

Hello all! This is my second FAQ/Walkthrough so I am still pretty new to this. This guide will cover all necessary tasks in the game, including the main walkthrough and additional side quests. (like Lunar Ruins) This FAQ is still under construction so bear with me. I am making the FAQ for all the people who are having troubles with this game. I hope all you people enjoy it just as much as I had writing it.

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1.0 About the Author

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My name is Tom Xia and I am 15 years old. I am currently playing FFIV and enjoying it thoroughly. I am making this FAQ for all the people who play this game and are having troubles. I hope it helps you.

2.0 Copyright stuff

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Seriously, just ask. It's more than likely that I will say yes, unless I have a really good reason not to. I will check my email as often as possible.

Here are a list of websites allowed to host my guide:

www.gamefaqs.com
www.supercheats.com

If you find another site hosting this guide other than the ones above contact me at once.

3.0 Version History

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Version 1.0, 28/12/05 - I started this FAQ today. Finished first four sections characters section, magic section, special abillites section, bosses section, FAQ section, Acknowledgemnts and final section.

Version 1.1, 29/12/05 - Completed the beginning of the walkthrough today.

Version 1.2, 30/12/05 - Did more of the walkthrough today. Nothing much.

Version 1.3, 1/1/06 - Happy new years all! Bored today from yesterday's action so did more of this. Completed more of the Walkthrough and also completed Weapons section.

Version 1.4, 8/1/06 - Had a nice week's break. But now I'm starting again! Did more walkthrough. It is really shaping up now.

Version 1.5, 10/1/06 - Big update today. Started and finished the armor and items section. Also finished part of the walkthrough.

Version 1.6, 14/1/06 - I'm almost finished! Today, I did more of the walkthrough.

Version 1.7, 16/1/06 - Finished everything to the Cave of Trials.

Version 1.8, 17/1/06 - FINISHED THE WALKTHROUGH!!! Whoopee! Also fixed a few mistakes in the Walkthrough.

Version 1.9, 18/1/06 - Started the Lunar Ruins today. Finished everything up to Rosa's Trial. About to begin Edge's Trial soon.

Version 2.0, 23/1/06 - Finished the Lunar Ruins, and also finished Bestiary. (took a friggin long time!) With everything complete, I decided to make a new section called "Tips and Tricks" Now, I just have to wait for the emails to come through!

Version 2.1, 3/7/06 - Finally had some time to update this. Added an ASCII

art (courtesy of GhostofLegualt) and also added some more info.

4.0 Controls

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I really hate writing the controls. I know it is necessary for a FAQ, but if you have this game then why don't you just look at the manual that comes with it? I don't even know if people look at this, I certainly don't. Oh well, here they are.

On foot

A Button - Action Button (talk, look etc)

B Button - Cancel

L and R Button - Fast things up in Bestiary and switch characters

Start Button - Brings up Menu

Select Button - Not used (at least to my knowledge)

D-Pad - Walk around

On Vehicle

D-pad - drive, fly, hover

A button - Action Button (pick up hovercraft, drill) and get out of vehicle

5.0 Walkthrough

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This is the big part. This is the main section of this guide. It is now complete (and about time too!).

NOTE: For convenience, press Ctrl + F and type in the code for the section you want to read. eg. If you want to read the "Giant of Babel" section then type in 7.2

NOTE: Everything I tell you to do in this guide is for preparation for the Lunar Ruins. After I finish the main walkthrough, I will begin the Lunar Ruins. If you plan to tackle the Lunar Ruins after the walkthrough, this is the perfect guide for you. If you don't, ignore my level recommendations. Other than that, it's still a great walkthrough.

NOTE: I will also list what it says in cutscenes. Even if you don't have the game, it can act as a "Cutscene Script" walkthrough.

5.1 Return to Baron

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Monsters: Goblin, Helldiver, Floating Eyeball, Sword Rat

New Characters: Kain

Bosses: None

Once you start a new game, a cutscene will occur.

NOTE: Sometimes, they may contain spoilers. Only read if you're REALLY stuck

Crewman: Captain, we will arrive at Baron shortly.

Cecil: ...Very well.

Crewman: The captain seems kinda down.

Crewman: After what we did, who wouldn't be? Orders are orders, but killing innocent people to get Crystals isn't right.

Crewman: The Red Wings are supposed to protect people, not harm them!

Cecil: That's enough!

Crewman: But, Captain!

Crewman: Surely you don't condone what we've done?

Cecil: All of you, listen well. The raid on Mysidia was imperative. His majesty and his council concluded that the Mysidians, and their broad knowledge of the Crystals, posed a serious threat to our kingdom. For Baron to prosper, we need the Crystals. As soldiers of the Royal Air Force, we must achieve this by whatever means necessary.

Crewman: Captain...

Crewman: Captain! Monsters sighted dead ahead!

Cecil: Prepare for Battle!

You don't control this battle. You just watch what happens. It's quite entertaining. After the first battle...

Crewman: Ugh...

Cecil: Are you alright!?

Crewman: We've got more hostiles!

Cecil: Damnation!

The second battle will occur. Cecil will finish of the monster easily.

Cecil: Is everyone okay?

Crewman: All accounted for, sir.

Crewman: We've been encountering a surprising number of monsters lately...

Cecil: Could it be...some kind of omen?

Crewman: Captain, we are now over Baron.

Cecil: Very well. Prepare for landing.

The airships will land. Cecil will automatically stand at the entrance of the castle. Baigan, a loyal soldier to the king, will come to get you.

Baigan: Well done! So the Crystal is now ours.

Cecil: The Mysidians put up no resistance. In fact, they were completely helpless.

Baigan: Is this pity I perceive? Hmph! Come, captain. His Majesty awaits.

Baigan will lead you inside the castle. In the room before the throne room Baigan will stop.

Baigan: If you'll excuse me, Captain, I must speak to His Majesty in private. Please wait here.

Baigan will enter the throne room.

Baigan: Your Majesty, I am afraid Cecil can no longer be trusted. He clearly questions your authority.

King: I suspected as much. It matters not, so long as I obtain the Crystals. Send him in.

Baigan: Yes, Your Majesty. Captain! His Majesty summons you.

King: The Kingdom of Baron hails your return. May I have the Crystal?

Cecil: Yes, Your Majesty.

King: So this is the Crystal. What splendor...You are dismissed, Cecil.

Cecil: Your Majesty!

King: Yes?

Baigan: Captain, what is it?

Cecil: Your Majesty, forgive me, but what are your intentions? My men are confused and displeased.

King: And you? Do you question my command?

Cecil: No! I only ask...

King: Silence! Dissension only leads to treason, and that I will not tolerate. I hereby relieve you of your command of the Red Wings.

Cecil: Your Majesty!

King: Now I charge you with another duty. Slay the Phantom beast that infects Mist Valley, and deliver this bomb ring to the village of Mist. You leave tomorrow, at first light.

A new person steps in. This is Kain, Cecil's best friend.

Kain: Your Majesty, I beg you to reconsider. Cecil has done no wrong.

King: You insolent cur! How dare you barge in here! If you are so concerned about him, you may accompany him! Now take the ring and begone!

Cecil: Your Majesty!

Cecil and Kain step outside.

Cecil: I'm sorry, Kain.

Kain: Once we have completed the mission, the king is bound to forgive us both. We will rejoin the Red Wings in no time.

Cecil: ...

Kain: Get some rest. Leave tomorrow's preparation for me.

You finally gain control of Cecil. Talk to Kain and he'll tell you about his past. Then go down the stairs. Go down and right. Talk to the soldier and he'll say to press the button for treasures. Press the button on the west side of the wall. The door opens. Get the 480 Gil, Ether and Tent. Go up the stairs to the south-west. Head down the stairs on the other side. As you walk down Rosa will interrupt you. She says she'll meet you later. Go through the door. If you want you can walk through the west door and talk to the prisoners there. Once your done step outside and head north. As you walk on the tile before the door Cid will talk to you from the ledge above. If you have the time, go inside the door which Cid came from and talk to the individual Red Wings men. Once your done proceed up the tower. Head up the stairs and talk to the women there. She'll leave. Head up to Cecil's quaters. Walk to your bed. Cecil will lie down. A cutscene will occur.

Cecil: What's happened to the king? He covets the Crystals as though he's possessed. And he'll resort to any means to get them. Nevertheless, I can't defy him. How could I cross the man who raised Kain and me like his very own? The chivalrous knight whom I've adored and admired since childhood? I will not betray him. I can't.

Rosa will come inside your room.

Rosa: Cecil! What's going on? You just returned from Mysidia, and now you must journey afar to battle this phantom beast. You're acting very strange.

Cecil: Nothing's wrong. Everything's fine.

Rosa: Cecil, look at me.

Cecil: ...In Mysidia, we killed innocent people to steal their crystal. It was horrible. I suppose this is my fate as a dark knight. Soon, I won't even feel remorse for my actions.

Rosa: You and I both know that will never happen.

Cecil: Still, I can't defy the king... I'm a hopeless coward.

Rosa: The Cecil I know would never whimper like this! The Cecil I love...

You leave for Mist early tomorrow, right?

Cecil: Yes, but don't worry. Kain's coming too.

Cecil: I'll be fine. Trust me.

Rosa: Please come back to me in one piece.

Cecil: Thank you, Rosa... Though as a dark knight, you know we can never be together...

The scene will change. Cecil is coming to the entrance of the castle. Kain is waiting for him.

Kain: So, are you ready for some real combat?

Cecil: Always.

Kain: Lead the way.

You'll appear on the world map. I recommend to do some training. It'll make the next dungeon a whole lot easier. Both Kain and Cecil are on Lv 10. I would raise them to Lv 15. After the training is done, go to the inn in the city of Baron. It's 50 gil for one night. Go up the stairs. Press A on the sword to open up a door. Enter it to get Eye Drops, Tent and Dwarven Beard. Also, before you leave, Press A on the lonely south pot just left of the inn counter for a Potion. Exit.

The Items shop is just left of the inn. Here is what it sells:

```
=====
| Item          | Cost |
=====
|Potion         | 30   |
|Phoenix Down  | 100  |
|Gold Needle   | 400  |
|Maidens Kiss  | 60   |
|Eye Drops     | 30   |
|Antidote      | 40   |
|Tent          | 100  |
|Gysahl Greens| 50   |
=====
```

Stock up on some items. Leave the shop. Go north and you see those four pots? The south one contains a potion. Unfortunately, the Weapons and Armor shop is closed, so everything of importance is done. Leave Baron.

For those who can't be bothered walking to Mist Cave and fighting all the enemies, there is a Chocobo forest south-west of your location. Enter the middle of the forest and you'll be inside. Talk to one of the yellow chocobos and he/she will give you a lift. No monsters will attack you when you're on the chocobo.

Follow the path across the first bridge, but DON'T cross the second. It'll lead straight back to Baron. Instead go north-west, surrounded by mountains. At the end of the path, you'll see a cave. This is Mist Cave.

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5.2 Mist Cave

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Monsters: Goblin, Sword Rat

New Characters: None

Bosses: Mist Dragon

Welcome to your first dungeon! First off, let me just say that the "dungeons" in FFIV are a complete joke. They are VERY straightforward, and the monsters are easy as long as you have trained right. These dungeons are nothing compared to the dungeons of...say Legend of Zelda and Golden Sun. Their dungeons are actual dungeons.

Follow the path. Once you reach a some stairs climb them. Follow the path down the stairs and then go a bit west and back up the stairs. As you attempt to climb the stairs to the north, a voice will say TURN BACK. Freakish. Go up the stairs to get a Potion in a chest. Go back down and turn right and cross the bridge. Go up the first stairs you see and follow the path left to another chest which contains Eye Drops. Go back down the stairs and proceed south. Gp down the stairs and down another pair. Follow the path to another chest with a Tent in it. Follow the path back up the stairs but don't go back up the second pair. Head east, down the narrow passage and get the chest along the way with a potion. Go north across the Bridge and the voice again will say LEAVE AT ONCE. Kain will say it's probably the beast of Mist valley that's saying it. Head up the next pair of stairs and the voice will say KNIGHTS OF BARON. LEAVE NOW, OR SUFFER THE CONSEQUENCES. YOU CHOOSE TO IGNORE MY WARNING? A yes or no panel will appear. If you say no, then it'll leave you alone and you can go back to Baron or train inside Mist Cave. If you say yes, prepare for your first and easy boss battle!

=====

Mist Dragon

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HP - 465

Strength - 16

Defense - 5

Magic - 10

Magic Defense - 31

Gil - 200

Experience - 700

Treasure - None

Type - None

Battle Strategy: Let Cecil attack and Kain jump. When the dragon turns into mist don't attack it, just defend. When it returns to its dragon form redo the cycle.

Difficulty: 2/10

=====

Congrats! You have conquered the first dungeon in the game! There is only like 20 more dungeons left :) Exit the cave. Proceed east and pretty soon you'll reach the town of Mist.

=====

5.3 New friends, new foes

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Monsters: Desert Sahagin, Flying Eyes, Insectus, Hundlegs, Sandworm, Goblin,
Killer Fish, Vile Shell, Water Bug, Zombie, Gigantoad, Sahagin, Tiny
Mage, Red Mousse, Alligator

New Characters: Rydia, Tellah

Bosses: Octomammoth

As soon as you enter, walk right and a cutscene will occur.

Cecil: The ring is glowing!

The bomb ring will destroy the village.

Kain: What...?

Cecil: ...This is it? This is why he sent us here?

Kain: We've destroyed the entire village...

Cecil: Why would he make us do this?

Unknown voice: Nooo! Mommy!

Cecil: !?

Girl: My mom's dragon died...and because of that, my mom...my mom died too...

Cecil: What!?

Kain: I've heard of people with the power to summon monsters... Summoners,
they are called.

Cecil: Then we are the ones responsible for killing her mother by killing the
dragon.

Girl: YOU killed my mom's dragon!?

Cecil: We...we didn't know that would happen...

Kain: So that was the king's wish...to annihilate every summoner in this
village.

Cecil: That can't be...

Kain: I'm afraid it's true. I'm also afraid we're going to have to get rid of
the girl.

Cecil: WHAT!?

Kain: We have to obey the king's orders.

Cecil: But she's just a child!

Kain: You intend to defy the king?

Cecil: I refuse to continue any more slaughter in the king's name!

Kain: I'd knew you'd say that. But don't worry, I'm on your side.

Cecil: You are?

Kain: I owe the king so much, but I can't disgrace the dragoons.

Cecil: So you'll join me?

Kain: Yes. But we will need allies if we are to oppose the mightiest kingdom
in the land. We have to do it for Rosa as well.

Cecil: Thankyou, Kain.

Kain: Save it. This isn't for your sake.

Cecil: ...

Kain: This place is dangerous. We'd better get going. What about the girl?

Cecil: We can't leave her. We'll have to take her with us.

Cecil approaches the girl.

Cecil: It's alright. We won't hurt you. You're going to have to come with us,
okay?

Girl: No!

Kain: Come on! We have to go now!

Girl: No! Go away!

Cecil: Wait!

Girl: I hate you! You killed my mom!

An unwinnable battle will occur when the girl summons Titan. Titan starts an earthquake, and Cecil and the girl appear in the middle of nowhere. Kain is gone.

Walk north. You'll end up in a desert. Walk to the center of the desert. There is an Oasis city. Enter. A cutscene will immediately occur.

Cecil: I have to find her a place to rest.

Cecil would walk to the inn.

Innkeeper: Welcome!...Oh! She looks very pale. Is she alright? Get her to a bed quickly! She can rest here, free of charge.

Cecil: Thankyou.

Cecil would put the girl onto a bed and she'll wake up.

Cecil: Hey. Are you alright?

Girl: ...

Cecil: My name is Cecil. What's yours?

Girl: ...

Cecil: I'm sorry about your mother. I understand if you can't forgive me. Will you at least let my protect you?

Girl: ...

Cecil would give up and sleep. Pretty soon Baron troops will step into the inn and a general would talk to Cecil.

General: Cecil! I've finally found you!

Girl: !

Cecil: Wait!

General: I am here on the King's orders. All summoners from Mist must be annihilated. Hand over the girl, now!

Girl: !

Cecil: Never!

General! Then you shall die!

A battle will occur. This battle really isn't a boss battle. As long as you raised Cecil to over Level 15 this battle will be a breeze. Attack General twice and then use dark. All dead.

Girl: Are you okay?

Cecil: Yes. Don't worry about me. I won't let anyone hurt you.

Girl: ...Promise?

Cecil: I promise.

Girl: ...I'm Rydia.

Cecil: Rydia...

Rydia will join your party.

In the morning get out of bed and head right. From that moment on to rest in the inn you need 50 gil.

The item shop is right inside the inn. It's to your right. Here's what it sells.

=====
| Item | Cost |

```

=====
|Potion          | 30 |
|Phoenix Down   | 100 |
|Gold Needle    | 400 |
|Maidens Kiss   | 60 |
|Eye Drops      | 30 |
|Antidote       | 40 |
|Tent           | 100 |
|Gysahl Greens  | 50 |
=====

```

It's exactly the same as the Baron one. There's nothing worth looking upstairs so head outside.

Head east and you'll see two pots next to a house with no door. The top one contains Ether. There is a weapon shop south of your position. Head inside. This is what's available.

```

=====
| Weapon        | Cost |
|=====
|Rod            | 100 |
|Staff          | 160 |
|Bow            | 220 |
|Iron Arrow     | 10 |
=====

```

Buy Rydia a staff or bow and iron arrows. Exit.

The Armor shop is north-west of you. Head there right now. Inside, here is what it sells.

```

=====
| Armor         | Cost |
|=====
|Leather Cap   | 100 |
|Clothes       | 50 |
|Leather Garb | 200 |
|Iron Ring     | 100 |
=====

```

You don't need to buy anything from here. Namingway is here to if you want to change your name. Exit and head to the north-eastenmost house. Go up and you'll see Rosa in a bed. You'll talk to Rosa and Rosa will tell Cecil to be careful. Careful of what? Talk to the man to find out. Apparently, Rosa has something called "desert fever". To cure it, you need a Sand Ruby found in a "cave where an antlion dwells." We don't know any caves where an antlion dwells yet. Exit and say goodbye to Kaipo.

I would suggest to train Rydia to at least Level 15. By then Cecil would be like level 20 or something. But you need to because otherwise Rydia will constantly die in the next dungeon.

Once your confident in your skills go north-east to a cave. This is the South Waterway.

First proceed north across the bridge and head north. Get the Potion and Maiden's Kiss from the two chests. Go back to the entrance of the cave and go west. Follow the path and cross the bridges. You'll find a man named Tellah. Apparently his daughter escaped with some bard to Damycan. How romantic. But

Tellah thinks otherwise. He needs your help, which is why he joins you now.

I would suggest to go back to Kaipo and buy a Lether Cap and Iron Ring for Tellah. Raise him up a couple of levels. Once you're done go back inside the Waterway and go back to where Tellah was standing. Go up and cross the bridge to your right. Cross another one then walk down the stairs. Swim up the waterfall and get the Iron Ring. Go back down the waterfall and proceed to the center waterfall. Swim up it to reach a hidden chamber. Three treasure chests are there containing Phoenix Down, X-Potion and Dry Ether.

Go back up to the first bridge and go up the stairs and then go up another pair of stairs.

You'll be in a completely different room. Follow the path north and go down the stairs. Go up the first stairs you see. Go up to get a potion. Then head south and go up a long pair of stairs. Go west to get an Ether. Go back east and cross the bridge to your south. Follow the path and cross another bridge. Follow the path north and enter through the door. A cutscene will occur.

Tellah: We'll rest here.

Tellah will stand on the circle in the middle of the room.

Tellah: This magic field repels all monsters. You can save and use a tent or cottage in here. Let's use my tent to rest and prepare for the upcoming battle.

The scene will change. Tellah, Cecil and Rydia are beside a fire. Rydia is asleep.

Tellah: The girl's asleep already. She must have been exhausted. Who is she?

Cecil: A summoner from the Village of Mist.

Tellah: She holds great potential. With proper training, she'll be able to master many spells. Look at her. What a cute face. She reminds me of Anna at that age...

Cecil: Who is Anna?

Tellah: My daughter. She eloped with a bard to Damycan because... I didn't consent to their union. What business have you in Damycan?

Cecil: A friend of mine suffers from Desert fever.

Tellah: Ah. So you came for the Sand Ruby. It won't be easy to obtain.

Cecil: Tell me more about the monster we must face.

Tellah: A vicious creature with eight huge tentacles. We must kill it and reach Damycan...before it is too late.

Cecil: Too late for what?

Tellah: I don't know. I only pray my instincts are wrong...

Once you regain control of Cecil head up the stairs. Cross the bridge and head north to the treasure. It has Ice Rod. Give it to Rydia. Go down the stairs. Head east and then up to the door. Cross the bridge and then the bridge to your RIGHT. Ignore the left one. Cross another bridge and get the treasure there. 580 gil. Cross the west bridge to another treasure chest containing a Bomb Fragment. Go back to the bridge I told you to ignore. Cross it and go up the stairs to a door. Go up and get the potion inside the chest. Go up the stairs. Go north and then down the stairs. Get the two treasure chests there containing Ether and Antarctic Wind. Cross the bridge to the east and and go down the stairs. The two treasure chests there contain Hourglass and Shadow Blade. Equip the Shadow Blade on Cecil. Go back up the stairs and another pair of stairs and you'll be outside again.

If your health is low use a Tent. You're about to face a boss. When you're

ready, go inside the cave.

Step down and you'll be sucked down the waterfall. Go up the stairs and follow the path and go down. Get the Hades Helm and Hades gloves from the chest. Equip them on Cecil.

Cross the bridge and enter the door. Cross the eastern bridge and get the Hades Armor and Hermes shoes. Equip Hades Armor on Cecil. Cross the northern bridge and go down the stairs. Go near the waterfall and approach the tentacles for a boss battle.

=====
Octomammoth
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HP - 2350
Strength - 22
Defense - 0
Magic - 0
Magic Defense - 25
Gil - 500
Experience - 1200
Treasure - None
Type - None

Battle Strategy: This thing has eight legs and is a mammoth. Why the hell would it look like a circus clown then? It doesn't matter though. Let Cecil loose and attack it with brute force. Have Tellah cast Thunder and Rydia summon Chocobo. It is very possible Tellah needn't heal at all, but if he does then heal. This battle is extremely easy.

Difficulty: 3/10

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After the battle step inside the waterfall and you'll be back outside again. Proceed up north and you'll see Damycan. However as you approach it...
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5.4 Destruction of Damycan
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Monsters: Goblin, Sandworm, Hundlegs, Desert Sahagin, Flying Eyes, Insectus,
 Yellow Jelly, Adamantoise, Basalisk, Leshy
New Characters: Edward
Bosses: Antlion

Baron's Red Wings airships destroy it. It is now nothing but ruins. Quickly go inside Damycan.

As you can see the damage is pretty severe. The man in front of you is dead. The second man is also dead. The castle is still on fire! Walk through the door.

The two people here ain't dead. Finally! Talk to them and they'll say that they took the Crystal, and the bombardment was too much. Go up the stairs. Four people. Two alive. Thirteen treasure chests. One unopened. Get the tent from inside and then go up the stairs to your south. As you walk north, a

cutscene occurs in a room full of dead bodies.

Tellah: Is that...? It is! Anna!

A man walks in.

Tellah: You! You're that bard! Anna ran away because of your treachery!

Tellah will engage the bard into a fight. It's pretty entertaining, since Tellah misses most of the time. Anna stops the battle.

Tellah: Oh Anna! I'm so glad to see you again!

Anna: Father, Edward is the prince of Damycan. Forgive me, Father, for running away...but I love Edward. Still, I knew I couldn't find happiness... without your consent. I was on my way home when...

Edward: We were attacked by Baron's Red Wings, led by Golbez.

Cecil: I've never heard of Golbez before. Who is he?

Edward: I don't know. All I know is that his powers were beyond words.

Cecil: But why did he attack Damycan?

Edward: They wanted the Crystal, and they spared no one to get it. My mother, my father...even Anna shielded me from their arrows.

Tellah: You love him so much to give up your own life...?

Anna: Father...forgive me...

Edward: ...I love you...

Anna dies.

Edward: Anna!

Tellah: Anna!? Anna! Damn you Golbez! Who is this monster, anyway!? What do you know about him!?

Edward: He came to Baron one day and became the new leader of the Red Wings. He *sob* He leads them in their mission to plunder the Crystals... *sniff*

Tellah: Stop your simpering. That won't bring Anna back! Golbez of Baron... I shall take his life with my own two hands!

Cecil: Tellah, wait! You can't possibly go alone!

Tellah: I will kill Golbez on my own. I don't need your help. I don't need anyone's help!

Tellah left the party. :)

Edward: Anna! *sob*

Rydia: Stop crying! You're a grownup! You're not supposed to cry! I lost my mum, but I'm not gonna cry anymore.

Cecil: Rydia...

Edward: I don't care. Leave me alone! I'm staying here with Anna. I will never leave her side.

Cecil goes to Edward and whacks him on the head.

Cecil: That's enough! You're now the rightful ruler of Damycan, so start acting like it! You owe it to your people, and you owe it to Anna. Your Majesty, my name is Cecil, and I need your help.

Edward: What?

Cecil: My friend is suffering from desert fever in Kaipo. I need to get the Sand Ruby to save her. Can you help me?

Edward: What is her name?

Cecil: Rosa.

Edward: She is very dear to you, isn't she? Like Anna was to me...

You can find the Sand Ruby in Antlion cave, which lies to the east.

The ruby forms from the fluid that the antlion secretes when it lays eggs. We must cross the shallows with our hovercraft to reach the cave. After we acquire the Sand ruby, we can cross the shallows to reach Kaipo. Let us be on our way.

Prince Edward has joined the party.

Edward: Goodbye, Anna...

Is it just me or does Edward look a lot like Elphin from Fire Emblem 6? They're both bards, both have blonde hair, and both have that sad expression on their faces. Looks like twins.

You'll appear on the world map in the hovercraft. Edward is only level 5. I suggest training him up to around level 10-15. There are healing pots upstairs in the same room Anna died. All the dead bodies are now gone. They just vanished in thin air I suppose. So unrealistic. Oh well. From the entrance of Damycan castle, go around the outside of the castle eastward to reach a chamber. This is the Damycan dungeon. Enter it. A man is blocking your way. He's final words are to stop you from taking the treasure and then he dies. What a pitiful way to spend his final moments of his life. Press the switch on which the guy was leaning on and a door will open. Go through the door and get the three chests. Then go back to the place where the man died and proceed west. Go down the stairs and get all six chests there. Three of the pots contain arrows. Leave the castle.

At that point in the game my characters levels were...

Cecil - Level 23 D.Knight

Rydia - Level 20 Summoner

Edward - Level 15 Prince

I think this is a bit overleveled so don't fret if you aren't as strong as me. My friend beat the whole game with Cecil only Level 38! so don't worry at all.

Ride the Hovercraft north of where Damycan and onto the shallows. Keep heading west until you hit land. Follow the path south and you should see the cave. This is Antlion cave.

