat

LOCATION: Sealed Cavern

HIT POINTS: 1014

EXPERIENCE: 2305

GIL: 355

WEAKNESS: Fire

DROP: Potion, Hi-Potion

Evil Doll

LOCATION: Tower of Babel

HIT POINTS: 388

EXPERIENCE: 1408

GIL: 269

WEAKNESS: --

DROP: --

Evil Dreamer

LOCATION: Sylvan Cave

HIT POINTS: 2800

EXPERIENCE: 3140

GIL: 362

WEAKNESS: --

DROP: --

Fiery Hound

LOCATION: Tower of Zot, Tower of Babel

HIT POINTS: 1221

EXPERIENCE: 1707

GIL: 244

WEAKNESS: Ice

DROP: --

Fiery Knight

LOCATION: Tower of Babel

HIT POINTS: 579

EXPERIENCE: 1700

GIL: 225

WEAKNESS: Ice

DROP: Fire Shield, Fire Lance

Floating Eyeball

LOCATION: Baron

HIT POINTS: 20

EXPERIENCE: 42

GIL: 9

WEAKNESS: --

DROP: --

Flood Worm

LOCATION: Old Waterway

HIT POINTS: 638

EXPERIENCE: 690

GIL: 219

WEAKNESS: Thunder

DROP: --

Flying Eyes

LOCATION: Mist Cave
HIT POINTS: 40
EXPERIENCE: 74
GIL: 18
WEAKNESS: --
DROP: --

Gargoyle

LOCATION: Mt. Hobbs
HIT POINTS: 160
EXPERIENCE: 314
GIL: 90
WEAKNESS: Ice, Holy
DROP: --

Ghoul

LOCATION: Mt. Ordeals
HIT POINTS: 222
EXPERIENCE: 505
GIL: 179
WEAKNESS: Fire, Holy, Cure
DROP: --

Ghost Knight

LOCATION: Tower of Babel
HIT POINTS: 1050
EXPERIENCE: 2559
GIL: 211
WEAKNESS: Holy
DROP: --

Giant Soldier

LOCATION: Giant of Babel
HIT POINTS: 10000
EXPERIENCE: 31000
GIL: 1500
WEAKNESS: --
DROP: --

Giant Warrior

LOCATION: Cave of Bahamut, Lunar Subterrane
HIT POINTS: 14000
EXPERIENCE: 18500
GIL: 7000
WEAKNESS: --
DROP: Cottage, Poison Axe

Gigantoad

LOCATION: Underground Waterway
HIT POINTS: 47
EXPERIENCE: 89
GIL: 24
WEAKNESS: Ice
DROP: --

Gigas Gator

LOCATION: Old Waterway
HIT POINTS: 292
EXPERIENCE: 660
GIL: 218

WEAKNESS: Ice
DROP: --

Goblin

LOCATION: Baron, Mist Cave, Kaipo, Damcyan, Antlion
HIT POINTS: 6
EXPERIENCE: 28
GIL: 5
WEAKNESS: Fire
DROP: Potion

Goblin Captain

LOCATION: Underworld
HIT POINTS: 199
EXPERIENCE: 1950
GIL: 45
WEAKNESS: --
DROP: --

Gold Dragon

LOCATION: Lunar Subterrane
HIT POINTS: 8200
EXPERIENCE: 30000
GIL: 23000
WEAKNESS: --
DROP: ZeusRage

Gremlin

LOCATION: Tower of Zot
HIT POINTS: 410
EXPERIENCE: 1221
GIL: 275
WEAKNESS: Fire
DROP: --

Gray Bomb

LOCATION: Mt. Hobbs, Fabul
HIT POINTS: 111
EXPERIENCE: 445
GIL: 105
WEAKNESS: --
DROP: --

Grudger

LOCATION: Tower of Babel
HIT POINTS: 1400
EXPERIENCE: 2459
GIL: 149
WEAKNESS: Holy
DROP: --

Helldiver

LOCATION: Baron
HIT POINTS: 18
EXPERIENCE: 40
GIL: 5
WEAKNESS: --
DROP: --

Hell Needle

LOCATION: Troia
HIT POINTS: 398
EXPERIENCE: 700
GIL: 220
WEAKNESS: --
DROP: Gold Needle