The first room is absolutely full of treasure! Where to start? Head west and collect the Spider's Silk. Go down the stairs and then go north to get a Potion. Head south down the stairs and follow the path to get both a Tent and another Potion. Go back to the entrance. Go down the stairs then go east up the stairs and onto that platform. Cross the bridge and walk north to get a Gold Needle. Go down the long pair of stairs but don't go down the any farther! Head west then north to obtain yet another potion. We're finished in this room. Go down the stairs on the south-east corner of the room

Follow the path down and get the Antarctic Wind from the chest. Ignore the door for now. Go west near those rocks and then go up the stairs. Go up and to another set of stairs. Follow the path and go through the door. You've reached a safe area! If you want you can use a tent. Get the three chests before you leave. Go back through the door and stairs. Go north and up those stairs to get a potion. Go back down and cross the bridge to get Spider's Silk. Now go through the door I told you to ignore before. There is a Lamia Harp in here. Equip it on Edward. The reason I told you to ignore the door at first was because...um...to have fun. Yeah, that's why. Fun.

Go down the stairs at the south of the room. You know how to get there.
You'll be in the Antlion Nest. Go down and prepare for a boss battle.

=====
Antlion
\=====/

HP - 1100
Strength - 11
Defense - 3
Magic - 0
Magic Defense - 11
Gil - 800
Experience - 1500
Treasure - None
Type - None

Battle Strategy: Have Cecil attack physically and Rydia summon Chocobo. Edward should also attack except when he needs to heal the party. The Antlion isn't too hard and this battle should be over in a minute.

Difficulty: 2/10

=====
Now exit the cave. I don't care how you do. Use the Emergency Exit if you're low on health. Just get out.

Ride the hovercraft back to Damykan. From there, hover to the shallows to the south-west. Use them to get back to Kaipo.

First rest at the inn. Then go back to the north-easternmost house and talk to Rosa. Use the Sand Ruby. A cutscene occurs.

Rosa: ...Oh! Cecil! You're alive! Thank goodness!

Cecil: How do you feel?

Rosa: I'm fine. But I thought I'd lost you. They told me you died in Mist when the earthquake hit.

Cecil: I'm sorry to worry you. Do you know anything on Golbez?

Rosa: He's the new captain of the Red Wings, appointed by the king himself. But the king has been acting...strangely. I believe Golbez is manipulating him to collect the Crystals for himself. With Mysidia's Water Crystal in hand, he'll surely go after the others, which are the Fire Crystal of Damykan, the Wind Crystal of Fabul, and the Earth Crystal of Troia.

Edward: The Fire Crystal has already fallen into his hands.

Cecil: Ah, let me introduce you. Edward is the prince of Damykan. Rydia is a summoner from Mist. I wouldn't have been able to get the Sand Ruby and cure your fever without their help.

Rydia: Hi there.

Rosa: Hello, Rydia. Thank you both so much. Cecil, after Damykan, Fabul must be their next target. We must...*cough cough*

Cecil: You have to rest now. Don't worry. We'll go to Fabul.

Edward: But to reach Fabul, we must traverse Mt. Hobs, and the trail is blocked by thick ice.

Rosa: Rydia, can you cast fire?

Rydia: ...No.

Rosa: Fire is the most elementary of black magic spells. As a summoner, you...
cough cough

Cecil: Rosa, stop! You're not coming with us in that condition!

Rosa: I'll be alright, really. As a white mage, I promise I won't be a burden.

Edward: Rosa only wishes to be with you, Cecil.

Cecil: ...Alright. We'll go together. Make sure you get plenty of rest tonight.

Rosa: ...I thank you.

White Mage Rosa has joined your party.

That night, Edward steps out of the house and he plays his harp. A monster appears out of nowhere and attacks Edward. He is just an ordinary Sahagin. The battle won't take long. Just keep on attacking. It took three hits for me to kill it. Edward will talk to Anna.

Edward: Anna!? This can't be!

Anna: I must leave this world...I must go on to a better place.

Edward: No! Don't go! I can't live without you!

Anna: You musn't let Golbez have the Crystals. Fight for your people! Care for them as you did for me...

Edward: Yes, I'll do it! I'll fight! ...But how could I stop him? I don't know what I should do...

In the morning you'll be good ol' Cecil. Rosa is only Level 10 so raise her a to around Level 20. Yes Level 20. If you can't be bothered, raise her to 15 that's still good. Once that is done go back across the shallows to Damycan and then cross the shallows as you would to Antlion Cave, except this time head east. You see that path in the mountain? Enter it.

=====

5.5 Mt.Hobs
\=====/

Monsters: Skeleton, Gargoyle, Bomb, Cockatrice, Grey Bomb, Spirit, Domovoi,
Gatlinger, Goblin,

New Characters: Yang

Bosses: Mom Bomb

These were the levels I were when I first entered Mt. Hobs.

Cecil - Level 26 D.Knight

Rosa - Level 20 W.Mage

Rydia - Level 24 Summoner

Edward - Level 22 Prince

As you go north a cutscene will start.

Rosa: Rydia, can you try chanting the fire spell?

Rydia: ...

Edward: What's wrong?

Rosa: Give it a try. I know you can do it.

Rydia: ...No

Rosa: ?

Rydia: I...I hate fire.

Cecil: That's right. Her village was destroyed by fire when...

Rosa: Rydia, you're the only one who can melt this ice.

Rydia: ...

Rosa: If we can't get through to Fabul, more people will be in danger. Please, Rydia.

Edward: Rydia... You've helped me, you've helped Cecil, you've helped Rosa... and you have the power to help many more people. Please, we need your strength and courage.

Cecil: ...

Rydia: ... Fire!

Rydia has learnt fire!

Edward: Rydia, that was incredible.

Rydia: Hee hee!

Rosa: I knew you could do it!

Cecil: Thankyou, Rydia.

This mountain is as linear and straightforward as it can get. Continue walking north. You'll end up near two doors. Enter the left one. There is a safe area and four treasure chests containing Tent, Potion, Gold Needle and 960 Gil. Go back outside and go through the right door. You'll be on the summit.

Get the Holy Arrow within the chest to the east and walk north. As you walk near the steps you'll see a man fighting enemies. After he kills all but one, you'll face a boss.

=====

Mom Bomb
\=====/

HP - 11000
Strength - 30
Defense - 1
Magic - 5
Magic Defense - 9
Gil - 1200
Experience - 1900
Treasure - None
Type - None

Battle Strategy: Let Cecil and Edward attack it normally. Have Rosa heal when someone is low on health. Let Yang pummel this beast with Power. Let Rydia summon Chocobo. If the Mom Bomb turns into separate pieces, destroy them as quickly as possible. Let Yang use kick when that happens.

Difficulty: 4/10

=====

After the battle Yang will say a few words.

Monk: You have my gratitude. Yang is my name. I am the high monk of Fabul. I came here to train with my men, but all were killed by a swarm of beasts... They were fabul's finest monks...

Cecil: My name is Cecil. We bring urgent news to Fabul.

Rosa: A villain named Golbez is abusing Baron's authority to seize the world's crystals.

Yang: Then he covets our wind crystal as well.

Edward: There is no doubt. He easily seized the Crystal a few days ago.

Yang: Then the odds are against us. The only monks left in the castle are

students. They stand little chance against Baron's forces.

Rosa: I'd assume Golbez was behind the monster attacks that killed your men.
And almost killed you.

Yang: ...Then the attack is imminent. I must go.

Cecil: We will follow you to Fabul. We would like to help.

Yang: I am grateful. However, this matter does not concern you.

Cecil: But it does.

Edward: ...For I am the prince of Damycan.

Cecil: Rosa and I are citizens of Baron, and this girl is one of many victims
of our kingdom's recent attacks...which I personally led.

Yang: I see...then I humbly accept your assistance.

Cecil: Let's go. We haven't much time.

Yang: Fabul lies to the east of these mountains.

High Monk Yang has joined the party.

Leave Mt. Hobs and walk to the east. Follow the path through forest and mountains until you reach Fabul. Don't enter it however, as you may have noticed Yang is only a level 10. Train him up to around Level 15-20. The monsters around Fabul Castle ain't that tough. You'll easily be able to kill them. If you're low on health, get Rosa to heal the party or go to the inn inside the castle.

=====

5.6 Fabul Castle

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Monsters: Leshy, Sahagin, Domovoi, Captain, Baron Soldier, Gargoyle

New Characters: None

Bosses: None

Enter the castle. Continue walking north. If you talk to the monks they'll say that the king wishes to see Yang. Inside, you'll see an inn on your left and a Weapons shop at your right. The inn also houses the items shop. The inn charges 100 gil for one night. Do so. Here's what the items shop sells.

=====

Item	Cost	
Potion	30	
Phoenix Down	100	
Gold Needle	400	
Maidens Kiss	60	
Eye Drops	30	
Antidote	40	
Tent	100	
Gysahl Greens	50	

The weapons and armors shop sells this.

=====

Weapon	Cost	
Fire Claw	350	
Ice Claw	450	
Thunder Claw	550	
Demon Helm	980	

|Demon Armor | 3000 |
|Demon Gloves | 800 |
=====

You should be able to afford everything if you've been keeping up with the FAQ Buy Ice claw and Thunder Claw for Yang to equip. By all the demon stuff and equip it on Cecil. Go back outside and up the stairs. Instead of going north to the throne room go south and through the door. Go up the west tower. Of those two north pots the west one contains Rage of Zeus. Open up every treasure chest to obtain potion, antarctic wind and bomb fragment. If you want you can ask Namingway to change your name on the upper floor, and on the third floor is Yang's quarters. His wife is there. Exit the west tower.

Enter the east tower. Go to the second floor. This is the Fabul's pub. Check the south pot there for a Bacchus's Cider. Go up a floor. This is the King's quarters. Obtain the tent from the treasure chest and go to the throne room. A cutscene occurs.

King: Yang, at last.

Yang: Sire, we must prepare for battle. Baron will attack us at any second to steal out Crystal.

King: How do you know this?

Yang: These two are citizens of Baron. They came to warn us.

King: And these others?

Cecil: Sir, we haven't much time. The castle's defenses must be tightened immediately.

King: Yang, can we trust this dark knight and his companions?

Yang: Yes, they risked their lives to help me.

Cecil: We must hurry!

Rosa: Please!

Edward: It is an honour to see you again.

King: Prince Edward!

Edward: Sire, Baron's fleet decimated Damykan and claimed our Crystal not long ago. Many died, including my parents and my beloved. Damykan's tragedy must not be repeated!

King: Forgive me for my suspicions. Yang, mobilize the men for battle. Prince Edward, dark knight, will you help us defend Babul?

A yes and no panel will pop up. If you say no then you'll have to go through the cutscene again, so just say yes.

Yang: They have already offered to help, sire. We will join the forward guards by the main gate.

King: Very well. Will the ladies assist out medic?

Rosa: Yes, sire.

King: Fabul's fate rests in your hands. May we be victorious.

Yang: We will assemble at the main gate.

Rosa: Cecil...

Cecil: Rydia, take care of Rosa for me.

Yang, Edward and Cecil will assemble at the main gate with other monks. The first battle will start. It is against a Captain and two Baron soldiers. If you've been taking my suggestions for leveling up this battle will be a breeze. Have Cecil attack the Captain once. Then let Edward attack the Captain. It should confuse him. Then let Yang attack a normal Baron Soldier and it should kill him. Let Cecil attack another Baron Soldier. Edward can finish off the Captain.

After the battle the Red Wings will attempt to destroy the castle. Cecil and the others will retreat within the castle. You'll be thrown into your second

battle. This time it's a Leshy, Sahagin and a Domovoi. This battle is easy. Have Cecil attack Leshy. Dead. Have Edward attack Domovoi. Dead. Have Yang attack Sahagin. All dead.

More monsters will come in and will kill the two monks guarding the inn and weapons shop. Cecil and everyone will fall back farther. They will retreat to the room before the throne room. Prepare for the third battle. It is again a Captain and two Baron Soldiers. Use the same stradegey as you did for the first time on them. After the battle even more monsters will come. Everyone will retreat to the throne room.

Yang will say that the door is locked. The monsters can't get in. *sigh of relief*. But it's not over. The monk unlocks the door and turns into a monster! Fourth battle commence! It is merely gargoyle. Let Cecil, Edward and Yang attack as hard as they can. Straight after the fourth battle more monsters come in and attack you. These are just Leshy, Sahagin and Domovoi. Use the same stradegey as before to kill them.

Yang will suggest to withdraw to the Crystal Room. However, Edward trips and monsters surround him. Cecil and Yang attack. It it just a Captain and Baron Soldiers. You should know how to kill them by now.

After the battle they will retreat to the Crystal Room. Kain will come in. A cutscene will take place.

Kain: It's been a while.

Cecil: Kain! You're alive!

Kain: So it would seem.

Cecil: Wel'll talk later. For now, we have some fighting to do.

Kain: Indeed. Are you ready to face me, Cecil?

Cecil: What...?

Kain: Ready your sword!

Cecil: Kain!?

Kain: Ready your sword, fool!

An unwinnable battle will start. You can't win so it's fruitless to try. After the battle...

Cecil: You must be under Golbez's spell!

Kain: Have you any final words?

Yang: Stop!

Unknown voice: No!

Kain: Rosa!

Rosa: Kain, you of all people...

Kain: No, I...

Unknown voice: Why do you hesitate, Kain?

Edward: Golbez!

Cecil: So you're Golbez!

Golbez: Cecil, I presume? Never hesitate to kill, Kain. Now see how it is done!

Edward: Cecil!

Yang: No!

Golbez: Silence!

Golbez will unleash a magic attack that knocks Yang and Edward unconcious.

Golbez: Get the Crystal.

Kain: Yes, sire.

Rosa: Kain, please!

Cecil: No, Rosa!

Kain: !

Cecil: Rosa, no...

Golbez: So you cherish this woman? Then I shall take her with me to raise the stakes. Until next time.

Kain: And you won't be so lucky next time.

Cecil: Wait... arrrrgh...

Golbez and Kain with Rosa leave.

Rydia: Cure! Feeling better?

Edward: I thank you, Rydia, but...

Yang: The crystal is gone! I have failed.

Cecil: And now Rosa is gone, too.

Rydia: So come on! We have to go help Rosa, and bring back the Crystal, too!

Edward: She's right. We have no time for moping. We must get back Rosa and the Crystal.

Yang: Cecil. It is out turn to assist you. For now, let us heal our wounds.

Cecil: Thankyou.

After the cutscene go back to the throne room. Talk to the man there and he'll say that the King is resting in his quarters. You should know where that is by now don't you? Top of the eastern tower? But before you go walk to the north-east of the throne room. Press that switch in the little corner. Follow the path to three chests containing Spider's Silk, Demon Shield and Ether. Equip Demon's shield on Cecil. Now go to the inn. Go near the innkeeper and Cecil and the others will automatically go near the beds. A cutscene occurs.

Edward: How will we go about the rescue?

Cecil: To fight Golbez, we need an airship. But Baron is the only kingdom that has them.

Yang: Then we must sneak into Baron and borrow one ourselves.

Cecil: Baron's main force is the Red Wings, so its sea power is relatively weak. We might be able to slip in by boat.

Yang: I will ask the king for a ship tomorrow.

Cecil: Thankyou, Yang.

Yang: Who was that dragoon?

Cecil: His name is Kain. He used to be my best friend. But I don't know what happened to him.

Yang: Perhaps you will find your answers in Baron.

In the morning at the King's quarters.

King: I see. I will arrange for a ship right away. Yang, accompany and assist Cecil. Cecil, take this sword. It belonged to a dark knight who came to Fabul many years ago. The sword exudes tremendous force, but it is still a weapon of darkness. Darkness can never prevail over true evil. I have faith that you will slay Golbez. Or perhaps it is a mere wish... Go to the harbour to the east as soon as you are prepared. A ship shall await you there. Golbez must be stopped. If he acquires all crystals, the world will be thrust into an unprecedented crisis. I am counting on you.

Equip Deathbringer on Cecil. It will increases both attack and defense rapidly so do so. Sell your shadow blade for some gil. If you want you can do some training but you don't really need to. My levels were...

Cecil - Level 28 D.Knight

Rydia - Level 26 Summoner

Edward - Level 25 Prince

Yang - Level 20 Monk

Now board the ship. A cutscene will start.

Yang's wife: Good luck to all of you! Take care of yourselves and kick some
backside for me! Keep your chin up, Cecil. You'll get her back in
no time!

Cecil: We'll do our best.

Yang: I trust you will look after everything in my stead.

Yang's wife: You bet. I love you, you big lunkhead!

Cecil and the others will board the ship.

Captain: You're Cecil, I reckon? I heard you smacked the hell out of those
Baron lovelies. Sit back, mate, and enjoy the ride. Anchors aweigh!

Crew: Aye-aye, Captain!

The ship will leave the harbour. Along the voyage...

Yang: What will we do once we arrive at Baron?

Cecil: We have to meet Cid, Baron's chief airship engineer. He'll help us.

Yang: I only hope the man you speak of is safe.

Edward: ...

Rydia: Are you cold? You're shaking.

Edward: I'm fine. It...it's nothing...

Sit back and watch the ship sail by. After a few more moments...

Cecil: What's going on!?

Sailor: Shiver timbers!

Sailor: Holy Mackerel!

Sailor: The lord of the sea!

Sailor: Is that...?

Captain: Yes! It's Leviathan! Change course!

Rydia: Ahhhh!

Rydia falls overboard.

Yang: Rydia!

Yang dives in to try and rescue Rydia.

Cecil: Rydia! Yang!

Edward: Argh!

Cecil: Edward!

The ship gets sucked into the whirlpool. Cecil is on the shore of an island.
Yang, Edward and Rydia are nowhere to be found.

Cecil: ...Oh...ugh... Where am I? Rydia! Edward! Yang! Where is everyone...?

You'll be on the world map. Head east to reach Mysidia.

=====

5.7 The earth demon

\=====/

Monsters: Zu, Goblin, Sword Rat, Tiny Mage, Gatlinger, Domovoi, Cockatrice,
Spirit, Skeleton, Bloodbones, Zombie, Ghoul, Revenant, Soul, Lilith

New Characters: Parom, Polom, Tellah

Bosses: Scarmiglione

If you payed attention to the prologue then you'll know that Mysidia was the first town the Red Wings attacked to acquire the Crystal. You'll also remember that Cecil led the Red Wings himself. The Mysidians have good memory. Don't talk to anyone; I know for a fact that the Black Mage near the entrance will put Toad on you and the Black mage in the pub will give you a poison drink. You can talk to the White Mages if you wish. The items shop is right next to the inn. Here's what it sells.

```
=====
| Item          | Cost |
=====
|Potion         |  30  |
|Hi-Potion      | 150  |
|Phoenix Down   | 100  |
|Gold Needle    | 400  |
|Echo Herbs     |  50  |
|Antidote       |  40  |
|Tent           | 100  |
|Cottage        | 500  |
=====
```

If you're rich then buy a few Hi-Potions and some Cottages. They will prove handy in the dungeons to come.

The weapons and armor shops are just to the west. Here's what the weapon shop sells.

```
=====
| Weapon        | Cost |
=====
|Ice Rod        | 220  |
|Flame Rod      | 380  |
|Healing Staff  | 480  |
|Crossbow       | 700  |
|Holy Arrow     |  20  |
=====
```

There is nothing worth noticing here. The armor shop sells:

```
=====
| Armor         | Cost |
=====
|Wizard's Hat   | 700  |
|Gaia Gear      | 500  |
|Silver Armlet  | 650  |
|Light Shield   | 700  |
|Light Helm     |4000  |
|Knights Armor  |8000  |
|Gauntlet       |3000  |
=====
```

Currently, Cecil can't equip any of these weapons, but remeber this place for later. Exit and proceed to the northernmost house. This is the Manor of Prayers. Talk to the elder to start a cutscene.

Elder: You are that boy from before. Why have you returned?

Cecil: My name is Cecil. I am the former commander of the Red Wings. Before, I did not have the courage to go against the king's orders...

Elder: Apologizing won't bring back those who have already died.

Cecil: ...

Elder: However...I see that you have changed. Perhaps it would not be a waste of my time to hear what you have to say.

Cecil: We are currently fighting against a man named Golbez, who presently holds power in Baron. However, my friends were attacked by Leviathan on our way to rescue someone who had been captured by Golbez...

Elder: ...Perhaps this is a test and you must prove yourself worthy. However, you have come to rely too much on your dark sword. This will only lead to the darkening of your sould. If you wish to fight with purity, you must head to Mt. Ordeals to the east. There, you may find, is where your fate lies.

Cecil: But my friends are in danger! We can't waste any time!

Elder: I see your friends mean much to you. But you musn't be impatient. You are destined to a great fate. You must go to Mt. Ordeals and transform that dark sword you carry into one of light. Those who accept the holy night will become paladins. However, many have journeyed to Mt. Ordeals but none have returned...Do you wish to go?

Cecil: Yes. But I have little confidence I can do this on my own.

Elder: I thought as much. I shall call upon some mages to help you. Palom!
Porom!

Girl: You called for us?

Elder: Where is Palom?

Girl: Palom! Come out this minute!

Boy: I can't believe I'm helping this sleaze. Be grateful that Mysidia's prodigy, Palom, will assist you!

Cecil: Are they the mages...?

Elder: Yes. This is Palom and Porom. Although still apprentices, they should be of great help.

Palom: I'm the greatest mage in all of Mysidia! You should be thankful I'm helping you out!

Elder: Palom! I hope you behave yourself on this journey...

Porom: My name is Porom. I'm pleased to help you, sir. Palom! Greet him properly!

Palom: Hey, nice to meetcha.

Black mage Palom and white mage Porom have joined the party.

Elder: Now go to Mt. Ordeals. You two, do everything in your power to assist Cecil.

Go back to the weapon's shop and buy a Flame Rod for Palom and a Healing staff for Porom. Go to the armor's shop and buy two wizard hats, two Gaia gears and two Silver Armlets for the twins. You should have more than enough money. Palom and Porom come underlevelled. Train them to around Level 20 and then proceed.

On the world map follow the path east. Follow the shiny green path. Head north and you'll be in a thick forest. In the middle of this forest is Mt. Ordeals.

As you approach a fire, a cutscene will start.

Porom: Well, what are you waiting for?

Palom: Yeah, yeah. Keep your hat on! Blizzard! Ha! Too easy!

Porom whacks Palom on the head.

Porom: Palom! The elder taught us not to submit to arrogance! Please forgive

him for his antics.

Meanwhile...

Golbez: Come forth, Scarmiglione!

Scarmiglione: Scarmiglione of Earth, at your command.

Golbez: Cecil aspires too much. He ascends Mt. Ordeals as we speak. I shall clip his wings now.

Scarmiglione: So he desires to become a paladin...

Golbez: Dispose of him. His dark sword should be all but useless against your undead.

Scarmiglione: I shall return with his head.

Scarmiglione disappears.

Golbez: This is getting interesting, wouldn't you say, Kain?

Kain: Cecil might still prove to be quite a formidable opponent.

Golbez: You dare question my judgement?

Kain: No, sire!

Golbez: Scarmiglione is one of the four Elemental Lords. He will not fail. Rosa will bear witness as well.

Kain: Sire, please grant me a second chance! Instead of Scarmiglione, allow me the task of slaying him!

Golbez: Just be grateful I let you live after that blunder.

Kain: ...

Rosa: Cecil...

You will regain control of Cecil. Follow the path, getting the treasure along the way. Once at the top go through the door. As you go north you'll meet an old friend. And when I say old, I mean old. Hi Tellah! A cutscene!

Cecil: Tellah!

Tellah: Cecil? What brings you here? Wait...you seek Meteor as well?

Cecil: Meteor?

Porom: You know about Meteor!?

Palom: That means you're Tellah! Hey, old man, am I right?

Porom: Don't be rude! You stand before the great sage himself! It is an honor to meet you. We came here from Mysidia under orders of our elder.

Palom: Yeah, we're spying on...

Porom whacks Palom on the head.

Porom: ...Excuse me. As I was saying, we're just serving as guides for Sir Cecil. My name is Porom.

Palom: And I'm Palom, Mysidia's most exalted mage! I've heard a lot about you!

Tellah: Kids from Mysidia, eh? Cecil, where are Rydia and Edward?

Cecil: We were attacked by Leviathan on our way to Baron, and...

Tellah: What? They aren't dead, are they!?

Cecil: I'm afraid so... On top of that, Golbez has captured Rosa.

Palom: I betcha that's his girlfriend!

Porom: Hush!

Cecil: I thought you'd headed straight to Baron to confront Golbez.

Tellah: Against the likes of Golbez, my spells still lack power. I've come here to seek the legendary spell, Meteor. I sense a strong aura on this mountain. I believe it holds what I am looking for.

Porom: But that spell is much too dangerous! It requires tremendous vitality! For a man your age...

Tellah: I admit I am old. But I will make Golbez pay, even if it costs me my life!

Cecil: ...

Palom: Geez. Why are adults so pigheaded?

Porom: You don't understand because you're still a kid! Now hush!

Tellah: Cecil, you have yet to answer my question. Why did you come here?

Cecil: I came here in hopes of becoming a Paladin. I cannot defeat Golbez with the dark sword...and I have longed to renounce this hateful thing.

Palom: Who's Golbez?

Porom: Don't you know anything!? He's the one controlling Baron.

Tellah: Not just an ordinary man, but a powerful sorcerer, brimming with evil. So, you've come here to become a paladin? Then this mountain must hold some secret, just as I suspected. I shall accompany you.

Sage Tellah has joined your party.

Tellah comes with a high level so there's no need to train him. Continue forth and go through the door which Tellah came out. Ignore the path going up and continue east and go up a stairs to a chest with Ether within. Go back up the path I told you to ignore and continue up. Go up the stairs and follow the path to a door. Instead of going through, head south and get the chest. Go through the door now. You'll be on the summit. Something will go Sssrrr and Porom will think it's Palom. There is a safe area. Use it. Then go up the stairs. Something will go Sssrrr again. Climb the stairs and approach the bridge. Scarmiglione will appear, and a boss battle will start.

=====
Scarmiglione (first form)
\=====/
=====

HP - 3500
Strength - 19
Defense - 2
Magic - 15
Magic Defense - 0
Gil - 2000
Experience - 3200
Treasure - None
Type - None

Battle Stradegy: This form is so pathetically easy this you can have the most idiotic stradegy and still win. Have the twins use twin magic Cecil should attack normally and Tellah should heal. Easy.

Difficulty: 2/10

=====
After the first battle, you might want to go back to the Safe area if you low on health and MP. If you're confident, cross the bridge. Scarmiglione will appear in his true form.
=====

=====
Smarmiglion (true form)
\=====/
=====

HP - 3523
Strength - 46
Defense - 1
Magic - 31
Magic Defense - 22
Gil - 2500
Experience - 3600

Treasure - None

Type - Undead

Battle Strategy: His true form is even easier than the last form because there are no monsters to help him. Use the same strategy as in his first form and it should be just as easy.

Difficulty: 2/10

=====

Scarmiglione will fall off the bridge to his doom. Heal Cecil with cure.
Approach the chamber and a cutscene takes place.

Unknown voice: My son, I...

Cecil: "Son"!? Just who are you!?

Unknown voice: Through much sorrow have I longed for your coming. I shall now entrust you with my power. By doing so, my pain will only grow. But there is no other way...

A sword appears. Cecil holds it and turns into a paladin.

Unknown voice: Break from your past and overcome your darkness. Only then, will you receive the holy power. You must fight...against the dark knight you wish to rid yourself of!

A Dark Knight Cecil would appear.

Tellah: !?

Palom: What's going on!?

Porom: There are two of them!

Tellah: Cecil!

Palom: Hey!

Porom: Look out!

Cecil: Stay back! This is my battle, to atone for my wrongs.

Another battle will commence, but this is easy. Keep on defending, don't attack at all. If you're low on health use Cure; you have the ability to use white magic now. After three dark attacks the battle will end.

Unknown voice: You have done well...Now receive my spirit as light. My soul, my light... With this, you must top Golbez. Farewell, my son.

Cecil: Please, wait!

Cecil has become a paladin.

Porom: Are you alright?

Palom: You must be...

Porom: Palom! Enough!

Cecil: This feeling...I can't explain it. It feels...so familiar. That voice...

Tellah: ...I've got it!

Porom: Master Tellah?

Tellah: My spells! I remember them now!

Tellah remembered all of his spells.

Tellah: !? Me...teor...? That light! Somehow, it broke the seal upon Meteor!

Tellah has learned Meteor.

Porom: He is indeed a great sage.

Palom: Hey, Porom...I kinda think...

Palom and Porom will decide something.

Porom: Er, Cecil?

Palom: We have to tell you something. We're actually...

Tellah: I am ready to face Golbez! I am doom itself! Come, Cecil! To Baron!

Cecil: Yes...to Baron. That light...Why did it call me "Son"?

Palom: Hey, wait up!

Porom: Are you coming?

Cecil: ...Yes.

Cecil is only a level 1 paladin. However, you'll be surprised how quickly he raises level when you descend the mountain. If you look at his equipment you'll notice that his dark sword has been replaced by the "Sword of Legend" and all that Demon stuff you bought for him has disappeared, and replaced with clothes.

Head all the way back to Mysidia. Go to the armor shop and buy two Wizard's hats for Cecil and Tellah, and then buy the Light stuff, Knight's Armor and Gauntlets to equip on Cecil. Exit.

You'll notice that a lot of people change what they say about you. Go to the inn and pay 200 gil to restore all HP. Then go back to the northernmost house and talk to the elder. A cutscene will take place.

Elder: Unbelievable! You've succeeded!

Porom: Sir Cecil fought brilliantly.

Palom: I'll say. he passed with flying colours.

Cecil: Come again?

Elder: Forgive me. I assigned them to spy on you.

Palom: That pretty sums it up.

Porom: I fell awful having deceived you. I'm so sorry.

Cecil: I had suspected that was why. I deserved it, after what I did...

Elder: The most important thing is that you have become a paladin and have shed yourself of the darkness you once held...That sword...! Where did you obtain it?

Cecil: It was given to me on the mountain's peak.

Elder: Is this...? Yes, it is! This sword holds the word of an ancient Mysidian legend!

Cecil: A legend?

One born of a dragon,
bearing darkness and light,
shall rise to the heavens,
over the still land.
The moon's light eternal
brings a promise to Earth
with bounty and grace.

Cecil: The light at Ordeals called me "Son." What was that light?

Elder: You ask a valid question, to which I do not know the answer. The legend has never been unveiled. For generations, we Mysidians have been told pray for the full fulfillment of this legend and to believe in the one with the sacred light. Perhaps you might be the one.

Tellah: Enough chatter! We must go and defeat Golbez!

Elder: Tellah?

Tellah: It's been a while.

Porom: We met him at Mt. Ordeals.
Palom: And guess what? The old man learned to cast Meteor!
Elder: What!?! Meteor, the legendary spell, unsealed? What is happening to this world...?
Tellah: I care not about the world's troubles. I solely wish to avenge Anna!
Elder: Anna, your daughter?
Tellah: Golbez took her life. And I shall use Meteor to slay him.
Elder: Tellah, you must not fight with hatred. Moreover, you are in no condition to use Meteor.
Tellah: If I die, so be it! Golbez must die at any cost!
Elder: Still stubborn as a mule, I see.
Tellah: Ha! Like you're one to talk.
Elder: Nevertheless, with your spells and Cecil's newfound power, you may be able to defeat Golbez.
Cecil: In any case, we must return to Baron to command an airship first.
Elder: Very well. I shall grant you access to the Devil's Road. As a paladin, I am certain you can safely travel the bedeviled path. Now it is time for me to retire to the Tower of Worship. I shall pray for your success
Cecil: We thank you.
Elder: Palom, Porom, return to your studies.
Porom: Elder, please allow us to accompany him.
Palom: Yeah, you're the one who said we should help him any way we can.
Elder: ...Very well. You have both overcome the trials of Ordeals and returned alive. Perhaps this is your fate. Please look after them.
Cecil: But, I...uh...
Palom: Are you saying you don't want us tagging along?
Porom: I'm sure we can still be of assistance.
Tellah: Don't worry old friend. I will look after them.
Cecil: Very well, so be it. I'm counting on all of you.
Palom: Alright!
Porom: Palom, this isn't going to be some kind of picnic.
Elder: The entrance to the Devil's Road lies to the east of town. Palom, Porom train well and return safely. Good luck to you all.

Exit the house and proceed to the house which was formerly guarded by a black mage. Step on the white circle to be transported to Baron.

=====
5.8 Devils Road and beyond

\=====/
=====

Monsters: Gigas Gator, Electrofish, Splasher, Death Shell, Alligator, Vile Shell, Flood Worm, Hydra, Baron Guard

New Characters: Yang

Bosses: Baigan, Cagnazzo

You'll hear church music on your way to Baron. Once you arrive go outside. If you'll talk to the residents of Baron, they'll say that the king has gone mad. Stop at the inn. Go up and you'll meet an old friend. Oh Yang, what has come over you? Talk to him and you'll be thrown into battle with two Baron Soldiers. Well, they're easy enough. Continue attacking them with as much force as you can muster! Yang proves to be much more of a formidable opponent. He has a lot more HP than he normally would and he's stronger too. Let Palom use Bio on him. Tellah should cast Thundaga and Osmose and Curaga when necessary. Let Cecil attack physically. Porom should always heal.

After the battle a cutscene will take place.

Yang: Cecil! What just happened? After Leviathan attacked us... I cannot

remember anything!

Tellah: Obviously, you suffered a slight case of amnesia and were being used by Baron.

Cecil: Where are Rydia and Edward?

Yang: Rydia was...swallowed by Leviathan.

Cecil: !

Yang: Edward...I don't know. Where are we?

Cecil: In Baron. Let's go elsewhere so we can discuss everything in private.

High Monk Yang has joined the party! Oh Yeah!

Everyone will walk to the innkeeper.

Innkeeper: Thanks for taking care of those soldiers. You're more than welcome to spend the night here.

Everyone will assemble near the beds. Palom will go to the nearest bed and go to sleep.

Cecil: Yang, this is Tellah. His daughter and Edward were...

Tellah: My daughter loved him enough to sacrifice her life for him.

Yang: I am sorry for your loss. I am Yang of Fabul.

Palom will wake up.

Palom: I'm the prodigy of Mysidia! My name's Palom!

Porom: Feel free to ignore my twin brother. I am Porom.

Palom: I can't believe you were oblivious to so much!

Porom: Palom! Apologize!

Yang: No, he is right. Forgive my actions.

Cecil: Well, first things first. We have to find Cid.

Tellah: Sneaking into the castle won't be easy.

Yang: Hm? What is this?

Cecil: This is the Baron Key! Of course! They must've given it to you when they gave you command of thoes guards. With this key, I believe we'll be able to find Cid.

In the morning you will regain control of Cecil. The Weapon and Armor shop is now available! Just use the Baron Key. Here's what the weapon shop sells:

```
=====
|  Weapon      | Cost |
=====
|Thunder Rod   | 700  |
|Healing Staff| 480  |
|Fire Claw     | 350  |
|Ice Claw      | 550  |
|Thunder Claw  | 550  |
=====
```

Buy two thunder rods for Tellah and Palom and a ice and thunder claw for Yang. Here's what the armor shop sells.

```
=====
|  Armor       | Cost |
=====
|Twist Headband| 450  |
|Kenpogi       |4000  |
|Silver Armllet| 650  |
=====
```


Buy a twist headband, kenpogi and silver armband for Yang. If you want you can buy a kenpogi for Tellah. DON'T BUY ANYTHING FOR THE TWINS! The reason is pretty obvious. And while you're there, sell anything you don't need like Leather Garb. Exit.

Walk to the westernmost building. Unlock it with the Baron Key. Before you go down the stairs, go through the east wall for a treasure chest containing 1000 gil. Handy if you've gone broke. You shouldn't have if you've been following this guide.

Before you progress much farther, it would be a good idea to train up Cecil. He's only at most a Level 10 something so train him up to Level 20. Once you do so you'll find all dungeons just become significantly easier. Remember, the game does not expect you to train so much, it expects you to tackle the dungeon with a level 10 Cecil, so training a lot is good. Here was my party when I finished leveling up Cecil.

Cecil - Level 20 Paladin

Tellah - Level 31 Sage

Palom - Level 25 B.Mage

Yang - Level 29 Monk

Porom - Level 25 W.Mage

If you've been following the guide you should have these levels too, or somewhere around them. Now, go back to the inn and rest, then come back. Follow the path down to three chests containing Hi-Potion, Ether and Rage of Zeus. Walk north and cross the many bridges to land. Go up the stairs.

This room has a number of chests to obtain. First, follow the path to that little pond of water. Go SOUTH and follow the path to a chest with Hourglass. Continue going south and follow the path to yet another chest. Go back to the entrance of the room. Go to that little pond and this time go EAST. There's another hidden wall to the east. Go through it and follow it to a big place. Get the Herme's shoes from on top of that platform. Go south through another hidden passage and come out the EAST side. Follow the path, swim up the waterfalls, and and go up the stairs to a completely different room. Before going up, go east on top of that platform that leads you to that chest containing Ether.

You're almost out of the Waterway! In the room just in front of you is a safe area. Use it if your health is low. Go east and up the stairs. Welcome back to Castle Baron! Go WEST and follow the path down to some stairs and an entrance back to the main building. You should know where to go now. But once you're on the first floor and step out Baigan will turn up. You'll have to battle him in his Monster form!

=====
Baigan
\=====/
=====

HP - 4444
Strength - 58
Defense - 1
Magic - 9
Magic Defense - 11

Gil - 3000
Experience - 4800
Treasure - None
Type - None

Battle Stradegy: This battle isn't too hard. Have Cecil attack the body and Yang use Power on the body. Tellah should use his best black Magic on all three parts at once and let the twins use twin magic. The battle should be over pretty quickly.

Difficulty: 4/10

=====
If you're low on health I suggest you go back to that Safe Area and recover. Another boss fight is going to take place...a fight harder than all you've had so far. Talk to the King to start the battle. It turns out that the King was actually one of the four elemental lords...the water lord Cagnazzo!

=====
Cagnazzo
\=====/

HP - 5312
Strength - 44
Defense - 2
Magic - 29
Magic Defense - 48
Gil - 4000
Experience - 5500
Treasure - None
Type - None

Battle Stradegy: Have Cecil attack physically. Have Tellah cast Haste on himself, Palom and Yang to speed things up. Let Porom cast Berserk on all characters. Yang should have the Thunder Claw equipped and use Power every single round. Tellah and Palom should cast any sorts of Thunder on this wicked beast to bring down that water shield. After a few minutes this battle would be over.

Difficulty: 6/10

=====
A cutscene will start as soon as beat Cagnazzo.

Unknown voice: You swine!

Cid comes into view.

Cid: Someone's gonna get a complimentary face-beating for locking me up in that sty! ...Eh?

Cecil: Cid!

Cid: Cecil? You're alive! You had me worried!

Cecil: I'm sorry...

Cid: Where's Rosa? She went after you, convinced that you were still alive.

Cecil: Golbez has taken her...

Cid: What!? How could you let that happen? First my airship, now my Rosa!

Tellah: And she's still in trouble, so stop your jabbering and take us to your

airship!

Cid: Who is this snippy octogenarian?

Tellah: I could say the same thing to you!

Cid: What!? I'm half your age, and then some!

Porom: Please! This is not the time. Sir, this is the great Sage Tellah. This is Master Yang, the high monk of Fabul. I am Porom, an apprentice mage from Mysidia.

Palom: So now we'll have another geezer on board.

Porom: That repulsive brat is my twin brother, Palom.

Palom: You goody two-shoes!

Yang: Pleased to meet you.

Cid: Well, you sure are a mannerly fellow.

Cecil: Cid, where is your new airship?

Cid: Heh heh. Where nobody would suspect.

Tellah: We must hurry! Rosa's life is in danger.

Cid: I know, I know! You don't have to shout, we're not deaf like you.
Everyone, follow me!

As you leave the room into the narrow passage...

Unknow voice: Hahahaha... You have defeated me, but you have not heard the last of Cagnazzo! Now join me in the netherworld!

The walls will close in on the party.

Cid: It's locked!

Tellah: This side is locked, too!

Cecil: Palom! Porom!

Palom: I guess there's only one thing to do.

Porom: Cecil, I'm glad we were able to become friends.

Tellah: What are you going to do!?

Palom: We're not going to let you die!

Porom: We thank you for everything you've taught us, Sage Tellah.

Palom: Ready?

Porom: Yes!

Cecil: No!

Palom and Porom: Break!

Palom and Porom turns to stone with the walls.

Tellah: Hold on! Esuna!

The spell has no effect, as the twins have become stone of their own will.

Tellah: You fools! I am an old man! It was my duty, not yours!

Yang: Forgive me, you two...

Tellah: I will avenge you both. I swear it!

Cid: It's time for some payback! To the Enterprise!

Cecil: I'll get you...Golbez!

Meanwhile...

Golbez: He defeated Cagnazzo. His power continues to grow.

Kain: Sire, regarding the last Crystal...

Golbez: I know. That place remains a problem.

Kain: Then, by all means, let's have Cecil get it for us.

Golbez: Hmm...

Kain: I'm certain he will comply. After all, we have Rosa. We can exchange her for the last Crystal.

Golbez: A primitive idea, but it might just work. And I will destroy him at

the time of the exchange.

Kain: I shall go to convey your terms to him.

Rosa: Kain!

Kain: Rosa, you'll see soon enough that I am superior to Cecil.

Back to Baron...

Cecil: I never knew about this.

Cid: It's been here all along!

Everyone boards the airship.

Yang: Amazing...

Cid: Ain't she a beaut? Let's get the Enterprise on-line!

The airship will rise into the air.

Cid: Battle stations! Time to unleash the power of the Enterprise!

Cecil: Wait!

Yang: What is that?

Tellah: It's a white flag.

Another airship will fly right beside the Enterprise and connect to each other.

Cecil: Kain!

Kain: Heh! So you're still among the living.

Cid: Kain! You little maggot!

Cecil: Where's Rosa?

Kain: If you want her back, bring me the Earth Crystal.

Cecil: What!?

Tellah: You shameless dog!

Kain: I will come to you once you have the Crystal in your possession. And if Rosa means anything to you, you'll get that Crystal.

Yang: Why, you...!

Cecil: Wake up, Kain!

Kain: I have nothing else to say to you.

Kain's airship departs.

Yang: Cecil.

Cid: That dirty scumbag...

Cecil: Cid, set a course northwest...to Troia.

You have now access to everywhere in the overworld. Before we go on farther let's take care of a few things shall we? Go to Mist which is just a bit north from Baron.

Go to the north-easternmost house. Go through the fireplace for three chests containing Gold Haipin, Clothes and Ruby Ring. Go farther east for another hidden passage to a chest with Rod of Change. Give it to Tellah. There is also a weapon and armor shop. The weapon shop sells:

```
=====
| Weapon      | Cost |
=====
|Whip         | 3000 |
|Dancing Dagger| 5000 |
=====
```

And the Armor shop.

```
=====
| Armor      | Cost |
=====
|Bard's Tunic | 70  |
=====
```

There's a path east of the shop that leads to two Bomb Fragments. A third bomb fragment can be found in the grassy area at the north-eastern part of town.

Now let's go to Agart. Agart is just a little way south of Baron. The weapons and armors shop is north of town. The weapon's shop sells this.

```
=====
| Weapon     | Cost |
=====
|Rod         | 100  |
|Staff      | 160  |
|Spear      | 60   |
|Boomerang  |3000  |
|Bow        | 220  |
|Crossbow   | 700  |
|Iron Arrow | 10   |
|Holy Arrow | 20   |
=====
```

The armor shop sells:

```
=====
| Armor      | Cost |
=====
|Iron Shield | 100  |
|Iron Helm  | 150  |
|Iron Armor | 600  |
|Iron Gloves | 130  |
|Iron Ring  | 100  |
=====
```

The item shop sells:

```
=====
| Item       | Cost |
=====
|Potion     | 30   |
|Phoenix Down | 100  |
|Gold Needle | 400  |
|Maidens Kiss | 60   |
|Eye Drops  | 30   |
|Antidote   | 40   |
|Tent       | 100  |
|Gysahl Greens| 50   |
=====
```

You can also find an Antarctic Wind in the grass at the north-west of time. Leave the town.

There is one more town we must go to before Troia. It is the town of Mythril, which is located north-east of Agart, or directly south from Fabul.

The town of Mythril is swarming with people with status changes. Some are pigs some are toads, some are mini people. The weapon shop and armor shop is north of town. Weapon shop:

```
=====
| Weapon      | Cost |
=====
|Mythril Staff| 4000 |
|Mythril Knife| 3000 |
|Mythril Hammer| 8000 |
|Mythril Sword| 6000 |
=====
```

And the armor shop:

```
=====
| Weapon      | Cost |
=====
|Mythril Shield| 1000 |
|Mythril Helm  | 3000 |
|Mythril Armor | 17000|
|Mythril Gloves| 2000 |
=====
```

The items shop:

```
=====
| Item        | Cost |
=====
|Maiden's Kiss| 60   |
|Mallet        | 80   |
|Diet Food     | 100  |
=====
```

If you're rich buy some stuff. Only if you're rich. Go outside. There is a Mythril Knife in the grass to the north-east. There is 5000 gil in the grass just north of the weapon and armor shop. There is also a Mythril staff to the south-east of town. Now leave Mythril.

It's finally time to go to Troia. Go north-west from Baron. You'll see a lot of forest. This is a good sign. Go SLOWLY. Troia is VERY easy to miss cause it blends so well with the forest. Once you found Troia, land on that patch of land that isn't forest and enter the peaceful town.

```
=====
```

5.9 Fight for the Earth Crystal

```
\=====/
```

Monsters: Hell Needle, Treant, Twin Snake, Death Flower, Cait Sith,
Mind Flayer, Ogre, Cave Naga, Draculady, Cave bat

New Characters: None

Bosses: Dark Elf

I suggest to do another touch of training. The next dungeon can be annoying, so I recommend that you train your lowest-level unit to around Level 25-30, which is most likely Cecil. The monsters around these parts are pretty annoying, but, if you're need of healing, just go inside Troia and to the inn. It's 400 gil.

The weapon's shop is south-west of the town and the armor shop is right beside it. The weapon shop sells this:

```
=====
| Weapon      | Cost |
=====
|Wooden Hammer|  80  |
|Great Bow    |2000  |
|Fire Arrow   |  30  |
|Ice Arrow    |  30  |
|Thunder Arrow|  30  |
=====
```

The armor shop sells:

```
=====
| Armor       | Cost |
=====
|Leather Cap  |  100 |
|Feathered Cap|  330 |
|Clothes      |   50 |
|Leather Garb |  200 |
|Ruby Ring    | 1000 |
=====
```

The items shop is right next to the inn. Here's what it sells.

```
=====
| Item        | Cost |
=====
|Potion       |  30  |
|Phoenix Down |  100 |
|Gold Needle  |  400 |
|Maidens Kiss |   60 |
|Eye Drops    |   30 |
|Antidote     |   40 |
|Tent         |  100 |
|Gysahl Greens|   50 |
=====
```

Stock up. You'll need it for the next dungeon. My party was follows:

Cecil - Level 31 Paladin

Tellah - Level 35 Sage

Cid - Level 30 Engineer

Yang - level 35 Monk

Head inside Troia Castle. To the north is the 8 clerics. Talk to them if you must. To the east is a treasure cavern...literally. Three stairs. The middle leads to nothing. The right one leads to a...a...a hell lot of treasure! I'm too lazy to list them all. The left stairs also lead to more treasure, although we can't get them yet.

The west tower holds a surprise...an old friend. EDWARD!!! CUTSCENE!!!

Cecil: Edward!

Edward: Cecil...? You are alive... I am so relieved. I wish to join you again.

Tellah: You cannot help us in that condition, though. You'd only burden us!

Edward: Tellah...I can't begin to ask for your forgiveness. Anna died because of me...

Tellah: ...

Edward: I can never atone for that.

Yang: Edward, your health should be your greatest concern now. You should get your rest.

Edward: Yang... So we all survived... Where is Rydia?

Yang: ...

Edward: ...I see. I wish I had been there to help you out during your battles...

Cid: Hey, I heard you took mighty good care of Cecil and Rosa! I appreciate it! Let me repay you. With me and my Enterprise, we can rise above anything!

Edward: You must be Cid, the airship engineer. ...Wait! Does this mean we have an airship!? Cecil, whatever became of Rosa!?

Cecil: Golbez proposed a trade. He will return Rosa in return for Troia's Crystal. But the Crystal lies in hands of the Dark Elf.

Edward: The Dark Elf... Cecil, you must take this.

Cecil: What is it?

Edward: This is the only way I can be of any help right now.

Edward gives you Twin Harp.

Edward: Cecil, please save Rosa.

Let's fulfill Edward's wishes shall we?

I've just realised, Fire Emblem's monks use magic yet Final Fantasy monks attack with their palms. I'm sorta confused now... :(.

And for the next dungeon you need "non-metallic" weapons. This is a big problem and which is the reason I dub Magnectic Cavern as the most annoying dungeon. Equip Cecil with a Healing Staff or a Bow. The Rod of Change for Tellah is fine. Wooden Hammer for Cid and Yang's weapons are unaffected. Make sure to note to unequip all armor from Cecil, the Silver Armlet for Tellah, Ruby Ring from Cid and Kenpogi and Silver Armlet from Yang. There is no reason to buy replacements; they aren't worth much. When you're ready, head north from Troia.

Head to the top patch of grass. It is actually another Chocobo village. Let Cecil and Tellah heal everyone and talk to the white chocobo to recover lost MP. Then talk to "black?" which I think looks more like a dark blue Chocobo. He'll fly...so fly east to the Magnectic Cavern.

Welcome to Living Hell! First, head east across the bridge to a chest with Hi-Potion. Next head south from the bridge and follow the path across several bridges to another platform of land. Obtain the Unicorn Hair from the chest and proceed down the stairs.

Follow the path west and north to another chest containing Ether. Head north and go inside the door. There is a chest with Ether on the right side and 2000 gil on the left. Exit the room.

Head west and down the staircase. The room next to you is a safe area. Use it if you're low on health. From that point when I used a Tent I noticed Cecil's MP hadn't recovered fully. I wonder if your party is over Level 30 Tents won't recover all HP and MP anymore?

Exit the room and go south across the bridge. You'll appear in a room with a

Hi-Potion, Spider's Silk and Hourglass. Leave the room and proceed west. Go within the structure thingy and go through the door. Just above is a chest containing Fairy Claw. If you want equip it on Yang. Head west down more stairs.

Follow the path across the bridge until you hit land. Head east across the bridges and to a door. It is another Safe Area. Use it if you must. Exit and head north. Get the chest with Emergency Exit and go through the final door of this dungeon. I know it wasn't long...but without any good weapons and with all those annoying monsters...

You'll appear in the Crystal Room. Walk north to meet the Dark Elf.

Prepare for the hardest battle in history! Why? For the sole reason that winning is impossible. I'm so sorry to break the truth to you...but wait! Edward saves your backs! He plays the twin harps and revives everyone! And if that wasn't enough, he also depleted the magnetic field in this dungeon. You can use swords again!

Equip the best of everything for all your characters. Talk to the Dark Elf again. The real battle is just beginning...

=====

Dark Elf
\=====/

HP - 23890
Strength - 18
Defense - 0
Magic - 1
Magic Defense - 254
Gil - 4000
Experience - 1000
Treasure - None
Type - None

Battle Strategy: It is surprising how many times "Dark Elf" is a boss in games. Hmmmmmm...well anyway have Cecil attack as best he can. Let Yang use Power and Cid attack as hard he can. Let Tellah heal the party, or otherwise cast some of his best spells. Once someone has changed into the Pig status have Tellah use Esuna. This battle is quite easy.

Difficulty: 4/10

=====

Once he is defeated claim the Earth Crystal for yourself. Oh oh, here comes trouble... Ha! Just joking! Use your emergency exit or walk out of the dreaded Magnetic Cavern. (is it still?)

Get back on the black Chocobo. He'll automatically transport you back to the chocobo forest. Head south back to Troia. Head inside Troia Castle and go back to the room of the 8 clerics. They will surround you and exclaim how flabbergasted they are...before Kain's voice tells you to give them the Earth Crystal.

Head to the east tower. You can now obtain the treasure from the left stairs. Talk to the cleric and answer yes. She'll open up the passage to... *faints*.

Now go to the west tower. Head to the chamber of Edward. A cutscene occurs.

Edward: You have returned.

Cecil: Thank you for your help, Edward.

Edward: There is no need to thank me.

Cid: What I don't understand is how that worked...

Edward: I first heard that melody back when I travelled as a minstrel. I recall it being a song to remonstrate elves and I thought it might work...

Yang: We owe you our lives.

Edward: No, I only...Ugh...

Cecil: Edward!

Tellah: I have long wondered what Anna saw in you. But now I can see it myself
Courage, rising from integrity. She was fortunate to have your love.

Edward: ...

Tellah: Now be silent and heal your wounds. I promise you I shall avenge Anna
for the both of us.

Edward: Thank you...

Cecil: Edward, I look forward to fighting alongside you again.

Edward: ...Anna, now I think I understand why you did what you did.

Now leave Troia Castle and heal at the inn. As soon as you enter the
Enterprise you'll be thrown into yet anoter cutscene.

A red airship flies towards the Enterprise. They connect to each other.

Kain: Where is the Earth Crystal?

Cecil: Here. Where's Rosa?

Kain: In the Tower of Zot. Follow me.

Cecil and his friends will be transported to the Tower of Zot. Kain has
disappeared.

Cecil: Kain!

Cid: Come out!

Kain: Now now. First, Master Golbez would like a word.

Tellah: Golbez!

Golbez: Well done, Cecil. You have exceeded even my expectations.

Tellah: Wretch! Show yourself!

Golbez: Rosa stands beside me at the top of this tower. Bring the Crystal here
and we will make the trade.

Cecil: She had better be safe!

(sick music begins...)

Golbez: You had best hurry. Or something...unfortunate might happen to her.

=====

6.0 Tower of Zot
\=====/
=====

- Monster: Centaur Knight, Puppeteer, Puppet, Gremlin, Cold Beast, Hell Turtle,
Fiery Hound, Black Knight, Soldieress
Bosses: Mindy-Sandy-Cindy, Barbariccia
New Characters: Kain, Rosa

You will regain control of Cecil. Something of notice: it would be quite
lovely to equip your team with some thunder weapons, since you'll notice a lot
of the mosters here are of the water element.