Hell Turtle

LOCATION: Tower of Zot
HIT POINTS: 700
EXPERIENCE: 920
GIL: 224
WEAKNESS: Ice
DROP: --

Hundlegs

LOCATION: Kaipo
HIT POINTS: 60
EXPERIENCE: 78
GIL: 18
WEAKNESS: --
DROP: --

Hydra

LOCATION: Old Waterway
HIT POINTS: 252
EXPERIENCE: 670
GIL: 209
WEAKNESS: Thunder
DROP: --

Ice Lizard

LOCATION: Tower of Zot
HIT POINTS: 480
EXPERIENCE: 1231
GIL: 284
WEAKNESS: Fire
DROP: --

Insectus

LOCATION: Mist Cave
HIT POINTS: 28
EXPERIENCE: 49
GIL: 8
WEAKNESS: --
DROP: Hourglass

Ironback

LOCATION: Cave of Eblan
HIT POINTS: 100
EXPERIENCE: 1077
GIL: 233
WEAKNESS: --
DROP: --

Killer Fish

LOCATION: Underground Waterway
HIT POINTS: 65
EXPERIENCE: 119
GIL: 28

WEAKNESS: Thunder
DROP: Diet Food, Maiden's Kiss

King Naga

LOCATION: Sealed Cavern
HIT POINTS: 1480
EXPERIENCE: 3582
GIL: 238
WEAKNESS: --
DROP: Unicorn Horn, Antidote

Lamia

LOCATION: Eblan Castle
HIT POINTS: 1200
EXPERIENCE: 2059
GIL: 143
WEAKNESS: --
DROP: --

Laser Arm

LOCATION: Giant of Babel
HIT POINTS: 3580
EXPERIENCE: 8703
GIL: 338
WEAKNESS: --
DROP: --

Leshy

LOCATION: Antlion
HIT POINTS: 130
EXPERIENCE: 156
GIL: 42
WEAKNESS: --
DROP: --

Lilith

LOCATION: Mt. Ordeals
HIT POINTS: 466
EXPERIENCE: 2700
GIL: 31262
WEAKNESS: Fire
DROP: --

Li'l Murderer

LOCATION: Lunar Subterrane
HIT POINTS: 12000
EXPERIENCE: 20000
GIL: 10700
WEAKNESS: Thunder
DROP: Tent

Lunar Virus

LOCATION: Moon
HIT POINTS: 980
EXPERIENCE: 3237
GIL: 1100
WEAKNESS: --
DROP: --

Mad Ogre

LOCATION: Eblan Castle, Tower of Babel
HIT POINTS: 2000
EXPERIENCE: 2359
GIL: 270
WEAKNESS: --
DROP: --

Magma Tortoise

LOCATION: Underworld, Tower of Babel
HIT POINTS: 435
EXPERIENCE: 1666
GIL: 234
WEAKNESS: Ice
DROP: Mythril Shield

Malboro

LOCATION: Sylvan Cave
HIT POINTS: 4200
EXPERIENCE: 5640
GIL: 458
WEAKNESS: --
DROP: --

Mammon

LOCATION: Sylvan Cave
HIT POINTS: 3900
EXPERIENCE: 5041
GIL: 525
WEAKNESS: Fire
DROP: --

Mech Dragon

LOCATION: Giant of Babel
HIT POINTS: 18000
EXPERIENCE: 41400
GIL: 2550
WEAKNESS: --
DROP: --

Mech Soldier

LOCATION: Giant of Babel
HIT POINTS: 4900
EXPERIENCE: 7999
GIL: 985
WEAKNESS: Thunder
DROP: --