And another thing: The monsters located here are even more annoying than the monster from the Magnetic Cavern. It wouldn't hurt to do a bit more levelling up. However, if you've been following the guide and doing what I said, your party's weakest member must be around Level 32. My Cid was Level 32 when I entered the Tower of Zot. The monsters I encountered in the Magnetic Cavern was unimaginable. Oh well...

And one more thing: (I like copying stuff from TV shows) If you ever want to go back to Troia step on the tile surrounded by the blue orbs. Whenever you want to re-enter the Tower of Zot enter the Enterprise. It'll automatically take you to the Tower of Zot.

Finally! Head north. There is a chest on the north-west side with Flame Mail within. Equip on Cecil. Head east to the door on the north-east side.

Walk south and then west. Continue following the path. (there is only one way to go) You'll eventually spot a chest. It holds monsters. It's just an ordinary Fiery Hound so it won't do much damage. After the battle you'll obtain the fiery Flame Sword! Whooopeee! Equip on Cecil. You'll notice it packs A HELL LOT of more punch than the tiny Sword of Legend. Go through the door.

For your troubles of getting here you are greeted with even more dangerous monsters. (****) :(I'm serious. The monsters on this floor are more deadly than the ones before it.

I don't care what route you take. It'll still lead to the same place; the door on the north-west side.

You are now on the fourth floor of this tower. Follow the path until you reach a fork. Head north. You have now three rooms to choose from. Meh. First the left one. Obtain the Hell Claw just to your right and equip it on Yang, making sure to have Thunder Claw and Hell Claw equipped. Now follow the path south to a Fire Shield. Exit this room and go through the middle room.

Go left to get a Gaia Hammer within the chest. Equip on Cid. Now go through the right door. All it has is a Sage's Surplice. Equip on Tellah.

Go back to the fork. Go east this time and follow the path to the door. Follow the path and enter the door. It is a safe area. *sigh with relief*. Even at Level 30+ this tower is annoying...

Heal and save no matter what. You'll have to face a boss battle soon. As soon as you try to walk past the western door the three sisters will appear. Apparently they serve the Lord of Wind, Babraccia. Meh. Let's kill them.

=====
Mindy, Sandy and Cindy
\=====/
=====

HP - Mindy 2590 Sandy 2591 Cindy 4599
Strength - Mindy 30 Sandy 30 Cindy 36
Defense - Mindy 1 Sandy 1 Cindy 2
Magic - Mindy 10 Sandy 11 Cindy 11
Magic Defense - Mindy 0 Sandy 11 Cindy 11
Gil - 9000
Experience - 7500
Treasure - None
Type - Mages

Battle Stradegy: Kill Cindy first with all your most powerful attacks and spells. Then kill any of the others in any order you wish. have Tellah heal when necessary and cecil, Cid and Yang should attack as hard as they can.

Difficulty: 5/10

=====
Just so you know the door which they were guarding is the highest floor of this tower. You know what that means right? Yup, go back to the safe area and heal. I think you know why.

NOTE: Unequip EVERYTHING from Tellah. I think you're smart enough to know why.

Walk up and you'll see Golbez with Kain. A cutscene starts.

Golbez: Welcome.

Tellah: Golbez!

Cecil: Where's Rosa?

Golbez: First, the Crystal.

Cid: She'd better be alright!

Golbez: Hand over the Crystal now or she dies.

Cecil: Here, take it!

Cecil gives Golbez the Crystal.

Cecil: There, now where's Rosa?

Golbez: Rosa? Whomever are you talking about?

Cecil: What!?

Cid: You two-timing cur!

Tellah: Return her this minute!

Golbez: Ignorant dotard. Have you any idea whom you are dealing with?

Tellah: How could I ever forget the monster who killed my daughter!?

Tellah knocks Cecil out of the way and engages Golbez.

Tellah: Vengeance will be mine!

The battle that follows is VERY entertaining. I can't believe Tellah can use all those spells; he only has 90MP. And Tellah unleashes a spell far over his MP limit. You can guess it right? I'm not going to say because it would spoil it for you. After the battle Tellah collapses.

Golbez: Uh...How could he know Meteor...? (whoops...damnit)

Cecil: Tellah!

Golbez: It matters not. The Crystal is mine. Kain!

Kain: ...

Golbez: So Meteor broke my spell over him. So be it. He no longer serves any purpose. Mark my words, Cecil. Someday, I will destroy you.

Golbez turns to leave.

Cecil: !

Golbez: Impudent fool!

Golbez strikes Cecil with a spell which knocks Cecil onto the floor.

Golbez: ...?

Cecil: Ugh...Why don't...you finish me...?

Golbez: You...

Cecil: ?

Golbez: What is going on? Ugh...Aggggh!

Cecil: !?

Golbez: We will settle this the next time we meet!

Golbez leaves.

Yang: Cecil!

Cid: Are you okay?

Cecil: Yeah...Meteor must have awakened him. Tellah! Are you okay!?

Tellah: ...I failed...

Cid: Keep still!

Tellah: I'm such a fool...I lost myself...in my own hatred. Avenge my daughter...for me...I beg of you...

Tellah dies.

Cecil: Tellah!

Yang: !

Tellah:

Cid: Get up, you old geezer!

Tellah: ...

Yang: Tellah...

Cid: ...I bet your daughter's real proud of you. You did good.

Cecil: Tellah, Anna...I swear on my life...we will avenge you!

Talk to Kain to continue the cutscene.

Cecil: Kain! Kain!

Kain: Cecil...I...I'm so sorry...What have I done?

Cecil: Don't blame yourself. YOU had no control over your actions.

Kain: But...a part of me inside was awake and yet, I just stood by and watched...

Cecil: ! Where's Rosa?

Kain: Beyond those doors. We must hurry!

Kain unlocks the door and everyone steps through. Inside is...

Rosa: Cecil!

Cecil unties the ropes binding her.

Cecil: Rosa...

Rosa: I knew you'd come.

Oooohhhh...love birds. Oh! I'm not typing that because of what they said. It's what they're doing right now. Ooooooohhh. O_o And you'll also notice that Kain is determindely looking away. JEALOUS!

Cecil: I missed you so much...And I realised...I...

Rosa: Cecil...

Kain: ...

Cid: You realised what!? Be a man! Spit it out!

Rosa: Wait, is that Kain?

Cecil: He's okay now. Tellah's Meteor broke Golbez's spell.

Kain: But I was still aware. And yet... Rosa...I wanted to keep you close at any cost!

Rosa: Kain...

Kain: ...
Cecil: ...
Rosa: Let's fight together, Kain.
Kain: After all that I've done... It's too late.
Cecil: ...
Cid: Hey! Save the corny drama for later! We gotta scram!
Cecil: Let's go, Kain.
Kain: ...
Cecil: We need your help more than ever.
Kain: Cecil...Rosa...Thank you.

White Mage Rosa and Dragoon Kain have joined your party!

Walk one tile down and the cutscene continues.

Unknown voice: Hahahaha! It seems Master Golbez has underestimated you.
Kain: The Lord of Wind, Barbariccia!
Barbariccia: You dissapoint me, Kain. Submitting to a weak imbecile, despite all your powers.
Kain: I've simply come to my senses. I've grown sick of siding with animals like you! (you should mean ****ing hot chicks :)
Barbariccia: You snotty little wretch. I'll enjoy killing you all! (I'll enjoy r**ing you...and then killing you...mwhahahaha) With the old man and his Meteor gone, you stand no chance.
Kain: Let's see about that.

OMG! You're about to fight the hottest chick in the game! Ooooooh, she is so exposed. She's basically half naked. It's is a pity you don't get to see more of her upper thigh...well never mind my sick mind. Let's kill her!

=====
Barbariccia
\=====/
=====

HP - 8636
Strength - 82
Defense - 0
Magic - 63
Magic Defense - 12
Gil - 5500
Experience - 9000
Treasure - None
Type - None

Battle Stradegy: Have Cecil and Cid attack physically, let Kane Jump on her every round, let Yang attack either with Power or just normally it doesn't really matter. Rosa should always heal the party when needed. This battle shouldn't take too long.

Difficulty: 7/10

=====
Barbariccia: It's not over...The last Elemental Lord still remains!
 Regardless, you'll never leave here alive! Hahahahaha!
Cecil: It's collapsing!
Kain: Dammit!
Cid: That bastard!
Rosa: Hold on to me! Teleport!

You'll appear in Cecil's quarters back at good old Baron.

Cecil: This is...?

Rosa: Yes, it's your room in Baron.

Cid: Now that we've taken care of the fake king, there's nothing to worry about.

Kain: Cecil, there is something I must tell you...

Cid: What is it?

Kain: It's about the Crystals.

Cecil: Well, we've lost Troia's Earth Crystal to Golbez, which means he now holds all the Crystals.

Kain: Not quite. He only has four.

Rosa: You mean there are more?

Cid: Of course! So the legends are true after all!

Kain: Yes...The Dark Crystals.

Cid: Alright, listen up. The Crystals of this world are called "Light Crystals." That means there's a whole other set of...

Cecil: ...Dark Crystals?

Kain: Exactly. So you see, he only has half of the Crystals.

Cid: Well, we now know they exist, but how would we go about findin them?

Kain: They lie under the surface of the earth...in the underworld.

Cid: Underground? Are you sure about this?

Kain: That is what I overheard Golbez say. He also said that when all of the Crystals of light and darkness are gathered, the path of the moon will open.

Cecil: A path to the moon?

Kain: I'm not sure exactly what it is, but this is the key for unlocking it. Here, you keep it.

Kain gives you the Magma Rock.

Cecil: So this is the key...

Kain: This is to be used...somewhere, to open a path to the underworld.

Yang: But where?

Rosa: Yes, where do we use it?

Kain: I wish I knew...

Cid: Ah, no worries! We'll just fly around the world on the Enterprise till we find something.

Cecil: But we lost the airship near the Tower of Zot.

Cid: Pshaw! my baby's equipped with auto-pilot. I'll bet she's flown back already.

Rosa: Cid, what would we do without you?

Cid: Heh heh. Alright, we leave tomorrow morning. Let's rest up for our journey to the underworld!

Cecil: I still don't understand. Why didn't Golbez finish me off at the tower?

Rosa: Cecil?

Cecil: Oh, I was just thinking aloud. Come on, let's get some rest.

Next morning, you'll regain control of Cecil. You'll notice that the soldiers and the citizens of Baron say different lines now. Let's now continue with the game. The airship is just outside of Baron. Board it and fly south until you reach Agart. We've been here before. You remember that well? Drop that Magma Rock inside of it. The mountain of Agart will crack and reveal a hole. I wonder where that leads? HMMMMMM...

Press A over the hole. You'll automatically appear in the underworld.

=====

\=====/
/=====

Monsters: Armadillo, Magma Tortoise, Goblin Captain, Black Lizard

Bosses: Calcobrena, Golbez

New Characters: Rydia

The airship will automatically fly over the land. Along the way you should spot the a tower which looks vaguely familiar.

After some flying you'll be thrown into a cutscene.

Cecil: !?

Kain: The Red Wings!

The airship is right inbetween the Red Wings and some tanks. It appears that the Red Wings are fighting someone. Too bad you're right in the centre. Any airship would be ripped to shreds by the onslaught of fire.

Yang: They must have beaten us here.

Cecil: Who are they fighting?

Cid: I'm gonna bust through the line! Hang on!

The Enterprise would recieve a lot of damage.

Cid: She won't hold together!

Cecil: We're going down!

The airship will recieve a lot of fire.

Rosa: Cecil!

Cecil: Rosa! Is everyone alright?

Cid: Yeah...But my ship...We have to land. It's too risky in this condition.

Cecil: We have no choice. Let's take her down.

How convenient. You land right next to a castle. Do what anyone what do right now. JUMP OFF A CLIFF! Nah, I'm joking. Enter the castle.

Most of the castle is blocked by Dwarfs. The items shop is up the west staircase.

```
=====
| Item          | Cost |
=====
|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 |
=====
```


Quite a list huh? Everywhere else in this castle is blocked by dwarves, so head up the central staircase to meet the King of Dwarves: King Giott. Be sure to note: You have to face a boss battle, so if you're hurt for any reason heal at the inn.

Another cutscene begins.

King: Welcome.

Cecil: You are...?

King: I am King Giott, ruler of the underworld. State your business.

Cecil: We've come in search of the Dark Crystals.

Giott: Ah, I see. You are like the others. But from what I have witnessed, I see you are not on their side.

Kain: Where are the Dark Crystals? Have they been taken?

Giott: They have stripped us of two. Now only two remain.

Yang: One step too late.

Giott: The castle's crystal is still safe. Our tanks fought them off.

Rosa: Yes, we saw your tanks battling the airships on our way here.

Giott: "Airships," you call them? The overworld creates many incredible wonders. Our tanks have taken quite a beating. Can you help us with your airship?

Cid: Honestly, we need to repair her first. The attack really busted her good.

Giott: We will do anything in our power to help you repair your airship.

Cid: Ahh, she won't last in the heat of this lava, anyway. I'll make temporary fixes for now, then fly back to the surface and gather me some mythril to armor her better.

Cecil: Cid!

Cid: Just button up and relax. I'll be back before you know it!

Rosa: Be careful, Cid.

Cid: Heh heh. No worries! I'm a tough old man!

Cid has left the party.

Cecil: King Giott, where is the Crystal?

Giott: In the safest place in the castle...Hidden behind my throne.

Yang: !

Cecil: Yang? What's wrong?

Yang: Someone is spying on us.

Giott: What?

The screen shows a doll on the other side of the throne; behind the wall.

Cecil: Perhaps it was your imagination.

Yang: I wish it were so...but I definitely sense a presence.

Giott: Open the door!

Dwarf: Yes, sire!

A door appears and Cecil and his friends go through it. They'll appear in a Crystal room. The door just locked itself.

Kain: It's locked!

Dolls: Yip-ho-ho!

Cecil: ?

Rosa: Dolls?

The dolls do some sort of dance.

Dolls: Geuss who? Calcobrenas! We're cute. And we're scary! We love to kill! Let's take their heads! Yeah! A gift for Golbez! Yippy ho!

At first, this battle is just six dolls. Kill them. After some time they'll unite to form...

=====

Calcobrena
\=====/

HP - 5315
Strength - 106
Defense - 2
Magic - 41
Magic Defense - 25
Gil - 5000
Experience - 12000
Treasure - None
Type - None

Battle Strategy: Have Rosa cast Berserk on Cecil and watch him let loose the beast inside of him. Yang should use power every round and Kain jump. Rosa should heal when necessary. This battle is very easy. Just watch out when it confuses you. You don't want it to confuses Cecil when he has Berserk upon him!

Difficulty: 5/10

=====

Dolls: Owww! Big bully! But now Golbez knows about this place! He's gonna getcha! Sir Golbez!

The dolls disappear.

Cecil: !?
Unknown voice: Our paths cross again...

Golbez appears from the top.

Cecil: Golbez!
Golbez: I commend you for finding your way to the underworld. To reward your efforts, I shall tell you why I am collecting the Crystals. The Eight Crystals of light and dark are the keys to reactivating the Tower of Babel, which leads to the moon. Legends say the moon possesses power beyond our comprehension. I need only one more Crystal to materialize my dream. You have been of great aid to my quest. Now prepare for your final reward!

=====

Golbez
\=====/

HP - ?
Strength - ?
Defense - ?
Magic - ?
Magic Defense - ?
Gil - ?
Experience - ?
Treasure - ?
Type - ?

Battle Stradegy: Once Golbez kills all of you, Rydia will show up. She's all grown up now! Hurry and revive everyone with Phoenix Downs, and then absolutely slaughter him with your attacks. This battle should be over pretty quickly.

Difficulty: 6.5/10

=====
Cecil: We did it! We've beat Golbez!

Rosa: Rydia...!

Cecil: What happened to you?

Rydia: Leviathan took me to the Land of Summons, a world of the summoned monsters. We became friends during my stay. I learned a lot there. I can't use White Magic anymore, but I've grown strong as a summoner. Time flows differently there, so I may have aged quite a bit.

Rosa: That explains why your appearance has changed.

Kain: Cecil, who is she?

Cecil: It's the girl we found in Mist.

Yang: Fortune favours us indeed.

Cecil: Rydia, we owe you our lives. Thank you.

Rydia: You don't have to thank me. The queen of the Land of Summons said to me... "A great force is secretly at work. We must confront it together."

Summoner Rydia has joined your party.

Unknown voice: I...cannot perish!

This bit is actually quite spooky. The "dead body" of Golbez turns into an arm and hand. It seems it is looking for the Crystal. WHY ARE YOU JUST LOOKING AT IT CECIL! DO SOMETHING! Of course, since it is an RPG, Cecil wouldn't do anything. The baddies always win the battle. Remember that. The hand snatches the Crystal and disappears.

Cecil: The Crystal!

Back in the throne room...

Cecil: Forgive me. Golbez has taken the Crystal.

Giott: One Crystal left...We must protect it at all costs.

Rosa: Yes. Where can we find it?

Giott: In the Sealed Cavern to the south-west, where Golbez is heading. Do not worry. He cannot enter without the key. I have a request.

Cecil: We will do anything. It was our fault the Crystal was stolen...

Giott: I want you to retrieve the seven Crystals at the Tower of Babel.

Yang: I presume it will be fortified.

Kain: ...by Golbez's forces, yes. It won't be easy.

Giott: I have a plan. You will sneak in and seize the Crystals while our tanks distract them. This plan must be executed immediately before Golbez returns from the Sealed Cavern.

Kain: What do you think?

Rydia: A large force might be waiting.

Rosa: It's a risk.

Yang: As they say, "Nothing ventured, nothing gained."

Kain: As His Majesty says, now might be our only chance.

Cecil: Alright. We'll go to the tower to reclaim the Crystals.

You have now access to everything in this castle. First of all, DON'T heal at

the inn. First of all, leave the throne room and go up the eastern staircase. You'll find both the weapon's and armor's shop here.

The weapon's shop sells:

```
=====
| Weapon      | Cost |
=====
|Dwarf Axe    | 15000|
|Great Bow    |  2000|
|Dark Arrow   |    40|
|Flame Sword  | 14000|
|Fire Lance   | 11000|
=====
```

I recommend buying a Fire Lance for Kain. Now go right to the armor shop.

```
=====
| Armor       | Cost |
=====
|Fire Shield  |  1250|
|Flame Mail   | 30000|
|Sage's Miter |  2000|
|Sage's Surplice| 1200|
|Rune Armlet  |  2000|
=====
```

Buy a Flame Mail for Kain, a Sage's Miter and Surplice for Rydia and three Rune Armlets for Rosa, Rydia and Yang. Now go down the north-west staircase.

Look in those pots north of you for three Gysahl Greens. There is a Fat Chocobo in the room. I think it is obvious enough where it is located. Use a Gysahl Green and deposit any useless items inside.

Go back to the weapon's and armor room. Here, go up the north-east staircase. Get all the treasure here and on the floors above. It isn't too hard to know how to get all the treasures. Sell any you don't need.

Go back to the Weapon's and Armor's room. Go between the two counters. You'll appear in a pub. Talk to the dwarf there to see a pretty cool dance. Now, you see the crack in the ground on the right wall? Go through it, follow the path and go down the stairs. You'll be in the Dev team office. Talk and fight with the maker's of this game. Go down the stairs to the break room. In here, Press A on the left side of the bookshelf to get a Magazine. I have so far found no use of this object. If you find it's use email me at dark_gta201@hotmail.com You'll receive a lot of credit for it!

Now leave the place. It is time to empty the western tower. Keep on heading west and up staircases. Get all the treasure. Phew! We're done here!

Finally go to the room of the Big Fat Chocobo. Talk to the guy next to the bench there. He'll open up a passage. Go through it and follow the path. Once you reach a fork go right and empty those treasure chests which contain three cottages. Sweet. Follow the path and go down the stairs.

Walk left. ...Kindly pick your jaw up from the floor please. All those treasure chests...emptied? I feel like going to kill someone. Follow the path. Talk to the dwarfs if you must. They will give you some great information on what you have to do.

Before you leave Press A on the pot near the exit. Restored all HP and MP.
Sickness mate! Free healing, **** the inn, this is great!

When I say great, I mean great for training. The Tower of Babel is a lot like the Tower of Zot. You'll need the EXP. Train until your weakest character (which is most likely Cecil) to Lv 40 before you progress. You'll notice how easy the monsters are around here and how much EXP they give so it shouldn't take a lot of time. It'll also give you more cash; free healing + leveling up = A HELL A LOT OF MONEY

And another thing, you'll notice you'll be receiving a lot of Mythril Weapons. Sell them all. It would nick you some pretty nice sum of cash.

Here was my team when I set off for the Tower of Babel:

Cecil - Level 40 Paladin

Rosa - Level 42 W.Mage

Rydia - Level 41 Summoner

Yang - Level 41 Monk

Kain - Level 44 Dragoon

And now the good bit. The bit where I show you how much money I have. I assure you if you've been following the guide you should have around the same money as I have.

419,231 gil.

That is what you call riches! Enough talking. Walk west and keep following the path. Walk north when you have to and just keep on following the path. Eventaully you'll reach the area where the Tower of Babel rests. The tanks are packing quite a punch! Enter the tower.

=====
6.2 Tower of Babel

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=====

Monsters: Mystery Egg, Black Lizard, Magma Tortoise, Security Eye, Chimera
Stone Golem, Fiery Hound, Fiery Knight, Naga,
Bosses: Dr.Lugae and Barnabas, Dr.Lugae (monster form)
New Characters: None

First some important notices: Many monsters found in this tower are weak against ice, so if you have an ice rod, ice arrows or ice claw use it. It will come handy in this Tower. Now let's continue with the main walkthrough.

In the first room go up and left for some Ice Arrows and right for an Ether. Go through the northern door. Get the Green Beret from the chest in this floor and then head south. Go through the first door you see.

In here is a single chest. However it contains a security eye. Destroy it before it alerts nearby monsters and claim the Ice Brand for yourself. Equip on Cecil.

Exit the room and head east. There are two doors. Which one? Well, first go into the right door. It is exactly like the room before; It has one lone

chest. Again, destroy the security eye before it brings monsters. After the match, you will obtain the Ice Lance. Equip on Kain.

Exit the room and head west the the left door. From here, go left and obtain the Cat Claw from within the chest. Equip on Yang along with Ice Claw.

Go around and get all the chests you find, which have Hi-Potion and Phoenix Down in them. Now go to the south-eastern door. It has a Killer Bow and an Antarctic Wind for you to grab. Now go all the way around to the south-western door. The door next to you is a safe area. Use it if you're low on HP and MP.

Follow the path across the bridge and then walk south. Here are two doors. The left one is a room we are too familiar with; a small room with one chest. Again the chest is guarded with a security eye. Claim the Ice Armor after the battle. Equip on either Cecil or Kain it doesn't really matter. Exit.

Just so you know, the right door contains nothing so head north. You see that door? I'm not bothering to explain what's inside of it. All you need to know is that the chest holds an Ice Shield. Exit and head north across the bridge and go through the door.

Follow the path south and when you reach a fork go up, which leads to a chest with Arctic Wind. Go back to the fork and go right. Once you hit another fork go right; the path leading up leads to a locked door. Remember this place.

Get the chest with a Hi-Potion, and then go through the northern door. Here, follow the only path west and through another door. Go right to a safe area. HEAL AND SAVE!

Exit and follow the path south to a chest with Dry Ether. Then head right and up and through the door. CONGRATULATIONS! Your on the top of the Tower of Babel! Or so it seems...

Follow the path and as you attempt to cross the bridge a cutscene starts.

Doctor: Have a safe trip, Master Rubicante.

Rubicante: Not to worry. Eblan has been decimated along with its ninjas. Take care of things until I return.

Rubicante will be teleported away. The Doctor will start dancing with joy.

Doctor: Heh heh! Golbez and Rubicante are gone! I'm in charge now!

Rydia: What's with him?

Rosa: Shhh.

Doctor: Who's there!?

Cecil: !

Doctor: Cecil! How did you get up here!?

Kain: Caught you at a bad time, eh? With Rubicante away, what are you going to do?

Doctor: How dare you disrespect me! Fools! I may not be an Elemental Lord, but I, Dr. Lugae, am the brains of Golbez's operation. On my honour, I will protect this tower!

Kain: That's a laugh!

Doctor: I've heard enough out of you! My great creation will shut you up soon enough!

=====
Dr. Lugae and Barnabas
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=====

HP - 4832
Strength - 86
Defense - 0
Magic - 31
Magic Defense - 11
Gil - 2500
Experience - 5500
Treasure - None
Type - Mech

Battle Strategy: Kill Barnabas first and then Dr. Lugae.
Have Cecil and Kain use their most powerful attacks. Yang should use Power every single round and Rydia summon or cast her most powerful spells. Rosa should heal occasionally.

Difficulty: 3/10

Tip: i just wanna tell you that if you kill barnabas first and wait about 3 turns, the doctor will go off screen and pop back on in a manual controlled barnabas. This barnabas is called Barnabas-Z. it's stats are as follows:

HP: 4518
strength: 114
Defense: 1
Magic: 0
Magic Def.: 5

(just a warning, the doctor asks himself " what's this button do?" when he does that, he's about to self-destruct)

(submitted by Timothy)

=====
Doctor: How dare you...! Face my true evil!

=====
Dr. Lugae (monster form)
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=====

HP - 9321
Strength - 86
Defense - 1
Magic - 7
Magic Defense - 11
Gil - 4000
Experience - 10101
Treasure - Dr. Lugae's Key
Type - Mech

Battle Strategy: This Boss is so easy you don't even need to heal! Have Cecil and Yang attack normally and Kain jump. Rosa should only heal when needed, which is not.

Difficulty: 2/10

=====
Doctor: You're too late. The Tower of Babel connects to the underworld and the overworld, and Rubicante has already taken all the Crystals to the

surface. The dwarves will be annihilated with my cannons. Victory is mine! Mwahahahaha!

The doctor disappears.

Rydia: The dwarves are in danger!

Yang: We've got to stop the cannons!

Kain: What are we waiting for? Let's go!

Now backtrack all the way to the place I told you to remember. It isn't too far from there. If you're hurt bad, go back to the safe area and heal.

With Dr. Lugae's key unlock the door. Enter the room. A cutscene starts.

Monsters: Hahahaha! Killing dwarves is fun!

Cecil: You cowards!

Monsters: You! How did you get in here!? Kill them!

A battle starts. The monsters are just three Goblin Captains. Kill them with ease. After the battle...

Monsters: Ugh...D-Destroy the controls.

The three monsters will destroy the controls.

Monsters: Nothing can stop the cannons now!

The monsters die.

Cecil: !

Kain: Damn it!

Yang walks out of the group.

Cecil: Yang!

Rosa: What are you doing!?

Yang: Leave this to me! Go! Get out of here!

Rydia: No!

Cecil: It's going to explode!

Yang: Go now!

Yang punches Cecil and the group out of the room. Cecil is back outside and is approaching the door.

Cecil: Yang!

Yang: Cecil, everyone, I thank you.

Kain: Open the door!

Rydia: Yang!

Rosa: Please don't do this!

Yang: Tell my wife.....I will always be with her.

Cecil: Yang!!!

Yang: Farewell.

The room explodes.

Cecil: Yang!

Once again, the death music starts. Now it's the time to get the hell outta here! Go out the same way you came in. On the way out when you're on the bridge...

Unknown voice: You never cease to amuse me...

Cecil: Golbez!

Golbez: When the cat is away, the mice will play. The game ends now.

The bridge is caught on fire. Cecil runs for his life. Luckily, Cid's airship arrives just in time to rescue everyone.

Cid: Whoa! Doesn't get closer than that!

Rosa: Cid!

Cid: Where's Yang?

Rydia: *sob sob*

Cid: ...We've lost another good man. And who is she?

Cecil: Rydia. She's a summoner from Mist.

Cid: Damn! They're still on me!

The screen will show the Enterprise being chased by one of the Red Wings. The Red Wings is certainly much faster than the Enterprise.

Kain: Can we lose them!?

Cid: I don't know. They've definitely upgraded the Red Wings.

The screen will revert back to the Enterprise getting chased.

Rydia: They're catching up!

Cid: Come on, baby, you can do it!

Again, it shows the chase.

Cid: The engine's not gonna last! Cecil, take over!

Rosa: Cid!

Cecil: Where are you going?

Cid: Once she flies outta here to the surface, I'm gonna seal the entrance with this bomb!

Rosa: Wait!

Cid: Oh yeah, head on back to Baron afterward and talk to my men.

Rosa: Cid!

Cid: Cecil, take good care of Rosa. Treat her well!

Cecil: No! There has to be another way!

Rydia: Cid, please don't!

Cid: Hey, that's Uncle Cid to you! Remember! Head for Baron immediately!

Cid jumps off the Enterprise.

Cid: Now that is what I call going out with a bang! Haw haw haw!

BOOM!

Back on the surface...

Rosa: Cid...

Rydia: Why...?

Kain: Everyone chooses death too quickly...

Cecil: Let's head to Baron.

Welcome back to Agart. Fly north to reach Baron. Enter the castle. Oh, and something I haven't told you to do so far, go to the East Tower and collect all the treasure there. Now do as Cid said and meet his men! They are just outside the East Tower. How convenient. It seems Cid wanted to attach a hook to the Enterprise. Wait for them to do their job and then you'll regain

control of the Enterprise. Now go to wherever you placed your hovercraft. Hook onto it by pressing A when directly above it. Now with the Hovercraft attached go to the island where you see part of the Tower of Babel which is just south-west of Baron. Lower the Hovercraft and head south. Here is the castle of Eblan.

=====
6.3 Eblan Residents

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Monsters: Skuldier, Ironback, Cave Bat, Vampire Bat, Bloodbones, Mystery Egg,
Lamia, Steel Golem, Armadillo

Bosses: None

New Characters: Edge

First collect all the treasure from the West and East towers. There basically the same so I'm not going to bother writing how to get the treasures. Then head to the throne room collecting all the treasure along the way. Huh? Empty? I wonder where everybody went? There are hidden passages along the north-western and north-eastern to the treasure chests below. Once that is done exit the castle.

Walk over to your hovercraft and step on it. You see the shallows right next to the Eblan Castle? Follow the to a cave. this is the Eblan Cave.

Head east through the passage to the chest containing Shuriken. Now walk east through the wall to get a Remedy. Now go back to the first treasure chest and head east. Walk down the waterfall. Head up the stairs and follow the path which leads to a chest with a Vampire Fang in it. That's all the treasure in this area. Proceed to the stairs in the south-western side.

So THIS is where the Eblan residents are. Talk to the people here and the survivors in the room the far west. It appears a monster appeared and obliterated all the ninjas and the kingdom. Nasty.

The items shop is located through the easternmost door. Here's what it sells:

=====
| Item | Cost |
=====
Gold Needle	400
Maiden's Kiss	60
Mallet	80
Diet Food	100
Echo Herbs	50
Eye Drops	30
Antidote	40
Cross	100
=====

The inn is right next to it. It's 700 gil per night. Meh, you should be filthy rich by now so just rest.

Exit the room and enter the room right next to this one. It is the weapon's and armor's shop. Here's what the weapon's shop sells:

=====
| Weapon | Cost |
=====

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

=====

And the armor shop:

Armor	Cost
Ice shield	10000
Ice Armor	35000
Black Robe	10000

=====

Buy an ice armor for Kain and a Black Robe for Rydia IF YOU HAVE THE MONEY. I have no idea if you've been following this guide or not, just buy them if you have the money to. As you can see they are quite expensive.

Now go up the staircase on the north-western side. Get the chest along the way. Get the tent from the chest near the staircase. Don't go up it yet! Go down through the wall and you'll end up near a chest with Hi-Potion. Now go up the staircase.

Follow the path north and when you reach a fork go up the right stairs to a chest with Bomb Core in it. Go back down again and you see the east wall? You can go through the northern bit of it to a chest with Shuriken. Now go back through the hidden passage and head south. Go down the staircase.

TREASURE GALORE! Collect all the treasure and to get to those other two chests on the east side, there's a hidden passage at the northern part of the east wall. They contain Elixirs. Very useful.

Follow the path south. Collect all the treasure along the way, which includes a Spider's Silk, Silver Hourglass and two Phoenix Downs. Follow the path north to another staircase.

The door to the right is a safe area. If you're hurt bad use it. There is also a hidden passage through the east wall to a chest with Blood Sword. Beware, it contains 2 steel golems. However, with your ice weapons it should be easy to defeat. Go up the WESTERN stairs to a chest with Gold Needle. Follow the eastern path north and you'll see someone with Rubicante. A cutscene begins.

Man: Rubicante! At last...!

Rubicante: Am I supposed to know who you are?

Man: I am Edge, prince of Eblan!

Rubicante: Eblan? I don't believe I've heard that name before.

Edge: It doesn't matter, because you're about to meet your demise.

A battle starts. Edge loses pretty quickly.

Edge: Agh!

Rubicante: I must say I'm quite impressed. Continue your training. I look forward to our next meeting.

Rubicante disappears.

Edge: Come back!

Edge collapses.

Cecil: Are you alright!?

Edge: I can't believe I lost.....Who are you all?

Rydia: We're after Rubicante, too.

Edge: Stay out of this! He's mine!

Kain: Well, you obviously don't know who you're dealing with. He's one of the four Elemental Lords.

Edge: Hah, you take me for some sissy prince? I'm the rightful heir to the throne of Eblan, famed for its ninjutsu for generations. Leave! I can take care of myself!

Rydia: Stop it!

Everyone looks at Rydia.

Rydia: Tellah, Yang, Cid...They're all gone...Please, no more...*sob*

Edge: Hey...

Rosa: Rydia...

Rydia: *sob sob*

Cecil: Rubicante is the strongest of the four lords. The odds might be against us, but somehow we must recover the Crystals.

Edge: Alright, I'll let you all in on this. I can't bear to see a pretty girl cry.

Kain: He's got quite a mouth...Rosa, give him a hand.

Rosa: Cure! (shouldn't it be Life?)

Edge: Thanks! Two charming girls! Maybe this won't be so bad after all. Alright, let's do this!

Rydia: Gee, I don't know about him...

Ninja Edge has joined the party.

Now then there's a hidden passage at the south of the west wall. Go through it to get a Dry Ether from the chest.

Edge is only Lv 25. I would recommend to go back to the Eblan people and use the inn for some training to Edge. Raise him to Level 30, that's enough. Then head back here and, just so you know, beyond that staircase is the Tower of Babel.

Here was my team when I set foot in the Tower of Babel:

Cecil - Level 43 Paladin

Rosa - Level 45 W.Mage

Rydia - Level 44 Summoner

Edge - Level 30 Ninja

Kain - Level 47 Dragoon

And the amount of gil:

523,454

Woohoo! Now let's continue with the walkthrough! The Tower of Babel...once again!

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6.4 The Devil of Fire

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Monsters: Balloon, Sorcerer, Ghost Knight, Mad Ogre, Coeurl, Mystery Egg,
Lamia, Grudger, Lamia Matriach, Mythril Golem,

Bosses: Rubicante

New Characters: None

Welcome! It's back to the Tower of Babel! Walk north across the bridge. At the end Cecil won't know how to get in. Edge saves the day with some fancy ninjutsu. Go up and get the Unicorn Hair from the chest. Follow the path west until you reach a door. Don't go through it yet, get the chest with a Silver Hourglass just a bit farther on. Now go through.

Walk east and follow the path. When you come to a bridge cross it. It leads to a chest with MONSTERS! Collect the Orge Killer after the battle. Now go back across the bridge and continue west. Go through the door at the end.

You should have noticed by now that we're not going up the Tower of Babel, but rather going DOWN. Down back to the underworld. Follow the path. When you reach a door don't go through it, but go beyond it to a chest with the Kiss of Lilith. Now go through the door.

Walk RIGHT. Don't go left it leads to a dead end. Follow the path and get the Ahura along the way. Equip it on Edge. Continue west along the path to a door.

Head UP and just go where the path goes. When you reach a bridge ignore it, it leads to a blue orb but it's not a safe area. Proceed east and the first door you reach IS a safe area. If you're hurt bad use it. Exit and go through the second door.

Here, go through the door just to the left of you. You'll appear near two bridges. Go across the LEFT one. When you reach another bridge ignore it, go left and you see those three bridges? Go across the middle one to get 82000 gil. WOW! now go across the bridge I told you to ignore. A cutscene occurs.

The King and Queen of Eblan appear.

King: Edge...

Edge: Father! Mother!

Queen: Thank heavens...You're alright...

Edge: You're...alive?

Queen: Come with us, Edge.

King: Yes...Come with us...

Edge: Where?

Queen: TO HELL! (I'm not joking, that's what she says!)

Cecil: !!!

You'll be thrown into a battle against the King and Queen. They look so friggin' awesome! Just defend if you want. After some time the REAL King and King will appear (inside of those hideous bodies) and talk to Edge. After the battle...

Edge: ...

Rosa: Edge...

Rubicante appears.

Rubicante: Lugae...How dare he...?

Edge: Rubicante! You sick bastard!

Rubicante: It was Lugae who turned your parents into monsters. I am sorry for your loss. My only wish is to battle you fairly.

Edge: To hell with your self-righteous blabbering!

Rubicante: I admire your spirit. BUT anger never bears true strength, and it blinds you from what you truly need to see.

Edge: Shut up! I'll show you the power of rage!

Anger evoked Edge's dormant powers. Edge has learned Flood and Blitz.

Rubicante: Well, this is interesting. Still, nothing can penetrate my Cloak of Flame, not even ice!

Talk to Rubicante. He'll restore you to full health. What a chivalrous man! Prepare to battle the most powerful Elemental Lord.

=====
Rubicante
\=====/
=====

HP - 34000
Strength - 80
Defense - 3
Magic - 16
Magic Defense - 37
Gil - 7000
Experience - 18000
Treasure - None
Type - None

Battle Stradegy: Basically what you need to do is to use ice attacks. However, don't use any ice attacks if Rubicante is in his cloak or otherwise it will simply heal him. Let Cecil and Kain let loose the beast inside of them, and Rydia should either summon Shiva or Blizzaga, while Edge uses Flood.

Difficulty: 6/10

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Rubicante: Even the weak become strong when they gather. I am most impressed. Until we meet again...
=====

Rubicante disappears.

Edge: ...Father...Mother. You can rest in peace now.

Unknown voice: Your Highness!

Edge: Gramps!

Gramps: Pray, let us fight with you! Where is that devil, Rubicante!?

Edge: We got him. It's over.

Gramps: Splendid!

Edge: They helped me out. So who's this Golbez?

Kain: Rubicante's master. He plans to gather the Crystals to reach the moon.

Edge: Why the moon?

Cecil: We don't know exactly. He seeks some great power there.

Rydia: We have to stop him!

Edge: So he's the mastermind behind all this. I'm going with you.

Gramps: But, Your Highness, Eblan needs you.
Edge: That can wait! We've gotta stop this guy before it's too late!
Gramps: But...
Edge: Ahh, stop worrying and go home. I'll be fine.
Gramps: Very well...Everyone, please take good care of our prince.
All: Good fortune, Your Highness!
Edge: Thank you, everyone!

Gramps and his guards leave.

Edge: Okay, let's go get Golbez!
Rydia: We need to get the Crystals first.
Edge: Right, right. Lead the way!

Now go through the door that Rubicante was guarding. You'll be in the Crystal Room. When you walk forward however, Cecil falls down a hole, and realize it's a trap.

When you land go up to a chest with Hi-Potion. Now go down and through the door. Follow the path and go through the door. Follow the path and when you reach a fork go right which leads to a chest with Hi-Potion. Now go left and up the stairs. You'll find an empty airship. Edge and everyone gets on it. Edge calls it the Falcon.

Fly to Dwarven Castle. Heal using the Healing pot. Then go to the infirmary which is the room within the Fat Chocobo room. Walk forward and a cutscene starts.

Cid: Hey, where's my food?
Cecil: Cid!
Rosa: I can't believe it!
Kain: How did you...?
Cid: Heh heh.
Edge: Who's this geezer?
Cid: Geezer!? Who's this snot-nosed kid!?
Edge: Watch your mouth. windbag! I'm Edge, prince of Eblan!
Kain: It's hard to believe, but it's true.
Edge: I'm also handsome and really skilled!
Rydia: Stop that! He's in no condition to argue!
Cid: Heh heh, Rydia's got you whipped, eh, kid?
Edge: Shut up! Geez!
Cid: So what of Golbez?
Cecil: He still holds all of the Crystals except one.
Rosa: We can't go after the last Crystal, since we left the Enterprise at the surface.
Kain: We've taken an enemy airship, but it can't fly over the magma in these parts.
Cid: I guess it's time for me to shine! You're all hopeless without me.

Cid will jump out of bed.

Dwarf: Back to bed!
Dwarf: Wait till you heal!
Cid: Ahh, can it and give me a hand!

With the help of two dwarfs, Cid leaves the room.

Rosa: I think he's fine.
Cecil: Yeah...

The screen changes to the Falcon. It's pretty amusing what's happening. Edge is reluctant to help. Back at the room...

Cid: Now you can fly over anything.

Rosa: Thank you!

Cid: ...

Kain: Cid!?

Is Cid dead?

Cid: Zzz... (nope!)

Rydia: He must be pooped.

Rosa: He's overworked himself again.

Cecil: Thanks, Cid.

Now go to the throne room. The King will give you Luca's Necklace. It is the key to unlocking the Sealed Cavern. Exit the castle and board the Falcon. Fly south-west of the Dwarven Castle to reach a cave surrounded by cliff. This is the Sealed Cavern. However, we have some side quests to accomplish; if you want to skip the Side Quest section press Ctrl + F and type in 6.8

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6.5 Sylvan Cave

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Monsters: Malboro, Evil Dreamer, Mammon, Tiny Toad, Bog Witch, Toad,
Undergrounder

Bosses: None

New Characters: None

Since these "side quests" are long and have terrible monsters...you guessed it. Training. Remember the great training spot? It's just outside the Dwarven Cave. It have easy monsters and a free healing pot inside the cave. Go there and level Edge up to level 35. It won't take long. Once you're done, head to the north-west corner of the map. That cave is the Sylvan Cave.

About this cave. A LOT of the monsters found in this cave can change status ailments so it would be a good idea to buy some items.

First, before any "reunions" let's get all the treasure from this cave shall we? And before you do anything, have Rosa cast Float on everyone to avoid the poison underneath. You have to do this when you land on another floor too. Annoying huh? Well, let's get started.

And another thing. This cave's ONLY annoying monster is the Malboro. Bad breath inflicts ALL status ailments on a party member. If that happens, simply use Esuna or a Remedy. DO NOT use five different items to cure them all.

First, head east and get the Bestiary and Angel Arrow. Leave the other chest for now. Follow the path south to some stairs.

Follow the path north and down more stairs. There is no need for Float on this floor; there is only a tiny bit of poison. Follow the path north and get the Hi-potion and Maiden's Kiss from the chests. Now go east from the bottom chest to find a hidden path to the top one which contains a Fairy Rod. Equip on Rydia. Now go back down south and you that inlet? The little bit of poison sticking out? It's a hidden path. Follow it to another set of stairs.

Follow the path south. Get those four chests for 3000 gil, Bomb Core, Remedy

and 2000 gil. Continue walking south and you'll see nine chests, five unopened, just screaming for you to open them. Open up all the chests for two Maiden's Kiss, an Ether, Bestiary and Emergency Exit. Now fall down the black hole.

Go north and when you reach a fork walk west. You'll be inbetween the chests we saw before. Step on the portal thingy in the midle of the room.

SIX CHESTS! But you have to earn the treasures inside. What do I mean? I mean there are FULL OF MONSTERS inside; one even including FOUR MALBOROS!
MOTHER****ER!!!!

In the end, you'll get Red Fang, Full Moon, Avenger, Blue Fang, Medusa Arrow and White Fang. Step on the portal to the east to be teleported out.

Unfortunately, that's only half of what we meant to do in this dreaded cave. But don't worry! The next half is easy! First off use a cottage and heal. Even with high level'd units this dungeon. Now you know why I told you to train heh?

Go back inside the Sylvan Cave and head south to the staircase. Head south from there to reach another staircase. Go up and to the right is a safe area. I doubt you'll need it since we just used a cottage before, but head there anyway. Go north and there's a hidden passage to the top of the east wall. Follow it to get to a chest we couldn't get to before. It has Elven Bow inside. Now follow the path back to the entrance but continue going left. When you reach another set of stairs ignore it, and continue to two chests with Cottage and 1000 gil. Now go down the steps.

Don't worry. We're almost finished. Go up and go up the first set of stairs you see. Head up and get the chests which include Thunder, Ice and Fire arrows Ether and Hi-Potion. Head back south and down the stairs.

Proceed north. Don't go down the stairs yet, there's a hidden passage at the bottom of the east wall. Follow it to reach a chest. Go back through the hidden passage and down the stairs. Get the chest with Elixir in it and go south to a building. Enter it. Finally! Civilization! Actually...it's just a house. But what a surprise! YANG! You're ALIVE!!!! The chests contain whatever claws Yang was wearing at the moment. MAKE SURE TO TALK TO EVERY ONE OF THOSE CREATURES AND YANG BEFORE LEAVING! Go up the stairs and step on the platform to leave this hell cave!

Before we depart for the even worse Land of Summons let's go back to the Dwarven Castle and use the pot to heal. From there, head directly west from the Dwarven Castle to a remote island surrounded by magma. Enter the cave there.

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6.6 Land of Summons

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Monsters: Bloody Eye, Summoner, Thunder Dragon, Hell Flapper, Arachne, Warrior
Mini Satana, Belphegor
Bosses: Asura, Leviathan
New Characters:

The monsters are easier, the dungeon is shorter, then why is this worse? I'll tell you. Because at the end, you'll have to face TWO HARD bosses. And those bosses are worse than 100 Malboros (well, maybe not...)

Follow the path north-east and get the Phoenix Down from the chest. Go directly left and get the Ether at the end of the hidden passage. Go back east and follow the path south to a chest with Hi-Potion. Now follow the cave west and go down the staircase.

Walk along the path and when you reach a fork go down. Get the Hi-Potion from the chest and then proceed north. When you reach another fork go left to get a cottage from a chest. Then continue right to another set of stairs.

Follow the path until you reach a chest which contains a Phoenix Down. Then walk east to another chest with Bestiary. Instead of going north to a warp, proceed directly east to enter a hidden catwalk sort of thing. Follow the path south and when you see three chests go through the eastern wall right in the middle. The three chests have Hi-Potion, Poison Axe and Kikuichimonji. Equip it on Edge.

Now go back to the warp. Instead of stepping on it, go east through another hidden passage and follow the path north to a chest. Beware. It has five warriors. The chest contains Defender. Equip it on Cecil. Now go back and step onto the warp.

You are now in Civilization! Enjoy the triumph while you can. Do a whole circle of this area to get Ether, Bestiary, 5000 gil, 6000 gil and Rat Tail. You'll need that Rat Tail in order to get the Excalibur. After step on the portal near where you got the Rat Tail to teleport to the floor below.

It seems the monsters here missed Rydia. The inn is right inside the items shop. Talk to the yellow chocobos for the item list.

```
=====
| Item          | Cost |
=====
|Phoenix Down  |  100 |
|Potion        |   30 |
|Hi-Potion     |  150 |
|Tent          |  100 |
|Cottage       |  500 |
|Dwarven Bread|  100 |
|Gysahl Greens|   50 |
|Remedy        | 5000 |
|Gold Needle   |  400 |
|Maiden's Kiss|   60 |
|Mallet        |   80 |
|Diet Food     |  100 |
|Echo Herbs    |   50 |
|Eye Drops     |   30 |
|Antidote      |   40 |
|Cross         |  100 |
=====
```

The inn charges 1200 gil. Just use the safe area in the house right next to inn and use a cottage that costs 500 gil. You can save 700 gil!

The safe area house has also two chests. The left one contains a Bestiary and the right one contains Phoenix Down. Exit and head south.

The first house you see which a chocobo is standing next to is the library. Remember this place. But first, let's get some weapons. The weapons shop is right underneath the house. Here is what it sells:

```

=====
| Weapon      | Cost |
=====
|Whip         | 3000 |
|Chain Whip  | 6000 |
|Blitz Whip   |10000 |
|Kotetsu      |11000 |
|Fairy Rod    | 5000 |
|Kinesis Staff| 7000 |
|Angel Arrow  |  110 |
=====

```

Buy a Blitz Whip for Rydia, a Kotetsu for Edge and a Kinesis Staff for Rosa.

The armor shop is a bit east of the weapon's shop. It sells:

```

=====
| Armor       | Cost |
=====
|Aegis Shield | 20000|
|Light Robe   | 30000|
=====

```

You should have enough money to buy these. Buy two Aegis shield's for Cecil and Kain and buy two Light Robes for Rosa and Rydia.

If you haven't healed already, heal now. You're about to face two hard bosses. Once you're done, head into the library. Go down the stairs and step on the portal. You'll be in the royal chamber. Talk to the queen and she'll initiate a battle.

```

=====
Asura
\=====/

```

```

HP - 31005
Strength - 134
Defense - 3
Magic - 69
Magic Defense - 37
Gil - 0
Experience - 20000
Treasure - None
Type - Mage

```

Battle Stradegy: Cecil should attack as hard as he can, along with Kain and Edge with their best weapons. Rydia should summon titan and attack Asura with her best black magic. Rosa should cast Reflect on Asura so everytime she uses curaga it reflects onto one of your people. She has a lot of HP so be prepared for a long fight.

Difficulty: 6/10

```

=====
Once that battle is over Rydia will be able to summon Asura. HEAL! Go back to the inn or safe area and HEAL!!! You'll need to if you have any hope of defeating Leviathan. Once that's done go back to the Royal Chamber and talk to

```

the "old man." He is the King of Summons, the one who swallowed Rydia, the one who bested Poseidon, the legendary Leviathan.

=====
Leviathan
\=====/
=====

HP - 50001
Strength - 174
Defense - 5
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 28000
Treasure - None
Type - None

Battle Stradeegy: This battle is going to take a very long time. Relax and just follow these patterns. Have Cecil attack normally. Rydia should cast Thundaga or Titan every single round. Let Rosa cast healing spells on everyone when needed or cast Berserk on everyone. Let Kain jump every turn. It will sometimes enable him to dodge the Tsunami attack from the Leviathan. Edge should use Blitz every round. After what seems like 10 mins, this long battle will be over.

Difficulty: 8.5/10

=====
After that tedious battle Rydia will learn to summon Leviathan! THREE CHEERS! WOOHOOO!!!!!! Ok, one cheer. Nevertheless, we've finished our business here. Use an emergency exit or the spell teleport.

NOTE: I saw treasure chests at the bottom floor of the Land of Summons, but I have no idea how to get there. If you know, email me at dark_gta201@hotmail.com

Go to the lower level, or the level you first arrived on when you entered the land of summons.?Go all the way south, and in an upper corner you will see a square that is faintly outlined.?Go ahead and step on it.?You will be instantly transported to the lowest level.?If you look behind you there is another faintly outilined square.?DO NOT STEP ON IT. It is a transport to outside the cave of summons.?If you go forward you will find the treasure chests.

(submitted by d.n.a12)

In your walkthrough for Final Fantasy IV: Advance, at the very end of section 6.6 you say you cannot reach the 4 treasure chests beneath the Summons town. After you defeat Leviathan, on one of the levels of the town there is a hidden teleporter, it is raised up like other teleporters, but it is camoflaouged the same bricklike texture as the rest of the ground. Sorry I can't remember which floor it was on, maybe the first floor(I guess you could call that town as having floors).

(submitted by hellgiver)

=====

6.7 Extra Stuff

\=====/
/=====

Monsters: None
Bosses: None
New Characters: None

NOTE: This section does not involve dungeons or monsters. It's merely some places you can go in this underworld.

Before we do anything, head over to the Dwarven Castle which is directly east of your position. Heal with the healing pot. I love that pot. It would be nice to train your Edge to Level 40 at least, if you Edge wasn't Level 40 already.

We have a few extra towns to visit. First, head south from the Dwarven Castle to reach Kokkol's Smithy. Just so you know this is the place where you get King Arthur's Blade, Excalibur, but don't worry about that yet. Talk to the dwarves and look through the pots for some treasure.

Head back inside the Falcon. Fly south-west from the Dwarven Castle to reach a dwarf town named Tomra. The items shop is just left of the entrance to the town. Here's what it sells:

```
=====
| Item          | Cost |
=====
|Phoenix Down  | 100 |
|Potion        | 30  |
|Hi-Potion     | 150 |
|Tent          | 100 |
|Cottage       | 500 |
|Dwarven Bread| 100 |
|Gysahl Greens| 50  |
|Remedy        | 5000|
|Gold Needle   | 400 |
|Maiden's Kiss| 60  |
|Mallet        | 80  |
|Diet Food     | 100 |
|Echo Herbs    | 50  |
|Eye Drops     | 30  |
|Antidote      | 40  |
|Cross         | 100 |
=====
```

The inn is right of the entrance. It's 300 gil per night. That's pretty cheap. Considering the cost for the Land of Summons.

The Weapon's and armor shop are north of the entrance. They are of the same building but in separate rooms. Here's what the weapon shop sells:

```
=====
| Weapon        | Cost |
=====
|Ahura          | 7000|
|Chain Whip     | 6000|
|Ogrekiller     | 45000|
|Killer Bow     | 3000|
|Mute Arrow     | 100 |
=====
```

There's nothing really worth noticing here. Head into the armor shop next door. It sells:

```
=====
| Armor          | Cost |
=====
|Diamond Shield| 15000|
|Diamond Helm  | 10000|
|Diamond Armor | 40000|
|Diamond Gloves|  5000|
|Gold Haipin   | 20000|
|Diamond Armlet|  4000|
=====
```

To be honest, there really is no point buying better armor for everyone. But, if you're filthy rich, go ahead, I won't stop you.

Before you leave, go to the north-western house. Look into the pots and the chests for Antarctic Wind, Rage of Zeus, Bomb Fragment, 2000 gil, Dry Ether, and Bestiary. Everything's done. Leave.

Go back to Dwarven Castle and use the healing pot to heal. Then head to the Sealed Cavern. It is only a bit north-west from Tomra. Land inbetween the mountains step inside the cave. Use Luca's Neclace to open the door for you.

```
=====
'
 6.8 Final Crystal
\=====/
```

Monsters: Trap Door, Evil Bat, Miss Vamp
Bosses: Demon Wall
New Characters: None

First off, I would like to say that this dungeon is a joke. It is so straightforward and if you completed the Sylvan Cave you'll realize what I'm talking about.