Medusa

LOCATION: Tower of Babel
HIT POINTS: 490
EXPERIENCE: 1208
GIL: 225
WEAKNESS: --
DROP: --

Mind Flayer

LOCATION: Magnetic Cavern
HIT POINTS: 300
EXPERIENCE: 1000
GIL: 232

WEAKNESS: --

DROP: --

Mini Satana

LOCATION: Cave of Summons

HIT POINTS: 2900

EXPERIENCE: 6388

GIL: 650

WEAKNESS: --

DROP: --

Miss Vamp

LOCATION: Sealed Cavern

HIT POINTS: 2375

EXPERIENCE: 3582

GIL: 238

WEAKNESS: Fire, Holy, Cure

DROP: Vampire Fang

Naga

LOCATION: Tower of Babel

HIT POINTS: 320

EXPERIENCE: 1118

GIL: 150

WEAKNESS: --

DROP: --

Ogre

LOCATION: Magnetic Cavern

HIT POINTS: 865

EXPERIENCE: 800

GIL: 240

WEAKNESS: Holy, Confuse

DROP: Bacchus's Cider

Prokaryote

LOCATION: Moon

HIT POINTS: 2600

EXPERIENCE: 7999

GIL: 1850

WEAKNESS: --

DROP: --

Puppet

LOCATION: Tower of Zot

HIT POINTS: 256

EXPERIENCE: 800

GIL: 180

WEAKNESS: Fire

DROP: --

Puppeteer

LOCATION: Tower of Zot, Tower of Babel

HIT POINTS: 473

EXPERIENCE: 1000

GIL: 195

WEAKNESS: --

DROP: Decoy

Red Dragon

LOCATION: Lunar Subterrane, Lunar Core
HIT POINTS: 15000
EXPERIENCE: 41500
GIL: 65000
WEAKNESS: Ice
DROP: Wyvern Lance, Red Fang

Red Mousse

LOCATION: Underground Waterway
HIT POINTS: 35
EXPERIENCE: 134
GIL: 36
WEAKNESS: Fire
DROP: --

Revenant

LOCATION: Mt. Ordeals
HIT POINTS: 250
EXPERIENCE: 575
GIL: 186
WEAKNESS: Fire, Holy, Cure
DROP: --

Sahagin

LOCATION: Underground Waterway
HIT POINTS: 64
EXPERIENCE: 136
GIL: 38
WEAKNESS: Thunder
DROP: --

Sand Worm

LOCATION: Kaipo, Antlion
HIT POINTS: 75
EXPERIENCE: 82
GIL: 22
WEAKNESS: Ice
DROP: --

Screamer

LOCATION: Sealed Cavern
HIT POINTS: 1400
EXPERIENCE: 3080
GIL: 205
WEAKNESS: Ice
DROP: Thunder Arrow, Rage of Zeus

Searcher

LOCATION: Giant of Babel
HIT POINTS: 5500
EXPERIENCE: 15004
GIL: 900
WEAKNESS: Thunder
DROP: --

Security Eye

LOCATION: Tower of Babel
HIT POINTS: 1425
EXPERIENCE: 2008
GIL: 380

WEAKNESS: --

DROP: --

Selene Guardian

LOCATION: Cave of Bahamut, Lunar Subterrane

HIT POINTS: 4000

EXPERIENCE: 13000

GIL: 3500

WEAKNESS: --

DROP: Soma Drop, Lunar Curtain, Artemis Arrow

Silver Dragon

LOCATION: Cave of Bahamut, Lunar Subterrane

HIT POINTS: 7500

EXPERIENCE: 25000

GIL: 19000

WEAKNESS: --

DROP: Light Curtain, Stardust

Slime

LOCATION: Tower of Zot

HIT POINTS: 105

EXPERIENCE: 750

GIL: 50

WEAKNESS: Fire

DROP: Potion

Splasher

LOCATION: Old Waterway

HIT POINTS: 180

EXPERIENCE: 430

GIL: 145

WEAKNESS: Thunder

DROP: --

Skeleton

LOCATION: Mt. Hobbs

HIT POINTS: 135

EXPERIENCE: 238

GIL: 126

WEAKNESS: Holy, Fire, Cure

DROP: --

Skuldier

LOCATION: Eblan Castle, Cave of Eblan

HIT POINTS: 740

EXPERIENCE: 1577

GIL: 116

WEAKNESS: Holy, Fire, Cure

DROP: --

Soldieress

LOCATION: Tower of Zot

HIT POINTS: 425

EXPERIENCE: 1049

GIL: 200

WEAKNESS: --

DROP: Silver Armlet

Sorcerer

LOCATION: Tower of Babel
HIT POINTS: 1000
EXPERIENCE: 2359
GIL: 272
WEAKNESS: --
DROP: --

Sorceress

LOCATION: Tower of Zot
HIT POINTS: 350
EXPERIENCE: 1551
GIL: 329
WEAKNESS: --
DROP: Cottage