Second off, basically all the doors in this dungeon is actually a trap door. They OHKO you...but takes a LONG time at that. I've noticed an easy way to kill them. Have Rosa cast reflect on whoever the Trap Door has searched on and wait for the Trap Door to kill itself.

Third off, FIGHT EVERY DOOR! They gave 6000 whooping EXP to EVERY character and they don't do any damage at all! (If you took my tip before, see above ^)

Head south from the entrance and climb down the rope. Head south from there and press A on the door. It is the first trap door of many. Use my tip and you'll easily kill it. If you have High-leveled units, which you should have by now, you can just kill it offensively. Use either tactic and walk through the defeated door and get the Kotetsu at the left side and the Ether at the right. Exit.

Head south to reach another chest with Bestiary. Now walk north-west to a rope. Climb up and defeat the door and go through. Head up and get the Hi-Potion from the chest. Head east and get the Ether from a chest. You'll see two doors. Defeat both for EXP; they both lead to nothing. Head south to some stairs.

Climb down the rope directly south of you and follow the path to get a

Bestiary from the chest. Climb back up the rope and get the chest which contains Phoenix Down. Proceed north. WOW! Six doors! Kill them all for EXP. The first door leads to nothing. The second leads to a chest with Light Sword. The third one leads to three chests with Fuma Shuriken, Elixir and Light Curtain. Fourth one leads to nothing. Fifth one is a safe area. If you've been following this guide then I doubt you'll need a safe area in this easy dungeon. I'm not stopping you though. Sixth door and final door leads to two chests with Kotetsu and Black Cowl. Phew! Exit.

Follow the path south from there until you reach a door. Defeat it and go through it. Walk through the structure thingy and get the chest with Ether in it. Then walk down the stairs at the south-west part of the room.

First defeat the door on the left side for EXP. It leads to nothing. On the right side of the room is two chests which hold Phoenix Down and Hi-Potion. Now exit from the south of this room.

Cross the bridge and head east. First get the chest which contains Bell of Silence and then fight the door for EXP. Like many other door, it leads to absolute nothing. Now climb down the rope in the center. It's actually a long rope. Walk east and fight the door. Go through it and claim a Dry Ether and a X-Potion. Exit and go down the stairs on the far west side.

This room is another safe area. Use it if you must, I didn't but I saved. Now exit from the south of the room. Use either path to make it to the center, I'm not fussed. At the center climb down the stairs.

Head north across the bridge and fight the door. You'll be in the Crystal Room. Whoopee! And look! Security sucks! They do, there's no-one home. Claim the Dark Crystal and exit.

It is a pity you can't use an Emergency Exit or Teleport. As you walk down the start walking across the bridge, the walls start closing in on you...or should I say the north wall closing in on you. It is the Demon Wall. Prepare for a boss battle.

=====
Demon Wall
\=====/
=====

HP - 28000
Strength - 84
Defense - 3
Magic - 79
Magic Defense - 29
Gil - 8000
Experience - 23000
Treasure - None
Type - None

Battle Stradeegy: This wall will get closer and closer and when it does it'll kill off your team so act quickly and fast! Cecil should attack it physically and Edge should throw weapons. Have Rosa cast Berserk and Haste on everybody and also heal when needed. Have Rydia summon Leviathan every single round.

Difficulty: 5/10
=====

After that battle, it's time for you to exit the Sealed Cavern. Use the same route you took to come in to get out. At the final room, the entrance room shall we say, a cutscene occurs.

Everything becomes dark.

Cecil: What...?

Unknown voice: Kain...You belong to me, Kain. Bring me the Crystal.

Cecil: Golbez!

Everyone looks at Kain.

Cecil: Kain!

Rosa: Get ahold of yourself!

Kain: I'm...alright. I'm no longer under his control!

Kain punches Cecil.

Cecil: Ugh...

The Dark Crystal was seized.

Kain leaves. Just before he steps out the cave...

Edge: What!?

Rosa: Kain!

Golbez: Now I can restore the Tower of Babel. At last, I shall reach the moon!

Cecil: Kain! Wake up!

Kain: ...

Rosa: Please! Kain!

Kain: With all the crystals in hand, the way to the moon will open!

Edge: Stop!

Kain leaves.

Golbez: Mwahahahaha!

Edge: Damn!

Cecil: ...

Now exit the cave and board the falcon. Fly north-east back to the Dwarven Castle. Remember to use the healing pot! Go to the throne room. Cutscene time.

Giott: You have returned! Where is the Crystal?

Cecil: Actually...

Giott: You did not succeed in retrieving it? So now they hold all the Crystals. There's nothing we can do now...That is, unless the legend of the Lunar Whale is true...

Cecil: The Lunar Whale?

Giott: A huge ship spoken of in legend. "One born of a dragon..."

Cecil: The Mysidian Legend!

Giott: You know of Mysidia?

Cecil: It's the home of the mages in the overworld.

Giott: Mysidia truly exists!?

Cecil: I've met the elder of Mysidia, who prays tirelessly in a tower.

Giott: He prays you say?

Cecil: ?

Giott: Perhaps he prays for the Lunar Whale! You must hurry to Mysidia!

Rosa: BUt the exit is sealed.

Edge: We can't get near the Tower of Babel, either.

Unknown voice: Then dig you way out.

Cid appears.

Cecil: Cid!

Cid: I'll attach a drill to the Falcon's bow.

Rosa: Shouldn't you be in bed?

Cid: Naw, no worries.

Edge: Can you really do it?

Cid: Easier'n falling off a bike! Okay! Let's get to work!

The screen turns back to the Falcon. Edge is trying to get out of work to impress the girls. Rydia steps in front of him and Cid hauls Edge back to work! After it's finished, Cid collapses.

Cecil: Cid!

The screen reverts back to the infirmary. Cid is in bed.

Cecil: Cid.

Rosa: You've overworked yourself yet again.

Cid: I guess I need to step out of the action for a while. Other than messing with airships, I'm not much use anymore.

Edge: My hat's off to you, old man. You're really something.

Rydia: Get well, okay?

Cid looks at Edge.

Cid: Look after Cecil and Rosa.

Edge: Don't worry. Just get some rest.

Cid turns to Cecil.

Cid: Take care of yourselves, you hear?

Rosa: You too.

Cid: Alright. Get outta here.

Cecil: Thanks for everything.

Exit the room and let's call the Fat Chocobo! Deposit anything you don't need. Exit the castle and board the Falcon. Fly to the north-east section of the underworld. Press A on the crater area. You'll drill your way out of the underworld and you'll appear in Agart. Fly to Mysidia which is just east of Agart.

From there, walk forward into town and the elder will appear. A cutscene begins.

Elder: We knew you would return. Please join us at the Tower of Worship.

One born of a dragon,
bearing darkness and light,
shall rise to the heavens
over the still land.
The moon's light eternal
brings a promise to Earth
with bounty and grace.

Everyone's in the Tower of Worship. Four black mages and white mages are praying.

Elder: Everyone, let us pray. Now is the time to make the legend come true!

There's a whirlpool near the Mysidian waters.

Elder: Look! Our prayers...Our prayers have been answered!

A ship floats out of the whirlpool.

Elder: There is no doubt. That is the glorious ship...The Lunar Whale! A strange voice addressed me during our prayers. You are to fly to the moon. Someone awaits you there.

Cecil: But how can we possibly get there?

Elder: The Lunar Whale is from the moon. According to the old Mysidian documents, there is a Crystal inside the ship that controls navigation between here and the moon. You must communicate with it.

Cecil: I will see what I can do.

You'll appear out of Mysidia. The Lunar Whale is right beside you.

=====

6.9 Quest for Excalibur

\=====/

Monsters: None

Bosses: Odin

New Characters: None

NOTE: Make sure you have the Sword of Legend in your pack!

The title for this section is inaccurate. It should read "Quest for Excalibur and additional stuff" or something like that. Anyways, first of all let's get the legendary blade Excalibur. Board the Falcon and fly over to the wherever the Enterprise is. If you pass the Tower of Babel you'll notice that it's changing colours frequently. That can't be a good sign. Oh well, once you board the Enterprise hook on to the hovercraft. Then fly to Mythril.

once there unhook the hovercraft and take control of it. Head over the shallows to that little cave. Don't worry! This isn't a dungeon! Talk to the man at the top of the "pyramid thing" and he'll tell you to beat it unless you have a tail. We do have a tail. Give him the rat tail. You'll receive some Adamantite in return.

There's one more thing to do before we go back to the underworld to get the Excalibur. Go to Fabul which is just north of Mythril. Head to the west tower and onto the top floor. This is Yang's quarters if you don't know already. Talk to Yang's wife. She'll give you a Frying Pan to "smack that no-good on the noggin!." Let's do as she says...after we get the Excalibur.

Go back to the underworld on either the Enterprise or the Falcon, it doesn't matter. Go to Kokkol's Smithy on the south-east corner of the map. Enter the building and go upstairs. Talk to the man sleeping and give him the Excalibur. He'll leap out of bed in great impersonation of Cid it's frightening. Go downstairs and talk to the man again. He'll give you the one-and-only Excalibur!

There's only one more thing to do here. Go to Sylvan Cave for the LAST time! After this, we never have to set foot in that dreaded cave again! You should be on a higher level than you were last time, so it should be a bit easier. Visit Yang. I'll guide you to him. Don't forget to cast Float on everyone on

each floor!

At the entrance head south to a set of stairs. Head south again to another set of stairs. From there, head left and down yet another staircase. Follow the path north to a another staircase.

YAY! No more staircases! Follow the path south to the Sylph home. Use the Frying Pan on Yang. A cutscene occurs.

Sylph: Hey! Stop...

Whack

Yang: ... Is it time for training? Allow me to sleep a little more...Cecil!?

Cecil: Yang!

Rydia: I'm so glad!

Yang: The Sylphs saved my life.

Rosa: Just as you saved us by destroying the cannons.

Yang: I shall join you once again.

Sylph: You must rest!

Yang: I cannot rest while you risk your lives.

Edge: Just take it easy.

Yang: You are...

Edge: I'm Edge of Eblan. Don't worry. I can cover for you.

Yang: Eblan. So you are a ninja. But I must...

Sylph: No! We'll fight in your place instead.

Yang: ?

Sylph: She's a summoner, correct? Please call upon us at any time.

Rydia: Thank you.

Rydia has learned Sylph.

Yang: I am most grateful.

Now get out of here Sylvan Cave. So byebye to this place FOREVER! (unless you want to come back here for any reason) Go back to the overworld by pressing A on the crater thing. Go back to Yang's quarters. Give Yang's wife back the Frying Pan. She'll give you the Knife in its place. There is only one more thing to do. Go to Baron Castle. Go to the east tower and then to the basement. The King will appear and he'll challenge you...to a duel!

=====
Odin
\====/

HP - 20001
Strength - 116
Defense - 5
Magic - 95
Magic Defense - 38
Gil - 0
Experience - 18000
Treasure - None
Type - None

Battle Strategy: The King will end all of you in a couple of rounds so act fast like a vulture. Rosa should cast Berserk on everyone and heal heal when necessary. Let Cecil attack as strong as he can and let Edge use Blitz or throw any weapons. Let Rydia summon Leviathan over and over again. Following these patterns will

ensure victory.

Difficulty: 5/10

=====

Well that's everything. Rydia will learn to summon Odin, a summon that can OHKO all monsters on the field!!! Unfortunately, it can't be used on tough bosses and later monsters. Now fly the Enterprise back to the Lunar Whale.

=====

7.0 Crystal Palace

\=====/

Monsters: Lunar Virus, Black Flan, Prokaryote, Eukaryote, Purple Bavarois,
White Mousse, Dark Grenade, Abyss Worm,

Bosses: None

New Characters: FuSoYa

The Lunar Whale is the coolest ship ever! The chairs near the bottom work as inns and heal your party completely. At the bottom is a Fat Chocobo so deposit any unnessesary items. The Crystal in the center will fly you to the moon and back to Earth. You can control where the ship goes by the controls at the front of the ship. The greatest ship ever built by the hands of...um... moon people. Yup, moon people.

Fly to the moon. Once you're there, DO SOME TRAINING!!! Seriously, before we get five party members again, which makes training so much harder, train Edge to up to Level 50. Here were my levels after the training.

Cecil - Level 55 Paladin

Rosa - Level 55 W.Mage

Rydia - Level 53 Summoner

Edge - Level 50 Ninja

You need to level up a lot more if you wish to tackle the Lunar Ruins after!

We have a town to visit before we go to the Crystal Palace. Head south from the great icy structure (which, obviously IS the Crystal Palace) and land the Lunar Whale within the mountains with a cave. Enter the cave.

gasp ALL THE NAMINGWAYS! You'll find out soon that they're Humminways and that Namingway was a Hummingway who made a ship to Earth. One of the many Hummingway's before you is Namingway. Another one sells things to you. They are both located at the south-east side. Here's what the Hummingway sells to you.

=====

Items	Cost
-------	------

=====

Hi-Potion	150
Phoenix Down	100
Ether	10000
Dry Ether	50000
Elixir	100000
Cottage	500

|Bestiary | 980|

|Gysahl Whistle| 20000|

=====

Expensive huh? Buy whatever you need. The number of gil I had at that point was 1,107,426. I recommend to buy 5 elixirs ONLY if you're planning to try and conquer the Lunar Ruins afterwards. Now exit the town.

Now fly back to the Crystal Palace and land just a bit west on the mountain. Head down the stairs and into the cave. Don't worry, Lunar Path is not a dungeon. When you reach a fork go right to a chest with MONSTERS! Claim the fabled Golden Apple after. Use it on Rydia. Continue west until you reach another fork. Go right to obtain Lunar Curtain and Stardust. Go up the stairs.

You'll be back outside the moon. Walk right then down and into another cave. This is another section of the Lunar Path. Just follow the path south and out the cave. From there, you can head west to the Crystal Palace.

Follow the path left to reach a tile that'll heal everyone and rid everyone of any status ailments. Follow the path right to reach a tile that'll restore MP to everyone. Then head up the northern path. A cutscene occurs.

Unknown voice: Welcome!

A star descends onto the platform and a man appears. He looks a lot like Dumbledore from Harry Potter.

Cecil: You are...?

Elder: I am FuSoYa. My duty is to protect the slumber of the lunarians.

Cecil: The lunarians?

FuSoYa: Many, many years ago, a small planet between Mars and Jupiter was on the verge of destruction. Species of the planet escaped on a ship to the blue planet, Earth. However, the species was still evolving, and created another moon where they could sleep a long, long slumber.

Edge: So that's where Lunarians come from...

FuSoYa: However, there was one who refused to sleep. Instead, he wished to raze everything on the blue planet and create a new home there.

Rydia: How awful...

FuSoYa: I was able to seal him with my powers and force him to sleep. However, during his deep sleep, he channeled his evil to the corrupt ones on your planet. And now he uses them to gather the Crystals.

Cecil: Then he must be the one behind Golbez's actions!

Edge: Who is "he"?

FuSoYa: His name is Zemus. He is gathering the Crystals, our energy source, to run the dimensional elevator in the Giant of Babel. With it, he'll destroy everything on your planet.

Rosa: No!

FuSoYa: However, many lunarians feel we can come to an understanding with people. They are merely sleeping and waiting for people to reach their level of evolution.

Cecil: What about the Lunar Whale?

FuSoYa: That was built by my younger brother, KluYa, years ago, as transportation to the blue planet. He had always dreamed of visiting unknown lands. This is how the Devil's Road and air flight technology were introduced. On the blue planet, KluYa fell in love and had many children. (*cough cough* ahem *cough cough*) You...are one of his children.

Cecil: Me!? ...Then the voice I heard on Mt.Ordeals was...

FuSoYa: The voice came from the soul of KluYa, your father. I see it now... You resemble him when he was your age.

Cecil: That was the voice...of my father!

FuSoYa: You have received power from KluYa to stop Zemus and his evil plan.
You must do it for you planet! For all lunarians! You must hurry to
the Tower of Babel in Eblan!

Edge: The Tower of Babel? How will we get around it's barrier?

FuSoYa: I should be able to enter. We cannot let the Giant of Babel reach the
blue planet! I will join you on your journey.

Lunarian FuSoYa has joined the party.

The one good thing about FuSoYa is that he knows all white magic and black
magic. Besides that, he's worse than Tellah. Don't bother training him, if he
dies, he dies. He will leave your party soon anyway so don't buy him anything.

The room above contains the Crystals of the moon. In the middle is a seal that
will take you to the Lunar Subterrane. However, we can't get there yet so
leave. There is one more side quest before we challenge the ultimate Giant of
Babel! I assure you it will help a lot, and help a lot in the Lunar Ruins.

Go back to the Lunar Whale. Heal using the chairs and fly just a bit west.
Land on the mountain, head down the stairs and enter the cave. This is the
Cave of Bahamut.

=====

7.1 Cave of Bahamut

\=====/

Monsters: Giant Warrior, Dark Sage, Selene Guardian, Bone Dragon,
Silver Dragon,

Bosses: Bahamut

New Characters: None

Welcome to the Cave of Bahamut! Although not as annoying as the Sylvan Cave,
this cave still houses some terrible monsters! You should be over Level 50
now, so you should be ok.

From the entrance head south to reach a chest with Genji Gloves. In this cave
you'll receive a lot of Genji stuff. Immediately equip it on Cecil when you
find one. Go back north and head east. Go up that wall and go east; following
the path. You'll end up at a chest with Genji Shield.

Go back through the hidden passage and follow the past east and south to a set
of stairs. Go down and follow the path until you reach a chest with Genji
Armor. When you reach a fork walk right to a chest with Genji Helm. Then go
back to the narrow passage. Along the way you'll face your first of three
battles with a Behemoth. These things aren't jokes! They are seriously tough.
At such a high level you should subdue them though. Cecil should attack
normally, Rosa should heal every round, Rydia should summon Leviathan as often
as possible, Edge should either attack normally or throw Shurikens and have
FuSoYa cast Regen. If the Behemoth uses Maelstorm cast Curaja or summon Asura
IMMEDIATELY! Now go up and go down the staircase.

Watch out! There are two more Behemoth's on that narrow passage. The
Behemoth's are evil, foul creatures...even moreso than the Malboro. At the end
of the narrow passage lies Bahamut, the God of Summons. Talk to him to
initiate a battle.

=====

Bahamut

\=====/

HP - 45001
Strength - 174
Defense - 1
Magic - 17
Magic Defense - 4
Gil - 0
Experience - 35000
Treasure - None
Type - None

Battle Strategy: This is the easiest battle in the whole friggin' game...if you know how to win. Here is the secret. Bahamut will start a countdown from 5. Once he reaches 0 he'll attack with Mega Flare, an attack that will guarantee to kill all in your team. So how to win? Easy. Get Rosa and FuSoYa to cast Reflect on every single person in the team. The others can just attack normally it doesn't matter. Rosa and FuSoYa can easily cast reflect on everyone on your team before Bahamut reaches zero. If not then use some Light or Lunar curtains. When Bahamut reaches zero he'll attack everybody with Mega Flare and it'll rebound on him! 9999 damage! Either keep on attacking him or just sit there like I did and wait for him to kill himself.

Difficulty: 1/10

=====

After that battle use teleport and get the hell outta there!

Board the Whale and use the chairs to heal everyone. My FuSoYa was on 50 HP left!

Okay, here's the thing. When you touch the Crystal, you'll be instantly transported to the Tower of Babel. A cutscene occurs, and you'll be inside the Giant of Babel. Before that happens it's time for some training. A LOT OF TRAINING! You'll understand why soon. No, it's not because of the Giant of Babel. You'll be surprised how easy the Giant of Babel is. No, once again, it's because of the Lunar Ruins, and partly because of the Cave of Trials that we'll have to face after the Giant of Babel. So train Edge to Level 60. Yup. Pick that jaw off the floor, you heard me quite correctly. Don't worry, train in the Cave of Bahamut and it won't take too long. Stuff FuSoYa. Let him die. He's going to leave you soon enough anyway.

Here were my levels when I finished:

Cecil - Level 63 Paladin

Rosa - Level 62 W.Mage

Rydia - Level 60 Summoner

Edge - Level 60 Ninja

FuSoYa - Level 57 Lunarian

After that touch the Crystal. You'll see what awaits you.

=====
7.2 Giant of Babel

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Monsters: Giant Soldier, Mech Soldier, Searcher, Beamer, Centaurion,
 Mech Dragon, Last Arm,

Bosses: CPU

New Characters: Everyone you've had before except Tellah

The Lunar Whale will land right next to the Tower of Babel. The ground shakes.

Rydia: Ahhh!

Cecil: The tower!

FuSoYa: We are too late!

Edge: What do you mean, "too late"!?

FuSoYa: The Giant of Babel will come forth!

A giant appears. With every two steps, it destroys everything in its path with some fire destruction thing.

Rydia: No!

Edge: Dammit!

Rydia: Is there nothing else we can do?

Cecil: What's that!?

Tanks appear. They look oddly familiar...

Giott: Dwarven Tanks, ready to fire! We will fight along with you for the
 land, our home!

Dwarves: Lali ho!

In a different tank...

Yang: I couldn't sit still and leave you the responsibility of fighting alone!

Airships arrive. They also fight the giant.

Cid: You can relax now! With my help, this'll be a cinch! All engines to full
 power!

Crewman: Yes, sir!

In a different airship...

Palom: Hey, all! Miss me!?

Porom: The elder restored us.

Elder: This battle is not yours alone! Everyone must fight for the sake of
 survival!

And in another different airship...

Edward: I will fight with you, Cecil, with the courage you have given me!

The tanks and airships bombard the giant with an onslaught of their cannons
and fire.

Cecil: Thankyou!

Rosa: The giant looks confused!

FuSoYa: Now is our chance to enter the Giant of Babel!

Edge: I get it! We're going for the core, right? Its heart!

Cecil: Cid!

Everyone jumps on to Cid's airship.

FuSoYa: Approach its mouth.

Cid: Who is he?

Cecil: FuSoYa, Guardian of the Lunarians.

Cid: A lunarian?

FuSoYa: Can you do this or not?

Cid: Ahh, keep your beard on. There's nothing I can't do!

FuSoYa: Now!

Cid: Hang on!

The airship will land near the mouth and Cecil and everyone jumps in. The airship leaves.

You have now officially set foot into the Giant of Babel. Walk north and step on the portal. Head south to the next portal. Follow the path and get the Shuriken from the chest. Follow the path until you reach another chest with Hi-Potion. Continue along and you'll see a chest with Ether. Walk north and when you reach a fork go right to a chest with Yoichi Arrow. Walk back west and obtain the Siren from the chest. Walk up to the portal.

Walk directly up to a chest with Silver Apple. Head back south and go west and proceed up the right staircase to a chest with Soma Drop. Then proceed up the center path to a portal.

Follow the path to another chest with MONSTERS! Claim the Elixir afterwards. Continue along until you reach a fork. Left is a safe area and up is a portal. DON'T USE THE SAFE AREA!!! You're going to face a boss battle, but you're going to be healed automatically by a boss. Who is it you say? Hmmm...

As you go up a cutscene starts.

Rubicante: You come at last.

Barbarricia: You cannot stop the Giant of Babel.

Cagnazzo: Hahaha...Now is the time...

Scarmiglione: ...for the death of you all!

Cecil: The Elemental Lords!

Scarmiglione: Indeed.

Cagnazzo: Master Zemus blessed us with a second life.

Barbarricia: Prepare to die.

Rubicante: I shall enjoy fighting you again. You have taught us the power of joining forces. That is what we'll do. Now, allow me to restore your strength. This time, we shall prevail!

You'll fight them all over again. Remember, Scarmiglione is weak against fire, Cagnazzo is weak against thunder, Barbarricia is weak against Holy and Rubicante is weak against ice. Use these to your advantage. They're not that hard. In fact, you'll be surprised how easy they are. After the battle...

Scarmiglione: Master Zemus!

Cagnazzo: Please, one last chance...

Barbarricia: We have failed again...

Rubicante: Farewell, valiants.

Go back to the safe area and heal. You have another boss battle coming up. Once that's done go up from the room which you defeated the Elemental Lords. Walk forward and a cutscene starts.

FuSoYa: So this is the core of the giant! This is its CPU!

Edge: Whoa...

FuSoYa: We have to destroy the Defense Node first, because it can heal the CPU!

=====
CPU
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HP - 30000
Strength - 174
Defense - 4
Magic - 127
Magic Defense - 38
Gil - 10333
Experience - 50000
Treasure - None
Type - None

Battle Strategy: Never, and I mean never, ever, ever and EVER kill the attack node. Doing this CPU will use some fancy magic attack and will kill one of your people instantly. Destroy the Defense Node first and then focus upon CPU. Also, don't use any magic on CPU. He will very frequently use Reflect and it'll reflect upon you! Let Cecil and Edge attack as hard as they can, with the help of Rydia, FuSoYa and Rosa, except when they are healing to keep the team in tip-top shape.

Difficulty: 7/10

=====
Cecil: Alright!
Edge: We stopped it!
Unknown voice: Why, you...!

Golbez will come into view.

Golbez: How dare you destroy the giant!

FuSoYa: You!

Golbez: Do I know you?

FuSoYa: You have to look deep inside yourself! You have to realize who you really are!

Golbez: Stop it!

FuSoYa: You must wake up!

FuSoYa casts some magic spell that awakens Golbez.

Golbez: What came over me? Why was I filled...with so much hatred?

FuSoYa: ...You have regained your true self. Now, do you remember your father's name?

Golbez: My father...is KluYa.

Cecil: What!?

Rosa: Then you must be Cecil's...

Edge: You two are brothers!?

Cecil: My brother...?

FuSoYa: You were Zemus's puppet in his plan. He was using you with his hypnotic powers. You were chosen because you have the blood of KluYa, a lunarian, coursing through your body, which made it easier for you to be controlled. But to make you fight against your own flesh and

blood...

Edge: That's enough!

Cecil: I was fighting...against my own brother? All of this hate...is against my own flesh and blood?

Golbez: You're my...?

Cecil: I wonder why you were chosen. It easily could've been me, as I also have lunarian blood.

Golbez: I was chosen...because of the seeds of evil that lay inside me. Zemus saw that evil...and he helped it grow...

Golbez turns to leave.

Cecil: Where are you going!?

Golbez: To find Zemus! I'll settle this!

FuSoYa: Wait! I, too, am a lunarian, just like Zemus. I will join you!

Golbez: Goodbye, Cecil.

Golbez and FuSoYa leave.

Edge: Is this what you want, Cecil? Cecil?

Rosa: Golbez is never coming back...You know that, right?

Cecil: ...

Rydia: Aren't you going to do anything? He's your brother!

Cecil: My...brother...

Rydia: Yes!

Cecil: ...

The giant rumbles.

Edge: We might be in trouble...

Rydia: We have to get out of here!

Rosa: Cecil!

Cecil: ...

Edge: What are you doing!?

Rydia: We have to find a way out!

Unknown voice: This way!

Rosa: Kain!

Edge: Oh no, we're not falling for that again!

Kain: We can talk later! Right now, we have to get out of here!

Rosa: Hurry!

Back at the Lunar Whale...

Kain: Finally, I was able to regain my true self... I don't expect you to forgive me, after all I've done...

Edge: Of course we're not gonna to forgive you! The giant was practically your doing!

Rosa: Stop it!

Kain: Rosa...

Rosa: It's not Kain's fault! You saw how Zemus had control even over Golbez!

Kain: Golbez too?

Rosa: Golbez is...Cecil's older brother...A lunarian named Zemus was controlling Golbez, taking advantage of the lunarian blood he carries.

Rydia: Golbez and FuSoYa went to the moon to destroy Zemus.

Kain: Golbez is Cecil's...brother?

Kain: Thank I, too, should follow them to give Zemus what he deserves!

Edge: I hope you don't end up betraying us again.

Kain: If that happens, kill me as well.

Edge: I'll go, too! I want to give this guy a piece of my mind!

Kain: Edge...

Cecil: ...I'll go. I'll go too! To the moon!

Rosa: Cecil...

Cecil: Rosa, Rydia. You two stay here. The three of us will go. I can't put you in this kind of danger.

Rosa: But Cecil!

Rydia: That's not fair!

Cecil: Please, you have to get off the Lunar Whale.

Rosa leaves.

Edge: You kids won't be much help, anyway.

Rydia: Who're you calling kids!?

Rydia leaves.

Edge: Just stay put. Okay?

Kain: Cecil...

Cecil: Kain! Edge!

The three surround the Crystal and head to the moon. At the moon...

Cecil: Let's go!

The three turn to leave. Just at the exit, Rosa appears.

Kain: Rosa!

Rosa: ...

Cecil: Get out of the way, Rosa.

Rosa: No! You have to take me with you! Otherwise, I'm not moving!

Cecil: Why are you doing this...?

Rosa: I want to be with you. I don't care what happens, as long as I'm with you.

Cecil: Rosa...

Kain: I guess we have no choice.

Edge: Well aren't you a ladies' man!

Cecil: Alright...Rosa, I'll protect you with my life.

Rosa and Cecil kiss.

Unknown voice: It worked!

Rydia appears.

Edge: What!? You!

Rydia: I told you before that this is everyone's war! Besides, I'm the only one who can summon creatures to help us!

Cecil: Rydia, you too...? Alright. Let's all go! After all, this is everyone's war!

Cecil and the others exit the Lunar Whale. A hummingway enters.

Hummingway: You may now change party members at the Hall of Prayers in Mysidia.

Before we enter the core of the moon, go back to Earth and go to Mysidia. Go to the Crysatl Room and enter the room beyond it. This is the Tower of Worship. You can also find all characters you have before excluding Tellah (yes!) and FuSoYa (double yes!). Depending on what level you are, each character will be of different level. Here were my character's levels.

Yang - Level 62 Monk

Cid - Level 61 Engineer

Porom - Level 64 W.Mage

Palom - Level 64 B.Mage

Edward - Level 64 Prince

That' why I told you to train Edge to Level 60. The higher level you are, the higher level they are. This will make the next dungeon, Cave of Trials, and the Lunar Core much easier. And of course, the Lunar Ruins...

As you try to leave, a white mage says a sinister cloud is over Mt.Ordeals. The elder will tell you about a legend that says when someone's worthy, a trial appears in Mt.Ordeals. He'll ask Cecil whether he's up to the challenge. Cecil accepts. The Cave of Trials is located just on the first part of Mt.Ordeals.

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7.3 Cave of Trials

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Monsters: King Naga, Evil Bat, Belphegor, Yellow Dragon, Arachne, Miss Vamp, Chimera Brain, Evil Dreamer, Summoner, Warrior, Mini Satana, Thunder Dragon, Great Malboro, Golden Toad,

Bosses: Master Flan, T-Rex, Storm Dragon, Death Mech, Gigas Worm

New Characters: None

You'll need to beat the Cave of Trials twice to obtain everything inside. Yes, it will take long, but this is like a Tutorial compared to the Lunar Ruins.

NOTE: The weapons that you get at the end are for the characters that were in the Tower of Worship, not Cecil, Rosa, Rydia, Edge and Kain. Also, to obtain a weapon at the end for the character you NEED the character. For example, if you want Yang's weapon, bring Yang along.

The first time I played through the Cave of Trials I had this party:

Cecil - Level 63 Paladin

Porom - Level 64 W.Mage

Palam - Level 64 B.Mage

Yang - Level 62 Monk

Kain - Level 65 Dragoon

The second time:

Cecil - Level 63 Paladin

Rosa - Level 63 W.Mage

Rydia - Level 61 Summoner

Cid - Level 61 Engineer

Those are my recommendations. It really doesn't matter who you have, just make sure to have one White Mage (Rosa or Porom) and one Black Mage (Rydia or Palom) Other than that you can choose who else you want.

Now it's time for the Cave of Trials. Fly or walk to Mt.Ordeals it doesn't matter. When you first enter Mt.Ordeals the whole place is dark. Then thunder stucks and it becomes light again. Follow the usual path up the mountain until you hit a new door. Enter it.

At first, it appears to be a dead end. But then lighting stucks again and the front wall reveals a hole to go through. Prepare yourself. This is the Cave of Trials.

First, head up and get the chest with X-Potion. Then walk inbetween the two rocks against the east wall to a chest with Red Jacket. Walk back through the hidden passage and head up the many stairs to a staircase.

From there head left to a chest with Remedy. Walk back right and up the stairs. Follow the path up and down staircases. Pretty soon you'll reach a staircase to the next floor. Don't go down it yet! Go up the stairs and onto continue north to a chest with Phoenix Down. Then go back south and go through the hidden passage at the south-eastern wall. Follow it to reach a chest with Coronet. Now go to the next floor.

Head south and walk to the bottom of the east wall; in that little gap there. It is a hidden passage and it'll lead you to a chest with Cat Hood. Go back through the hidden passage and walk south. Follow the path to reach a chest with Remedy. Then, head to the top of the eastern wall there for a hidden passage to a chest with Funny Mask. Go back through the hidden passage and go all the way left and then down to a staircase.

Ignore the route heading south; it leads to a dead end. Go east and down the stairs. Walk south, hugging the western wall, and near the bottom there's a hidden passage along the western wall to a chest with Red Cap. Head east from there to a chest with Cottage. Then follow the path back north and east. Don't go up the stairs yet, stay on the floor and follow the path and up some stairs to a chest with Siren. Then go up the stairs I told you not to go up and go up the staircase of this floor.

From there head west to a chest with Siren. Then go back east and up the stairs. Circle the rocks for a chest with Remedy. Follow the path up the many stairs until you see the staircase to the next floor. Don't go up it just yet, there is still some treasure on this floor. Head east and the hidden passages are accessible on the bits of the western wall that ISN'T shaded. That's one one the top area and one down the stairs. The top one leads to a Lord's Robe, the bottom one leads to a Sage's Robe. Now go up the staircase to the next floor.

This floor is very linear indeed. Follow the path up many stairs. There's a hidden passage at the top-left platform at the non-shaded bit. Follow it to a Grand Helm. Go back through the hidden passage and follow the path east. At the end, go south to a chest with Dry Ether. Next, go up to the staircase of this floor.

The left and right staircases lead to two chests with Megalixir respectively. After you collect the Magalixirs get the hell outta there! Go north to the final chamber of the Cave of Trials.

Just note that no monsters are in this chamber. PHEW!!! At the center of this room, there is a safe area at the left and a warp out of this dungeon at the right. Heal and save. At the south-east section is a platform containing Yang's weapon. Here's it's boss.

=====
Storm Dragon
\=====/
=====

HP - 40000
Strength - 139
Defense - 4
Magic - 22
Magic Defense - 33
Gil - 0
Experience - 32000
Treasure - None
Type - Dragon

Battle Stradegy: Depending on whoever is on your team it may vary. All White Magic users should heal when necessary. Black Magic users should use Blizzaga. If Rydia is there summon Shiva. Use Ice weapons such as Ice Sword, Ice Lance and Ice Claw. If you perform these necessary tasks then you will win for sure.

Difficulty: 7/10

=====
You'll receive the Hand of the Gods after the battle. Equip it on Yang. It increases defense.

At the south-west corner is a platform containing Edward's weapon. Here's its boss.

=====
Gigas Worm
\=====/
=====

HP - 55000
Strength - 155
Defense - 4
Magic - 34
Magic Defense - 44
Gil - 0
Experience - 32000
Treasure - None
Type - None

Battle Stradegy: Depending on whoever is on your team it may vary. Let Edward attack him normally and only heal if critical. Cecil should aslo attack normally and only heal if severe. Any White Magic users should consistently use Berserk on everybody and Curaga when needed. Black Magic users should just sit back and let burn Firaga and any other powerful spell. All offensive attackers just attack with the strongest attack.

Difficulty: 7.5/10
=====

You'll receive the Apollo's Harp after the battle. Equip it on Edward. It increases attack.

At the eastern section is a platform containing Cid's weapon. Here's its boss.

=====

Death Mech
\=====/

HP - 50000
Strength - 135
Defense - 4
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 32000
Treasure - None
Type - Mech

Battle Strategy: Depending on whoever is on your team it may vary. Any Magic user should heal your team as often as possible. Black Mages should attack it with he/she's most devastating spells. Let all the White Mages cast Berserk on everybody. All offensive users attack as most and hard as they can.

Difficulty: 5/10

=====

You'll receive the Thor's Hammer after the battle. Equip it on Cid. It increases attack.

At the western corner is a platform containing Palom's weapon. Here's its boss.

=====

Master Flan
\=====/

HP - 35000
Strength - 130
Defense - 4
Magic - 34
Magic Defense - 38
Gil - 0
Experience - 32000
Treasure - None
Type - Mage

Battle Strategy: I found it impossible to attack Master Flan when all the other flans were there. I hated them. All Magic users heal the party when necessary and all black magic users attack it with your most powerful spells. Have Cecil and all other offensive people attack normally. This shouldn't take too long.

Difficulty: 7/10

=====

You'll receive the Triton's Dagger after the battle. Equip it on Palom. It increases attack.

At the northern section is a platform containing Porom's weapon. Here's its boss.

=====

T-Rex
\=====/

HP - 60000
Strength - 148
Defense - 3
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 32000
Treasure - None
Type - Insect

Battle Strategy: Depending on whoever is on your team it may vary. If anyone on your team knows float then use it. It will save you from T-Rex's devastating Earthquake attack. White Mages heal if necessary, Black Mages use their most powerful spells, and everyone else attack normally. This boss is a cinch.

Difficulty: 4/10

=====

You'll receive the Seraphim's Mace after the battle. Equip it on Porom. It increases attack.

That's everything inside the Cave of Trials! Now prepare for the last dungeon in the game. Buy some elixir's, stock up on items, make sure everyone's got the best of everything equipped. Once that's done, go back to Mysidia and switch to your best characters, or characters you want to be with. Here are my recommendations:

Cecil
Rosa
Rydia 1st
Edge
Kain

Cecil
Porom
Palom 2nd
Yang
Edge

Cecil
Rosa
Cid 3rd
Rydia
Edward

Those are merely my recommendations. Remember, higher level does not necessary mean better. It's who you want to be with. I, personally like the original party, but that doesn't mean you have to. Go with who you think is

the best.

Your party should have...

Two healers.

Three offensive attackers.

One or two black magic or ninjutsu users.

One Metoer caster.

Cecil and Rosa/Porom will fill the first requirement.

Cecil and Edge/Kain/Yang/Cid/Edward will fill the second requirement.

Rydia/Edge/Palom will fill the third requirement.

Rydia/Palom will fill the last requirement.

Also, if you bring Palom or Porom along make sure you bring his/her twin along too.

When you're ready board the Lunar Whale and fly to the moon to begin the final dungeon of this game! (besides the Lunar Ruins)

=====

7.4 Deep within the moon

\=====/

Monsters: Dark Sage, Selene Guardian, Giant Warrior, Silver Dragon, Bone Dragon, Gold Dragon, Blue Dragon, Red Dragon, Dinozombie, Ahriman, Wicked Mask, Behemoth, Zemus's Mind, Zemus's Breath,

Bosses: White Dragon, Dark Bahamut, Plague, Lunasaurs, Ogopogo, Zeromus

New Characters: None

NOTE: The cutscenes here are for the first team.

Go back to the Crystal Palace via the Lunar Path. Go to the Crystal Room. Step on the center tile to be automatically transported to the Lunar Subterrane.

It's time for a touch of last minute training! Yes, I know it's tedious and I know you've just groaned, but it's necessary for the last dungeon. Don't worry, it's only a little bit. Train your lowest-level unit to Level 65. My Rydia at that point was Level 62 so it won't take long. Seriously.

Here were my levels when I finished training:

Cecil - Level 68 Paladin

Rosa - Level 67 W.Mage

Rydia - Level 65 Summoner

Edge - Level 66 Ninja

Kain - Level 69 Dragoon

Of course, you may not have this party, but just train the lowest-level unit to Level 65. After that, let's continue with the dungeon!

Let's start! At the beginning, there is a hidden passage at the eastern wall. Circle around the path and you'll end up with a chest with MONSTERS! Claim the Black Garb after the battle. Return to the entrance.

This time find a hidden passage along the western wall that'll lead you to a warp. Go north to the staircase. Circle the room, getting the MONSTERS infected chest with Sage's Staff. Step on the warp.

Walk south there and to a staircase. Follow the path to the hovering sword. Press A on it to start a battle for the Marusame!

=====
White Dragon
\=====/
=====

HP - 32700
Strength - 156
Defense - 5
Magic - 31
Magic Defense - 48
Gil - 0
Experience - 55000
Treasure - None
Type - Dragon

Battle Strategy: Depending on whoever is on your team it may vary. If anyone on your team knows float then use it. It will save you from White Dragon's devastating Earthquake attack. White Mages heal if necessary, Black Mages use their most powerful spells and everyone else attack normally. If Rydia is there summon Bahamut. It does a lot.

Difficulty: 7/10

=====
You'll obtain the Marusame after that battle. Equip it on Edge if he's there. Now walk or teleport all the way back to the entrance of this dungeon. Go back to the Crystal Palace and heal and save. Then go back to the Lunar Subterrane.

It's time to continue down. Head south and into the staircase. Follow the path and into the hidden passage. To get that chest, you have to go west and circle around it. It contains a Fire Whip. Now go back around east and continue north. Walk through the wall and get the Dragon Shield from the chest before you go down the staircase. Equip it on Cecil.

Walk south past the staircase. Continue all the way south and go through the hidden passage located at the eastern wall. Follow it to reach a Dragon Helm. Equip it on Cecil. Beyond that, go east to another hidden passage and follow it to reach Dragon Mail. Equip on Cecil. Continue west to another chest with Dragon Gloves. Congrats! You have now obtained full dragon. Go back to the staircase I mentioned before. Go down.

Walk east to find a chest with Artemis Arrow. Go back a bit and go south down the stairs. This section can be quite confusing. I'll do the best I can. First, go to the left door and get the Elixir from the chest within. Exit that room. Head right until you reach another set of stairs. Go down it and enter the door you see. There is a chest at the top-right hand side with White Fang and one at the bottom-left containing X-Potion. Head south there and exit.

The chest there on the platform contains MONSTERS! I love saying that. It contains a BEHEMOTH!!!! NO!!!!!! I hate those fiends. Kill it. Oh, how I wanted to hear its cry of pain when it died...the chest contains Stardust Rod. Now go east and down the stairs.

Follow the path down and before entering the door get the chest with MONSTERS!
After the battle you'll get Crystal Shield. Equip it on Cecil and equip the
Dragon Shield on Kain. Go inside the door now and follow the path and go
through the wall. The chest holds a Protect Ring. Continue east and then
south out of the door. On this platform there's a chest with MONSTERS!
BEHEMOTH!!! *faints*

I'm back...I'm back...so where was I? Oh yes. Get the chest with MONSTERS!
BEHEMOTH!!! *faints again*

Okay...okay...now I'm...pre-pared...now...yes...the chest...kill the Behemoth
within it and obtain a Crystal Mail. Equip it on Cecil and give the Dragon
Mail to Kain. Do this every time you get a Crystal item okay? Good.

Head back inside the room. This time, go north and down the staircase. Go east
and get the MONSTERS! Crystal Gloves. You know what to do. Now go back west
and through the western door. Go up...and back down to a White Robe. Now go
through the northern staircase.

Follow the path west to a chest with MONSTERS Crystal Helm. Congratulations!
Cecil now has full Crystal and Kain should have full Dragon! Now go back east
and go up the staircase right beside the one you came down. In here is a
single chest with Red Fang. Now exit the room and go down the stairs.

In here, get the chests on either side. The left one contains Artemis Arrow
and the right one Fuma Shuriken. Go down the LEFT steps to a chest with
Cottage. Now you see that

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|  |      (forgive the poor art)
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You can walk across the top two planks. Continue along the path and there's a
hidden passage at the top of the wall. Follow the path to a warp.

From here, get the chest which contains a Golden Apple. Use it on Rydia if you
have her. If you don't then save it. Now follow the path east to a warp. Go up
the steps to another warp. Walk up even more steps to a chest with MONSTERS!
BEHEMOTH!! (not going to faint this
time) KILL IT!!!!!!!! (to obtain a Protect Ring)

Wow! Even with so high leveled units this dungeon is hard. But then again,
this is the final dungeon. Go up more steps to a warp.

sigh with relief A safe area! Glorious God! A safe area! Heal and save!
You'll need to, because a boss battle is coming up... Go south to the door
and go east to see another hovering sword. Boss battle time!

=====
Dark Bahamut
\=====/
=====

HP - 60000
Strength - 160
Defense - 5
Magic - 8
Magic Defense - 52
Gil - 0
Experience - 64000
Treasure - None
Type - Dragon

Battle Strategy: Depending on whoever is on your team it may vary. Any Magic user should heal the party when needed and NOT use ANY Black Magic except for Bahamut; its good side. Let the offensive attackers attack Dark Bahamut with all they have got. Oh, and any White Mage should cast Berserk on all the offensive attackers when you start off.

Difficulty: 8/10

=====

You'll obtain the legendary sword Ragnarok after the battle! Equip it on Cecil and WOW! Such a big difference in attack and defense when the Ragnarok is equipped! Kokkol, you've failed me...nah I'm joking. Thanks for the Excalibur. You rock!

Go back to the safe area. Use a cottage and SAVE! Now, return to the invisible bridge area. Go back up the left bridge and now go down the RIGHT bridge. Go down the staircase and go left. The chest here contains MONSTERS Minerva's plate. Now go down the right staircase.

Head south along the path. The first staircase you see leads to a safe area. I doubt you'll need it, but if you do then go ahead. The second staircase is another "Sacred Weapon" as I like to call them. And like before, another monster is guarding it.

=====

Plague
\=====/

HP - 33333
Strength - 146
Defense - 5
Magic - 0
Magic Defense - 38
Gil - 550
Experience - 31108
Treasure - None
Type - None

Battle Strategy: Plague will start a countdown of doom at the beginning of the battle. The countdown will start at 10 to ALL party members so act FAST! Forget about healing, let all White Mages attack with all their might! Black Mages use their most powerful spells. If Rydia is there summon Bahamut. Cecil and all other offensive attackers just do what they do best.

Difficulty: 5/10

=====
You'll receive the Holy Lance after the battle. It doesn't take a genius to figure out which character can use it.

You shouldn't have been hurt at all during that battle. Prepare for another boss battle in the next staircase. As you walk into the room a boss battle starts.

=====
Lunasaur
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=====

HP - 23000
Strength - 144
Defense - 4
Magic - 54
Magic Defense - 254
Gil - 0
Experience - 29500
Treasure - None
Type - Dragon, Undead

Battle Strategy: As long as Cecil has Ragnorok this battle will be over in less than a minute literally! Ragnorok will deal 9999 damage with each hit, so just sit back and watch it pummel the two dragons. Anyone else on the team can just heal and defend if they want. If someone can't heal then just help Cecil attack.

Difficulty: 3/10

=====
You can now collect what's inside of those two chests. They both contain Ribbons. Exit this room.

Before we continue to the Lunar Core (yes the Lunar Core, the dungeon is almost finished!) go back to the safe area and heal and save. The Lunar Core's "monsters" are probably as strong as each of the Elemental Lords, possibly stronger!

Follow the eastern path until you hit stairs going down. Go down and through the door.

You have now step foot officially into the Lunar Core. From the start, walk east. Follow the path and get the chest with Fuma Shuriken. After that, go down the stairs.

Follow the path south to another hovering sword. This is the legendary Masamune, the feared and cursed sword of the 1800's!

=====
Ogopogo
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=====

HP - 50000
Strength - 150
Defense - 4
Magic - 127

Magic Defense - 40
Gil - 0
Experience - 61000
Treasure - None
Type - None

Battle Strategy: Depending on who's in your team it may vary. If Rydia is there summon Bahamut to show Opopogo what he deserves. Cecil and every other offensive attacker should show Opopogo their might! White Mages should use Curaja every single round. Opopogo has some devastating attacks. Black magic users should annihilate Opopogo with their strongest Black Magic. Overall, it's just a harder Leviathan.

Difficulty: 8/10

=====
You'll obtain the Masamune after the battle. Again, equip it on Edge if he's there. Now go up the path and down the stairs.

Walk down the stairs. Circle around the path to get the chest with Elixir. Now head down the stairs and follow the path and down more stairs. The chest there contains a Gysahl Whistle. Walk west to the warp.

Go west down the stairs and follow the path east. The chest there contains Fuma Shuriken. Follow the path west to a chest with another Fuma Shuriken. Now proceed south to the next warp.

Follow the path wherever it goes. Eventually, you'll HAVE to face a Zemus's Mind and Breath. Zemus's Mind will constantly cast Protect on itself so cast Black Magic to fend it off. Zemus's Breath won't attack, but "Report to Master Zemus HP and weaknesses" Since it won't retaliate just pummel it with offensive attacks and it'll go down. Both Mind and Breath will give you some idea of what Zemus looks like. Step on the warp at the south-west corner to meet the horrific Zemus.

Walk up and a cutscene begins.

Cecil: Golbez, FuSoYa!

Golbez and FuSoYa engage in a fight with Zemus. Man does he look like Lord Voldemort. Golbez and FuSoYa will cast a variety of spells, ending with Double Meteor.

Zemus: The body dies. But the spirit lives one...

Zemus collapses.

Golbez: We did it...

FuSoYa: You have much strength. It is a shame Zemus had control of your powers.

Edge: Alright!

FuSoYa: All of you have come!

Edge: We were one second too late. I was supposed to take care of him!

Golbez: Cecil...

Cecil: ...

Rosa: Cecil...

Zemus's body turns into a yellow flame sort of thing.

Yellow flame: We are...evil...We are...the...hatred of Zemus...We are
Zeromus...We loathe...all...!

Zermous unleashes a devastating attack (possibly Meteor) which knocks out
Cecil and everyone else except FuSoYa Golbez.

FuSoYa: His death caused him to double his power? We've intensified his evil!

Golbez: Zemus...No, now you are Zeromus! This time I will see to it that you
are completely destroyed!

FuSoYa: It is time for you...to disappear!

Zeromus looks like a tangle of blue wires. Again, Golbez and FuSoYa will
engage in fight. They will both cast Meteor at the beginning of the battle. It
replenishes Zeromus' health by 9999. Oh oh. Golbez tries to use the Crystal,
but it doesn't work. Zeromus states that one of an evil heart will can never
use the Crystal. Zeromus then attacks with Meteor which kills Golbez and
FuSoYa.

Zeromus: Suffer...Die...Our hatred...will continue...until all...is
destroyed...It is your turn...Come...Join us...in hell!

Back at the Tower of Worship...

Porom: Elder!

Palom: Cecil and the others are in danger!

Elder: So I see...Now is the time to pray for them! Pray with them and this
Earth! Palom, Porom! We must pray hard to send our prayers to Cecil!

Yang: Cecil...

Edward: Please...take my strength...!

Cid: I'm gonna kill the whole lot of you if you don't come back safe!

Cid's employees: Please return to us safely!

Giott: Do it for this land!

Luca: We are supporting you!

Clerics: We will pray as well!

Palom: Come on!

Porom: Sir Cecil, everyone!

Elder: Moon, I call out to you! Please accept our prayers!

Back to the Lunar Core...Cecil stands up.

Cecil: G-Golbez!

Golbez: You must...use this!

Cecil will receive the Crystal.

Cecil: Zeromus! I can't lose! I...just...can't!

You'll engage in battle. Don't worry, this Zeromus can't attack. If it could
you're fish bait; Cecil's on 1HP and everyone else is down. However, everyone
at the Tower of Worship restores all to full health, and you'll also sneak a
glimpse at Tellah once again. Now, prepare for the fight of your life!!!

=====
Zeromus
\=====

HP - ?
Strength - ?
Defense - ?

Magic - ?
Magic Defense - ?
Gil - ?
Experience - ?
Treasure - ?
Type - ?

Battle Strategy: This dude is tough! Get Edge to steal the Dark Matter off him and then use the Crystal Golbez gave you. White Magic users will need to cast Curuja EVERY SINGLE ROUND. That's every single one of them. If they are low on HP heal them with Elixir. If Kain is there jump. If Yang is there Power. If Cid is there just attack normally. If Edge is there pummel Zeromus with Fuma Shurikens and if Edward is there Heal everyone. For an easy win someone needs to know Meteor. That would be Palom and Rydia. Cast Meteor as often as possible. This boss might take a while. Watch out for his Big Bang and Whirl attack. Both will seriously hurt you. Oh, and you lose around 2-3HP every 2 seconds which just complicates the difficulty of this boss. If you aren't at least Lv 55 when facing this boss you WILL have troubles.

Difficulty: 9.5/10

=====

Zeromus: We...cannot perish...As long...as evil...exists in the hearts...of the living...Graaah!

Zeromus gets destroyed.

FuSoYa: Well done! You hold much more power than I had expected...The race of the blue planet may have already evolved past us lunarians...

Edge: Yeah, you might be right! You saw how strong we were!

Kain: Zeromus's last words bother me, though...

Rosa: As long as evil exists...

FuSoYa: True evil will never die. Every living creature has at least a touch evil in its heart, along with goodness. It is as sure as there is light and darkness, the overworld and the underworld. However, goodness exists because evil exists. It is that goodness you hold which destroyed Zemus.

Edge: Oh, stop it, already! There was nothing to it!

Rydia: What are you talking about!? I was surprised Zemus didn't try to control you! I'm sure you have enough evil inside!

Edge: Nope! My heart is filled with goodness all the way!

FuSoYa: Well, it is time for me to return to my home. What about everyone else?

Cecil: We will return home as well.

Rosa: Yes, there are people worried about us!

FuSoYa: I see. I'm glad you have such wonderful friends. I look forward to the day we meet again!

Golbez walks towards FuSoYa.

Golbez: May I...May I come along too?

FuSoYa: You wish to come...?

Golbez: Yes...I cannot return home, after all I've done. I would very much like to meet my father's people as well.

FuSoYa: Ah, yes. Lunarian blood flows in your veins...Very well, come along. But you must be ready for a long, long sleep.

Golbez: Yes. Thank you.

Golbez turns to Cecil.

Golbez: You sounded very worried when you called my name...Does that mean you've forgiven me? ...How foolish of me, of course not, after all I've done...

FuSoYa: We are off to spend many years in slumber. We pray that the blue planet will be peaceful, for a long, long time. Come.

Golbez: Yes.

Just before FuSoYa and Golbez exit...

Rosa: Cecil...