Soul

LOCATION: Mt. Ordeals
HIT POINTS: 200
EXPERIENCE: 460
GIL: 135
WEAKNESS: Holy
DROP: --

Spirit

LOCATION: Mt. Hobbs
HIT POINTS: 86
EXPERIENCE: 278
GIL: 122
WEAKNESS: Holy
DROP: --

Steel Golem

LOCATION: Eblan Castle, Cave of Eblan
HIT POINTS: 1950
EXPERIENCE: 703
GIL: 445
WEAKNESS: Ice
DROP: --

Summoner

LOCATION: Cave of Summons
HIT POINTS: 3600
EXPERIENCE: 3688
GIL: 475
WEAKNESS: --
DROP: --

Stone Golem

LOCATION: Tower of Babel
HIT POINTS: 2560
EXPERIENCE: 2908
GIL: 238
WEAKNESS: Ice
DROP: --

Sword Rat

LOCATION: Baron, Mist Cave
HIT POINTS: 30
EXPERIENCE: 66
GIL: 13

WEAKNESS: --
DROP: Gold Needle

Thunder Dragon

LOCATION: Cave of Summons
HIT POINTS: 7600
EXPERIENCE: 7775
GIL: 900
WEAKNESS: --
DROP: --

Tiny Mage

LOCATION: Underground Waterway, Mysidia
HIT POINTS: 69
EXPERIENCE: 132
GIL: 63
WEAKNESS: --
DROP: Silver Armlet, Rod

Tiny Toad

LOCATION: Sylvan Cave
HIT POINTS: 600
EXPERIENCE: 1841
GIL: 335
WEAKNESS: Ice
DROP: --

Toadgre

LOCATION: Underground Waterway
HIT POINTS: 59
EXPERIENCE: 126
GIL: 34
WEAKNESS: Thunder
DROP: Maiden's Kiss

Trap Door

LOCATION: Sealed Cavern
HIT POINTS: 5000
EXPERIENCE: 30000
GIL: 4500
WEAKNESS: --
DROP: --

Treant

LOCATION: Troia
HIT POINTS: 335
EXPERIENCE: 687
GIL: 148
WEAKNESS: Fire
DROP: --

Twin Snake

LOCATION: Troia
HIT POINTS: 108
EXPERIENCE: 700
GIL: 222
WEAKNESS: Ice, Holy
DROP: Diet Food

Warrior

LOCATION: Cave of Summons
HIT POINTS: 3480
EXPERIENCE: 4288
GIL: 575
WEAKNESS: --
DROP: --

Water Bug

LOCATION: Underground Waterway
HIT POINTS: 125
EXPERIENCE: 225
GIL: 79
WEAKNESS: --
DROP: Mallet

White Mousse

LOCATION: Tower of Babel
HIT POINTS: 298
EXPERIENCE: 1008
GIL: 384
WEAKNESS: Ice
DROP: --

Wicked Mask

LOCATION: Lunar Core
HIT POINTS: 37000
EXPERIENCE: 50000
GIL: 65000
WEAKNESS: Holy
DROP: --

Yellow Jelly

LOCATION: Antlion
HIT POINTS: 55
EXPERIENCE: 144
GIL: 33
WEAKNESS: Thunder
DROP: Potion

Zemus's Breath

LOCATION: Lunar Core
HIT POINTS: 40000
EXPERIENCE: 60000
GIL: 50000
WEAKNESS: --
DROP: --

Zemus's Mind

LOCATION: Lunar Core
HIT POINTS: 20000
EXPERIENCE: 65000
GIL: 50000
WEAKNESS: --
DROP: --

Zombie

LOCATION: Underground Waterway
HIT POINTS: 52
EXPERIENCE: 112
GIL: 31

WEAKNESS: Fire, Holy, Cure
DROP: --

Zu

LOCATION: Mysidia
HIT POINTS: 941
EXPERIENCE: 432
GIL: 489
WEAKNESS: Death
DROP: Hi-Potion

=====
XIII. BOSSES
=====

Thanks to the Brady Games Final Fantasy Chronicles Official Strategy Guide for some of these boss statistics.

Antlion

HIT POINTS: 1100
EXPERIENCE: 1500
GIL: 800
WEAKNESS: Chocobo

STRATEGY: This is a lot easier than you would expect, just have Cecil attack regularly. Have Edward use Heal or individual Potions each round. Rydia should summon Chocobo each round. Watch out, this boss counters a random target each time it's hit physically.

Asura

HIT POINTS: 31005
EXPERIENCE: 20000
GIL: --
WEAKNESS: Reflect

STRATEGY: Have Rosa cast wall on her so that all of her healing spells reflect onto the party. Kain, Cecil, and Edge should use their best physical attacks. Rosa may need to heal occasionally, even with the constant bombardment of healing spells from Asura. Rydia should give Asura a taste of her own medicine by casting Titan every round.

Bahamut

HIT POINTS: 45001
EXPERIENCE: 35000
GIL: --
WEAKNESS: Reflect

STRATEGY: Immediately start using Lunar Curtains and Light Curtains. Have Rosa and FuSoYa cast wall on themselves. This will cause Bahamut's Mega Flare attack to bounce off your characters and hit himself. In the meantime, have Cecil attack with Excalibur, Edge throw, and Rydia summon Leviathan. Rosa and FuSoYa should concentrate all their efforts on casting wall.

Baigan

HIT POINTS: 4444
EXPERIENCE: 3000
GIL: 4800
WEAKNESS: --

STRATEGY: Cecil and Yang should target the body. The twins should use Twin magic, and Tellah should constantly cast Cura and Curaga in order to keep the party healthy. Stop casting spells on the boss when it casts Reflect.

Barbariccia

HIT POINTS: 8636

EXPERIENCE: 9000

GIL: 5500

WEAKNESS: Jump

STRATEGY: Kain needs to jump every turn to eliminate the shield around Barbariccia. Yang should use the power command, and Cid and Cecil should constantly attack physically. When low on HP, Rosa should heal the party.

Barnabas

HIT POINTS: 9321

EXPERIENCE: 10100

GIL: 4000

WEAKNESS: --

STRATEGY: Rydia should summon Titan every round. Rosa should heal, while Yang, Cecil, and Kain use their best attacks. Don't worry about curing the Poison spell, Barnabas will do that for you.

Cagnazzo

HIT POINTS: 5312

EXPERIENCE: 5500

GIL: 4000

WEAKNESS: Thunder

STRATEGY: Have Porom or Tellah cast Berserk on Cecil near the beginning of the battle to increase his attack power. Yang should have a Thunder Claw equipped and should use Power every round. Palom and Tellah should constantly use Thundara or Thundaga to disintegrate Cagnazzo's dangerous water shield.

Calcobrena

HIT POINTS: Calco: 1369, Brina: 369, Calcobrena: 5315

EXPERIENCE: 9440

GIL: 7500

WEAKNESS: --

STRATEGY: Kill the Brinas first, then concentrate on the Cals. The dolls will combine to make a large Calcobrena, use your best attacks on this beast. Watch out for this doll's confuse attacks, they can be deadly if cast on a powerful character. It's best to cast Berserk on Cecil and have yang use Power every round. Kain should Jump and Rosa should Aim and heal when needed.

CPU

HIT POINTS: 30000

EXPERIENCE: 50000

GIL: 10333

WEAKNESS: --

STRATEGY: To prevent CPU from killing party members immediately, refrain from killing the Attacker orb. Go ahead and kill the Defender. Don't use any spell or attack that targets multiple enemies. In fact, you should refrain from using any offensive spells in this battle, since CPU will immediately, and constantly, put up a Reflect spell. Have Rydia summon Asura, and have Rosa and FuSoYa heal the party. Edge and Cecil are going to be doing most of the offensive work, so have them hit hard and fast.

Dark Bahamut (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 60000

EXPERIENCE: 64000

GIL: --

WEAKNESS: --

STRATEGY: Don't use any summons or magic on this Dragon or it'll counter with deadly attacks. Use pure brute, physical force. Rosa should cast Berserk on Cecil, Kain should jump every round, and Edge should throw Fuma Shurikens. Rydia will need to use curative items and Rosa should continually

cast Curaja.

Dark Elf

HIT POINTS: 23890

EXPERIENCE: 7500

GIL: 5000

WEAKNESS: --

STRATEGY: Cecil, Yang, and Cid should attack the boss with all their might. Tellah should cast high level attack spells. Someone should be ready to heal Pig status with Diet Food should the need occur. After a few rounds, Dark Elf will transform into a dragon, attack it quickly and it should die off fast.

Death Mech (Party = Cecil, Cid, Rosa, Rydia, Yang)

HIT POINTS: 50000

EXPERIENCE: 32000

GIL: --

WEAKNESS: --

STRATEGY: Rydia will be the main source of damage in this battle, as she casts Bahamut and Flare spells. Cid can help out by attacking, while Cecil attacks and acts as back-up healer. Yang should be able to deal a fair amount of physical damage, while Rosa supports the party with Curaja.

Demon Wall

HIT POINTS: 28000

EXPERIENCE: 23000

GIL: 8000

WEAKNESS: Leviathan

STRATEGY: The wall will slowly close in on the party and will slowly kill off each character if it gets too close. Therefore, you must act fast. Cast Berserk on Cecil and have Edge throw weapons. Kain should jump every round. Rosa should keep the party's HP up and Rydia should summon Leviathan, or Titan, every round until her MP is diminished.

Dr. Lugae and Barnabas

HIT POINTS: --

EXPERIENCE: --

GIL: --

WEAKNESS: --

STRATEGY: Defeat the scientist first, then take out the robot. This is a very easy battle, the real one is yet to come. Just use basic strategies and keep your HP up.

Elements

HIT POINTS: --

EXPERIENCE: 62500

GIL: 10000

WEAKNESS: Fire, Ice, Thunder, Holy.

STRATEGY: This battle will be very easy as long as you know which element is weak against what. Have your characters use spells according to these weaknesses: Rubicante=Ice, Cagnazzo=Thunder, Barbariccia=Holy, and Scarmiglione=Fire. Rydia and FuSoYa should use their highest elemental spells. Edge should also use his elemental spells. Cecil should attack normally and Rosa should concentrate on using her best spells.

General

HIT POINTS: 221

EXPERIENCE: 869

GIL: 242

WEAKNESS: --

STRATEGY: Attack the General first for experience, if you attack the Soldiers first, he'll run away. As soon as the General is dead the Soldiers will kill themselves one by one. You can speed the process up by killing them on your own. Should your HP drop, just use a quick Potion.

Gigas Worm (Party = Cecil, Edward, Palom, Porom, Edge)

HIT POINTS: 55000

EXPERIENCE: 32000

GIL: --

WEAKNESS: --

STRATEGY: Edward should simply heal during this battle, using the Heal command or using more potent curative items when necessary. Cecil should attack normally, but should be ready with White Magic when the hard-hitting worm strikes. Porom is best used as a constant healer in this battle. Palom can sit back and nuke the worm with high tier Black Magic. Edge should go all out with Nijutsu and regular attacks.

Golbez

HIT POINTS: --

EXPERIENCE: 15000

GIL: 11000

WEAKNESS: Fire, Holy

STRATEGY: At first, Golbez will quickly kill everyone. Rydia will show up and use Dragon. Hurry and revive everyone, once they're all back to life, pummel Golbez hard with summons and strong physical attacks.

Leviathan

HIT POINTS: 50001

EXPERIENCE: 28000

GIL: --

WEAKNESS: Thunder, Titan

STRATEGY: This battle is going to take a long time, so sit back and get used to the different attack combinations that you'll have to use, over and over again. This is where Ethers really come in handy. Rosa should constantly cast Curaga to help nullify the Tsunami attack. Use a Bacchus's Cider on Cecil, if you have one, and let him attack wildly. Edge should throw Shurikens and any excess weapons. Kain's jumping may or may not save him from Leviathan's Tsunami, but it's still the best use of his turns. Titan and Thundaga are more effective than Ramuh, so use Rydia's spells wisely, and use an Ether if her or Rosa's MP gets too low.

Lunasaur (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 29000

EXPERIENCE: 59000

GIL: --

WEAKNESS: Holy

STRATEGY: As long as Cecil is equipped with the Ragnarok, this battle should be a breeze, it'll deal 9999 damage with every hit. Even though these bosses are weak against Holy, don't use it, or any other black or summon magic for that matter, or else they'll counter with horrific status ailment spells. Edge and Kain should attack physically and Rosa and Rydia should concentrate on healing the party.

Master Flan (Party = Cecil, Edward, Palom, Porom, Edge)

HIT POINTS: 35000

EXPERIENCE: 32000

GIL: --

WEAKNESS: --

STRATEGY: In this battle you'll want to rely more on physical damage, since the boss will reflect most spells. Cecil, Edge, and Edward can attack should

constantly attack the main boss, while Palom concentrates on taking out the Flans with spells, while Porom heals and casts support spells such as Berserk and Haste.

Mindy, Sandy, Cindy

HIT POINTS: Mindy: 2590, Sandy: 2591, Cindy: 4599

EXPERIENCE: 7500

GIL: 9000

WEAKNESS: --

STRATEGY: Kill the fat one first to prevent her from reviving her sisters. Tellah will need to cast reflect on the party and reflect his spells off of them. Cecil, Yang, and Cid should concentrate their physical attacks on one sister at a time.

Mist Dragon

HIT POINTS: 465

EXPERIENCE: 700

GIL: 200

WEAKNESS: --

STRATEGY: Have Cecil attack normally, Kain has time to jump two times before the dragon turns to mist. When it does turn to mist, don't attack it, you'll always miss and it will retaliate with a powerful attack. Just Defend until it returns to its original form and then continue the attack cycle.

Mom Bomb

HIT POINTS: 11000

EXPERIENCE: 2416

GIL: 543

WEAKNESS: --

STRATEGY: Quickly begin attacking the boss. Have Cecil attack it physically. Edward should constantly use Heal, while Rosa uses Cura on individual characters. Rydia should summon Chocobo and Yang should use the Power command. When, and if, it turns into smaller bombs, defeat them as fast as possible before they detonate.

Octomammoth

HIT POINTS: 2350

EXPERIENCE: 1200

GIL: 500

WEAKNESS: Thunder, Chocobo

STRATEGY: Have Tellah use Thunder, Rydia summon Chocobo, and Cecil attack physically. The tentacles will die one by one until the octopus itself is finally destroyed. This boss is slow to attack, so you won't need to heal very often, but when you do, have Tellah use Cura on the entire party or Rydia use Cure on single targets.

Odin

HIT POINTS: 20001

EXPERIENCE: 18000

GIL: --

WEAKNESS: --

STRATEGY: You only have a few rounds to defeat this boss. As soon as he pulls back his sword, he's getting ready to kill off the entire party. Act fast! Cast Berserk on Cecil and have Edge throw any excess weapons. Rydia should summon Bahamut and Rosa should cast Haste on the fighters. If you time it right, Kain can actually survive the sword swoop if he's in the air while Odin uses it.

Ogopogo (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 50000

EXPERIENCE: 61000

GIL: --

WEAKNESS: Bahamut

STRATEGY: This battle isn't too hard, but Ogo-pogo can hit pretty hard, so cast support spells and keep your HP up. Have Edge throw Fumas, while Cecil attacks physically and Kain jumps. Rydia should summon Bahamut every round and Rosa should cast Cura on the party as often as possible.

Plague (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 33333

EXPERIENCE: 31108

GIL: 550

WEAKNESS: --

STRATEGY: As soon as the battle starts the Plague will cast doom on the entire party, you'll have a count down from 5, after that you're dead. It would be a very good idea to have Kain jump and Rosa shoot arrows at this boss, they are very effective against it. Edge should throw darts, Rydia should summon Bahamut and Cecil should attack physically. If there was ever a battle to act fast in, it's this one! If you're lucky, the Plague will re-cast Doom, starting the count down over.

Rubicant

HIT POINTS: 34000

EXPERIENCE: 18000

GIL: 7000

WEAKNESS: Ice, Flood, Shiva

STRATEGY: It is essential that you use Ice attacks to win this battle, but it is also necessary to time those attacks, otherwise, they will only help him win. If he is in his cloak, don't use any Ice or Flood attacks, they'll heal him. Wait till he opens his cloak and thrash him with Rydia's Shiva and Edge's Flood. Have Cecil and Kain attack physically, while Rosa heals the party.

Scarmiglione

HIT POINTS: 3500

EXPERIENCE: 2800

GIL: 850

WEAKNESS: Fire

STRATEGY: Have Palom and Porom constantly use Twin magic, unless Porom needs to heal. Cecil should attack the Ghosts and then Scarmiglione, when they're defeated. Tellah should concentrate on healing, using Hi-Potions and Cura every round.

Scarmiglione (2nd Form).

HIT POINTS: 3523

EXPERIENCE: 3600

GIL: 2500

WEAKNESS: Fire, Holy

STRATEGY: Immediately switch rows. Tellah should be ready with Esuna to block out Scarmiglione's constant status attack. Cecil should attack physically and the twins should try to pull off Twin magic as much as possible. If the party is in serious need, Porom can stop using Twin magic for a while and use Cura.

Storm Dragon (Party = Cecil, Cid, Rosa, Rydia, Yang)

HIT POINTS: 40000

EXPERIENCE: 32000

GIL: --

WEAKNESS: Ice, Shiva

STRATEGY: If you still have one, equip Yang with an Ice Claw and then beat

the boss down with Power attacks. Cecil and Cid should attack physically, while Rosa stands ready to heal the party when the Dragon uses its devastating Tornado spell. Rydia should cast Blizzaga and Shiva for the most effective damage.

T-Rex (Party = Cecil, Edward, Palom, Porom, Edge)

HIT POINTS: 60000

EXPERIENCE: 32000

GIL: --

WEAKNESS: --

STRATEGY: Cast float at the beginning of the battle to counter the Rex's Quake spells. Have Palom cast high tier spells, while Edward and Porom support the party with healing. Edge and Cecil should strike hard and fast.

White Dragon (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 32700

EXPERIENCE: 55000

GIL: --

WEAKNESS: Bahamut

STRATEGY: Have Rosa cast Float before allowing Rydia to summon Bahamut. Otherwise, the dragon will be able to effectively use a devastating earth attack. Cecil, Edge and Kain should all concentrate on physical attacks, while Rosa keeps the party healthy.

Zeromus (Party = Kain, Cecil, Edge, Rosa, Rydia)

HIT POINTS: 100000

EXPERIENCE: --

GIL: --

WEAKNESS: Meteor

STRATEGY: Before using the crystal given to you by Golbez, try having Edge steal the Dark Matter. It's hard to do so, but having this item will help protect your party from one of Zeromus' fierce attacks. Use the Crystal when you're ready and Zeromus will transform. First and foremost, Rosa must cast Curaja every round, no matter what. If she loses a large amount of HP, you must have someone use an Elixir on her! If you don't follow these Rosa rules, you're sure to lose. Edge should throw your very best weapons, and, if you have it, the Knife. Kain will not be effective as a fighter in this battle, he should stay on level ground and use Phoenix Downs and Elixirs on weakened characters. Cecil should try to attack every round, while curing when necessary. Rydia's best course is to cast Meteor, unless she needs to heal herself or restore MP. Don't waste time using status increasing items or spells, they'll be rendered useless when Zeromus uses Black Hole. With these steps, you should be able to confidently defeat Zeromus, if your levels are at least 60.

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