Kain: Are you certain you want to part this way?

Rydia: He's your brother!

Golbez: Goodbye, everyone.

Edge: Cecil!

Cecil approaches Golbez.

Cecil:Goodbye! Goodbye, my brother!

Golbez: Thankyou...Cecil...!

The screen again changes to the legend. But this time, a new verse is introduced. I'll write the new verse.

After brief pause, the moon
travels forth, seeking another
in search of its radiance.
Though of the same blood, one
Earth and one moon, time's march
alone keeps the two far apart.

NOTE: From this moment on is the Epilogue.

At Mysidia...

Elder: We shall begin today's training.

Porom: Yes, sir.

Elder: Hm? Where's Palom?

Porom: Oh no, not again!

Porom leaves to look for Palom. Palom is over at the water edge talking to a child.

Palom: ...And then, I cast Blizzard at the creatures that we encountered at Mt.Ordeals...

Porom appears. She gives Palom a nice *whack*

Palom: Owww!

Porom: How many times are you going to be late for training!? The elder is really angry!

Porom drags Palom back to the elder.

Elder: How many times do I have to scold you!? It will be years before you are even half the sage Tellah is! As punishment, you must train twice as hard as your sister today!

Palom: That's not fair!

Porom: I think it's very fair!

At Eblan Castle...

Gramps: When will you come to realize that you have responsibilities!? You are a prince!

Edge: I know, I know! Geez!

Edge turns to leave. Gramps stops him.

Gramps: You say you know, but your actions say otherwise!

Edge: Yeah, yeah.

Gramps: The correct words here would be "Yes, sir!"

Edge turns to leave again. At the exit, he turns back.

Edge: Alright, I'll shape up. *sigh* I can't but help thinking about Rydia, though... *sigh*

You know exactly what Edge is thinking then because a Love Heart just appeared over him. He wants to *ahem* with Rydia.

Gramps: Your Highness! Have you been listening to anything I said!?

Edge leaves and Gramps follows him.

At the Land of Summons...

Leviathan: What a courageous little girl.

Asura: Yes, I never thought she would really come back.

Unknown voice: Rydia!

A thing appears.

Beast Child: Rydia, why do I have fangs and you don't? I wish I didn't have fangs so I could be like you! How can I be like you?

Rydia: What are you talking about? We're all living creatures. We're all the same!

Asura: I cannot wait to see what the future holds for the Land of Summons.

Leviathan: I cannot wait to see what kind of beauty the girl will grow up to be!

Rydia: The important thing is what you're like on the inside, not outside. Isn't that right, Cecil...?

At Fabul Castle...

Yang's wife: Honey...

Yang: You're a queen now! Try calling me "my king" instead of "honey."

Yang's wife: I know...But I can't stand being so formal!

Yang: Oh no! It's time for my training! Let's go!

Monks: Hya!

Yang's wife: Hon! Come back!

Former King: Do not say that. I think Yang will create a wonderful kingdom.

At Damycan Castle...

Unknown voice: Your Highness!

A couple of kids appear.

Kids: I hope you play your paladin song again for us sometime!

Edward: I will. But only after I've finished my work. You want the castle back the way it was, right?

Kids: Yeah! That's a promise right?

The kids leave.

Edward: Anna...I hope you're watching over me. I'm helping the people of Damycan. I'm caring for other people, as I'd cared for you...like you said I should. I hope you and Tellah are having a fine time together...

At Dwarven Castle...

Dwarves: Lali-ho!

Giott: We need to repair the castle with great haste!

Dwarf: Your Majesty! We don't have enough materials!

Giott: Take apart the tanks and remove any useful pieces! There's no need to worry about war anymore!

Luca: Father. I wonder how Cecil and his friends are doing...

Giott: I almost forgot to tell you! It seems Sir Cecil and Lady Rosa...are the new king and queen of Baron!

Luca: Oh my!

Giott: I have also been notified that we have been invited to the coronation ceremony!

Luca: How lovely!

Dwarf: Your Majesty! You're not helping to fix the castle at all!

Giott: I'm the king! I can do whatever I want! Now go take apart some tanks!

Dwarves: Lali-ho!

At Mt.Hobs?Ordeals?

Kain: Cecil...Rosa...I cannot bring myself to face you both. Not yet. I must test myself as you did, Cecil, at Mt.Ordeals. I will train until I have surpassed my father as a dragoon...When that time comes...Then I shall return to Baron.

At Agart...

Man: Oh!

Corio: What is it?

Man: You have to see this! The moon...!

You'll see the same scene as before but without the legend.

At Cecil's quarters...

(Now there are two beds lined up with each other on the left side of the room)

Cecil: ...!

Rosa: What's wrong, Cecil?

Cecil: I thought...I thought I heard my brother's voice...

Rosa: Really?

Cecil: I couldn't tell for sure, but...Forget it. It was probably my imagination.

Cid appears.

Cid: Hey, you two! Why aren't you getting ready!? It's your big day!

Rosa: We may have lost track of time.

Cid: You two can do whatever you want later! Come on, Rosa! Uh, er, Your Majesty!

Rosa: Please, just call me Rosa.

Cid: Rosa, we've got to get you dressed! And get some makeup on you! The bride can't keep people waiting! Come on! We haven't got all day!

Rosa: I'll be right there!

Cid leaves.

Rosa: I can't wait to see everyone again! It's been so long...Cecil, are you ready?

Cecil: Yes, I'm ready.

Rosa leaves.

Cecil: It wasn't my imagination...I heard my brother's voice say.....so long.

The scene changes to the throne room. Everyone steps in one at a time. It really is entertaining, even without words. Palom jumping onto the throne chair and staring at a dwarf when his sister drags to line. Absolutely hilarious. ENJOY THE CREDITS!!! (heh heh heh) :)

=====
If you remember what I said in section 6.1, that "Baddies always win the battle", it's true. However, that is only half the sentence. Here's what I meant to say:

"Baddies always win the battle, but always lose the war."

Congratualtions! You have just beaten the main walkthrough! Continue playing if you want to tackle the dreaded Lunar Ruins, a 50 floor dungeon with just the most horrible and powerful monsters ever.

8.0 Characters

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This section is devoted to all the PLAYABLE characters like Cecil and Rosa. It does not cover unplayable characers like Golbez. If you want them, go to the Bestiary.

NOTE: This section contains SPOILERS. Read on at your own risk.

8.1 Cecil

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Dark Knight and Paladin

Cecil is the main character of this game. He will always be with you, fighting

or healing whatever. At the start you get him as a dark knight. His stats are pretty good as a dark knight and he has a wicked special ability Dark. At the cost of some HP he can damage all enemies! You will not have this ability forever however. Pretty soon in the game he becomes a paladin, and he loses the ability Dark for some White Magic and Cover. In my opinion they are nothing compared to dark, and I liked Cecil better as a dark knight. But Cecil as a Paladin is still exceptionally good and he can use some of the best weapons in the game.

Overall score: Dark Knight 9/10 Paladin 8/10

8.2 Kain

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Dragoon

Kain is Cecil's best friend and has a secret crush on Rosa. (does he?). He comes just as good as Cecil in the beginning, but then disappears and reappears as one of the evildoers. Once you get him again he will most probably be your best character. He has awesome stats and great speed and power. He will be one of your best offensive attackers.

Overall score: 9/10

8.3 Rydia

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Summoner

You burned her home and killed her mom and she still follows you on your quest, and lucky she did, because she will turn out to be one of the best characters in the game. When you first get her as a kid around 8 years old she will be one great healer and magic girl. Later in the game she gets swallowed by the Leviathan and the next time you see her she is around 20 years old! She has forgotten how to perform white magic and has learned a hell a lot of summons in its place!! At level 60 she can learn Meteor, the best magic attack, and she can learn to summon Leviathan and Bahamut, both of which are awesome summons! The only thing that really lets her down is her HP and defense. Give her some Apples and she will turn out just as good as Cecil and Kain.

Overall score: 9/10

8.4 Tellah

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Sage

This guy is one crooked old man. He is a sage and loves revenge. He loves it so much he dies avenging his own daughter! When you get him first he seems to be the best character, you're easily mistaken. In my opinion he's one of the WORST characters in the game and was quite happy when he died. He can only use Meteor once, and that was against Golbez in a cutscene, he only has 90MP which is pitiful for a sage, and is no good at offensive attacks. You have Rosa for healing and Rydia for Black Magic so Tellah is quite useless except for the beginning.

Overall score: 4/10

8.5 Edward

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Bard

This bard is the prince of Damycan and Tellah's daughter's boyfriend. He looks like a young girl in my opinion; he sure talks like one! Edward is ok with offensive attacks and he can heal the party. If he's hurt badly you can hide him. Overall, he's ok and is someone worth noticing.

Overall score: 7/10

8.6 Rosa

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White Mage

Cecil's girlfriend, this hottie is a white mage. She has great HP and MP and is great with a bow. This girl is ok in all areas except defense like all magic users and is certainly better than Tellah! Always have her on the back line, and on really tough bosses always have her to heal the party. She is extremely helpful.

Overall score: 8/10

8.7 Yang

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Monk

The highest monk in Fabul, there is a reason why he is the highest. He has great offensive attacks and his special abilities just make him so much better. Equip him with the Cat and Hell Claws and watch him put his enemies to sleep and confuse them. He is a great character and be sure to buy him the best of everything!

Overall score: 8.5/10

8.8 Palom

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Black Mage

One of the black mages in Mysidia; this guy is great with Black Magic. His offensive stats let him down though and so does his defense and HP. However, with his twin sister Porom and twin magic he can create some really heavy damage! It's a shame you get him for such a short time though. He is the prime offensive attack machine in Mt.Ordeals.

Overall score: With Porom 8/10 Without Porom 6/10

8.9 Porom

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White Mage

One of the white mages of Mysidia; this girl is really well mannered and always whacks Palom on the head whenever he's being stupid. (every 5mins) She is a great white mage but unfortunately can't look after herself. Have Cecil cover for her regularly to keep her alive and in the game. She can be really useful as all White Mages are and it was sad seeing them turned into

stone.

Overall score: With Palom 8/10 Without Palom 5/10

9.0 Cid

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Engineer

A guy with a really long beard, he is very energetic and loves to build airships. He likes to use hammers which are powerful but inaccurate. He is a bit like Yang, offensive attacker with good HP and defense. His speed lets him down though. His special ability is helpful and he is a great character.

Overall score: 8/10

9.1 Edge

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Ninja

The prince of Eblan, this guy has one nasty temper. He doesn't know when to shut up and he has a crush on Rydia. This guy is a ninja and is exceptionally fast. His attack is great and his special abilities just make him so much better. Raise him up to around level 50 and he will be an unstoppable beast.

Overall score: 9/10

9.2 FuSoYa

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Lunarian

Remember how I said that Tellah was one of the worst characters in the game? Well, I should have said second worst. FuSoYa is THE WORST. He is a joke when you get him at Level 50. At that point you have Rosa for White Magic and Rydia for Black Magic. He is useless. His defence is pathetic even for a Magic user and sucks in offensive attacks. Put him in the back line and let him summon his strongest attacks including Meteor. Even with Meteor he sucks.

Overall score: 3/10

10.0 Items

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Items are used for all types of things. They can help you in battle, cure you and sometimes you need them to progress through the game. Here is an alphabetical order of items.

NOTE: The descriptions are my own, not the games. (Although some are from the games)

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10.1 Battle Items

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NOTE: All of these can be found in chests except the Dark Matter which is
can only be obtained by stealing it from Zeromus. Some are obtained from
battle. I'll list where from.

Alarm Clock

What it does: Wakes people up from sleep status.

Location: Chest

Antarctic Wind

What it does: Same effect as Blizzard.

Location: Chest

Arctic Wind

What it does: Same effect as Blizzara.

Location: Chest

Bacchus's Cider

What it does: Allows the user to attack stronger.

Location: Chest

Bell of Silence

What it does: Same effect as silence.

Location: Chest

Bestiary

What it does: Locks in on the enemy's HP and weakness.

Location: Chest

Bomb Arm

What it does: Same effect as Firaga

Location: Chest

Bomb Fragment

What it does: Same effect as Fira

Location: Chest

Bomb Core

What it does: Kill user, inflicting the HP on enemy.

Location: Chest

Blue Fang

What it does: Causes a LOT of electric elemental damage.

Location: Chest

Coel's Whisker

What it does: Same effect as Death.

Location: Chest

Dark Matter

What it does: Protects you against Zeromus' attacks.
Location: Zeromus

Decoy

What it does: Makes it harder to hit.
Location: Chest

Gaia Drum

What it does: Causes some earth elemental damage.
Location: Battle

Gold Hourglass

What it does: Stops enemies from attacking for a long time.
Location: Battle

Grimoire

What it does: Summons phantoms.
Location: Battle

Hermes' Shoes

What it does: Increases Speed
Location: Chest

Hourglass

What it does: Stops enemies from attacking for a short time.
Location: Chest

Kiss of Lilith

What it does: Absorbs MP.
Location: Chest

Light Curtain

What it does: Same effect as Reflect.
Location: Chest

Lunar Curtain

What it does: Same effect as Reflect.
Location: Chest

Silver Hourglass

What it does: Stops enemies from attacking for some time.
Location: Chest

Spider's Silk

What it does: Slows down enemies
Location: Chest

Stardust

What it does: Causes a lot of damage.
Location: Chest

Rage of Zeus

What it does: Same effect as Thunder.
Location: Chest

Red Fang

What it does: Causes a LOT of fire elemental damage.
Location: Chest

Unicorn Horn

What it does: Cures battle effects.
Location: Chest

Vampire Fang

What it does: Sucks away enemy's HP.
Location: Chest

White Fang

What it does: Causes a LOT of ice elemental damage.
Location: Chest

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10.2 Help Items

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NOTE: Nearly all of these can be bought, of which I'll list the cost. Some can be one in battle, and some found in chests.

Antidote

What it does: Cures Poison Status
Cost/Location: 40

Bomb

What it does: Enables Rydia to summon Bomb
Cost/Location: Battle

Cottage

What it does: Restore HP and MP to all characters. Can only be used in
overworld and safe area.
Cost/Location: 500

Cockatrice

What it does: Enables Rydia to summon Cockatrice
Cost/Location: Battle

Cross

What it does: Cures Curse status.

Cost/Location: 100

Diet Food

What it does: Cures Pig status.

Cost/Location: 100

Dry Ether

What it does: Restores some MP to a party member.

Cost/Location: 50,000

Dwarven Bread

What it does: Zooms out. Can only be used in overworld.

Cost/Location: Chest

Echo Herbs

What it does: Cures Silence status.

Cost/Location: 50

Elixir

What it does: Fully restores HP and MP to a party member.

Cost/Location: 100,000

Emergency Exit

What it does: Escapes from dungeons. *excluding Towers*

Cost/Location: Chest

Ether

What it does: Restores a little MP to a party member.

Cost/Location: 10,000

Eye Drops

What it does: Cures Darkness status.

Cost/Location: 30

Goblin

What it does: Enables Rydia to summon Goblin.

Cost/Location: Battle

Golden Apple

What it does: Increases MAX HP by 100

Cost/Location: Chest

Gold Needle

What it does: Cures Petrify status.

Cost/Location: 400

Gysahl Greens

What it does: Locates invisible Fat Chocobos.

Cost/Location: 50

Gysahl Whistle

What it does: Summons a Fat Chocobo to you.

Cost/Location: 20,000

Hi-Potion

What it does: Recovers some HP to a party member.

Cost/Location: 150

Maiden's Kiss

What it does: Cures Toad status.

Cost/Location: 60

Mallet

What it does: Cures Mini status.

Cost/Location: 80

Megalixir

What it does: Fully recovers HP and MP to all party members.

Cost/Location: Chest

Mind Flayer

What it does: Enables Rydia to summon Mind Flayer.

Cost/Location: Battle

Phoenix Down

What it does: Revives a down'd party member.

Cost/Location: 100

Potion

What it does: Restores a little HP to a party member.

Cost/Location: 30

Remedy

What it does: Cures all status ailments.

Cost/Location: 5000

Silver Apple

What it does: Increases MAX HP by 50.

Cost/Location: Chest

Siren

What it does: Calls a monster.

Cost/Location: Chest

Soma Drop

What it does: Increases MAX MP by 10.

Cost/Location: Chest

Tent

What it does: Restores all? HP and MP to all party members. Can only be used
in the overworld.

Cost/Location: 100

X-Potion

What it does: Restore a LOT of HP to a party member.

Cost/Location: Chest

=====

10.3 Key Items

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NOTE: You can't sell Key Items. They allow you to continue the main
walkthrough and sometimes can give you rewards.

Adamantite

What it does: Present to Kokkol with Sword of Legend to transform it to the
legendary Excalibur.

Where do you get it from: The grotto guy.

Baron Key

What it does: Unlock doors in Baron.

Where do you get it from: Yang in Baron.

Crystal

What it does: Changes Zeromus.

Where do you get it from: Golbez in Lunar Core

Dark Crystal

What it does: Nothing.

Where do you get it from: Sealed Cavern

Earth Crystal

What it does: Get Rosa back.

Where do you get it from: Magnetic Cavern

Frying Pan

What it does: Wakes Yang up.

Where do you get it from: Yang's wife in Fabul

Luca's Necklace

What it does: Unlocks the Sealed Cavern.

Where do you get it from: Luca from Dwarven Castle

Lugae's Key

What it does: Unlocks a door in the Tower of Babel.

Where do you get it from: After you beat Dr. Lugae

Magazine

What it does: ??? (if anyone knows email me at dark_gta201@hotmail.com)

Where do you get it from: The Dev team office in the Dwarven Castle

Magma Rock

What it does: Enables you to enter the underworld.

Where do you get it from: Kain gives it to you when he rejoins you.

Membership Pass

What it does: Allows you to watch a dance.

Where do you get it from: Buy it at Troia.

Pink Tail

What it does: Trade to the grotto guy to get Adamant Armor.

Where do you get it from: Battle in Lunar Subterrane

Rat Tail

What it does: Trade to the grotto guy to get Adamantite.

Where do you get it from: Cave of Summons

Sand Ruby

What it does: Cures Desert Fever

Where do you get it from: Antlion Cave

Twin Harp

What it does: Decrease Dark Elf's strenght and destroy magnectic barrier.

Where do you get it from: Edward in Troia.

11.0 Magic

\=====/

Magic is the most useful thing in any FF game. It heals you and attacks. I just simply love magic and its helpfulness. Here is a list of all Magic attacks.

11.1 White Magic

\=====/

Berserk

What it does: Increases Attack Power

MP: 18

Blink

What it does: Increases Evade

MP: 8

Confuse

What it does: Confuses target, enabling it to attack enemies

MP: 10

Cure

What it does: Restores a small amount of HP

MP: 3

Cura

What it does: Restores a medium amount of HP

MP: 9

Curaga

What it does: Restores a large amount of HP

MP: 18

Curaja

What it does: Restores a huge amount of HP

MP: 40

Dispel

What it does: Removes status increasing spells

MP: 12

Esuna

What it does: Cures all status problems

MP: 20

Float

What it does: Causes target to float, evade earth attacks

MP: 8

Full-Life

What it does: Restores life with full HP

MP: 52

Haste

What it does: Increases speed

MP: 25

Hold

What it does: Stuns enemy, paralyzes them

MP: 5

Holy

What it does: Creates a large amount of divine damage

MP: 46

Life

What it does: Restores life with minimal HP

MP: 8

Mini

What it does: Causes and cures Mini stat

MP: 6

Protect

What it does: Increases defense

MP: 9

Reflect

What it does: Reflects magic to opponent

MP: 30

Silence

What it does: Silences target, disabling the use of spells

MP: 6

Scan

What it does: Views target's HP and weakness

MP: 1

Shell

What it does: Increases magical defense

MP: 10

Sight

What it does: Shows the world map

MP: 2

Slow

What it does: Decreases speed of target

MP: 14

Teleport

What it does: Warp automatically out of a dungeon

MP: 10

=====

11.2 Black Magic

\=====/

Bio

What it does: Causes a large amount of poison elemental damage

MP: 20

Blizzard

What it does: Causes a small amount of ice elemental damage

MP: 5

Blizzara

What it does: Causes a medium amount of ice elemental damage

MP: 15

Blizzaga

What it does: Causes a large amount of ice elemental damage

MP: 30

Break

What it does: Causes petrification

MP: 15

Death

What it does: Causes death

MP: 35

Drain

What it does: Absorb target's HP

MP: 18

Fire

What it does: Causes a small amount of fire elemental damage

MP: 5

Fira

What it does: Causes a medium amount of fire elemental damage

MP: 15

Firaga

What it does: Causes a large amount of fire elemental damage

MP: 30

Flare

What it does: Causes a very large amount of fire damage

MP: 50

Meteor

What it does: Causes a hell a lot of damage to all enemies

MP: 99

Osmose

What it does: Absorbs MP

MP: 0

Pig

What it does: Causes target to turn into a pig to decrease speed

MP: 1

Poison

What it does: Causes a small amount of poison damage

MP: 2

Quake

What it does: Causes earth elemental damage to ground targets

MP: 30

Sleep

What it does: Causes target to fall asleep

MP: 12

Stop

What it does: stops enemies, can't attack

MP: 15

Thunder

What it does: Causes a small amount of electric elemental damage

MP: 5

Thundara

What it does: Causes a medium amount of electric elemental damage

MP: 15

Thundaga

What it does: Causes a large amount of electric elemental damage

MP: 30

Toad

What it does: Turns target into toad

MP: 7

Tornado

What it does: Does heavy damage to a unit

MP: 25

Warp

What it does: Warps back to the last floor you've been on in a dungeon

MP: 4

=====

\=====/

Asura

What it does: Casts a random curative spell

MP: 50

Bahamut

What it does: Causes a very large amount of fire damage to all enemies

MP: 60

Bomb

What it does: Causes a large amount of damage

MP: 10

Chocobo

What it does: Causes a small amount of damage to one target

MP: 7

Cockatrice

What it does: Causes Petrification

MP:15

Dragon

What it does: Causes a medium amount of fire damage to all enemies

MP: 20

Goblin

What it does: Causes a very small amount of damage to one target

MP: 1

Ifrit

What it does: Causes a medium amount of fire elemental damage to all enemies

MP: 30

Leviathan

What it does: Causes a large amount of water damage to all enemies

MP: 50

Mind Flayer

What it does: Causes a medium amount of damage to all enemies

MP: 18

Odin

What it does: Kills all enemies

MP: 45

Ramuh

What it does: Causes a medium amount of electrical elemental damage

MP: 30

Shiva

What it does: Causes a medium amount of ice elemental damage

MP: 30

Sylph

What it does: Absorbs HP

MP: 25

Titan

What it does: Causes a large amount of earth elemental damage to all enemies

MP: 40

11.4 Twin Magic

\=====/
=====

Comet

What it does: Causes a medium amount of damage to all enemies

MP: 20

Pyro

What it does: Causes a medium amount of fire damage

MP: 10

11.5 Ninjutsu

\=====/
=====

Blitz

What it does: Causes electrical elemental damage to all enemies

MP: 25

Flame

What it does: Causes fire elemental damage to all enemies

MP: 15

Flood

What it does: Causes water elemental damage to all enemies

MP: 20

Image

What it does: Increases Evade

MP: 6

Pin

What it does: Stuns enemy

MP: 5

Smoke

What it does: Enables party to run away.

12.0 Special Abilities

\=====/

Special Abilities can get you out of a pretty tight spot. Basically all characters have special abilities and here they are.

Dark

\=====/

Used by: Cecil

Desc: When it is used, it sucks away some HP from Cecil and attacks all foes never missing. It is a strong attack and can be used to get out of a tight spot.

Score: 9/10

Cover

\=====/

Used by: Cecil

Desc: When it is used on someone, whenever an enemy attacks them, Cecil would take the hit for them. Recommended to use on characters like Porom.

Score: 6/10

Jump

\=====/

Used by: Kain

Desc: When it is used, Kain will jump after a few rounds, wait a few rounds, then hit an enemy straight doing a lot of damage. It can also be used to dodge attacks like Big Bang from Zeromus.

Score: 8/10

Recall

\=====/

Used by: Tellah

Desc: When it is used, Tellah will recall one of his spells randomly. This ability is NOT recommended.

Score: 4/10

Sing

\=====/

Used by: Edward

Desc: When it is used, there is a chance that the enemy it is used upon would

change its status. This is random.

Score: 7/10

Heal

\=====/

Used by: Edward

Desc: When it is used, the party will gain a little HP back. It is not a very good healing thing though and it requires potions.

Score: 4/10

Hide

\=====/

Used by: Edward

Desc: When it is used, Edward will run away and completely dissapear from the battle screen. After a a round you'll have the choice of having him to appear or not.

Score: 5/10

Power

\=====/

Used by: Yang

Desc: Charge power up for a few rounds then unleash them. VERY powerful. Highly recommended for bosses like Mom Bomb.

Score: 8/10

Kick

\=====/

Used by: Yang

Desc: Wait a few rounds then kicks all enemies on the field, doing damage to them. Useful when there is alot of enemies.

Score: 7/10

Gird

\=====/

Used by: Yang

Desc: This increases defense power for Yang. Not that good.

Score: 4/10

Pray

\=====/

Used by: Rosa

Desc: Wait a few rounds, and then pray to a god or somebody to heal everyone

on the team. If successful then all team members will recover some HP, if not successful it'll do nothing. Curaja is a better choice than Pray.

Score: 4/10

Aim
\=====/

Used by: Rosa

Desc: When it is used it increases attack power for Rosa. This command will only work if Rosa is equipped with bows and arrows. Always use this special ability if you have bows.

Score: 8/10

Twin
\=====/

Used by: Palom and Porom

Desc: When it is used, after a few rounds a random devastating attack will damage all enemies on the field A LOT! This is very useful on Scarmiglione and Cagnozza and all enemies. The only thing bad about it is that it's too slow.

Score: 9.5/10

Cry
\=====/

Used by: Porom

Desc: When it is used, there will be a higher chance of fleeing from the battle. Only use this if you're desperate to run away.

Score: 5/10

Bluff
\=====/

Used by: Palom

Desc: When it is used it'll increase Palom's magic power. Use this and then twin magic for some destructive damage to enemies. Otherwise then it's useless.

Score: 5/10

Regen
\=====/

Used by: FuSoYa

Desc: When it is used the team will gradually recover HP. It works very slowly and is not recommended.

Score: 4/10

Study

\=====/

Used by: Cid

Desc: A bit like scan. When it is used it shows an enemies HP and weakness. If you're worried about how much HP an enemy has this is your best friend.

Score: 6/10

Throw

\=====/

Used by: Edge

Desc: When it is used, Edge will throw a weapon at your choice at an enemy. This can do some serious damage and can be very helpful. The only downside is that the item you throw is gone forever. (so don't throw weapons like Excalibur!)

Score: 7.5/10

Steal

\=====/

Used by: Edge

Desc: When it is used, Edge will attempt to steal any items an enemy might carry. Most of the time Edge will get detected and lose around 2HP, but if you're lucky you might just get a rare item.

Score: 5.5/10

13.0 Weapons

\=====/

Here are the weapons of this game. Weapons include swords, bows, rods, lances, instruments, claws, katanas, staves, hammers, whips, boomerangs, axes, knives darts and arrows. Here is a full list of weapons in alphabetical order:

NOTE: The descriptions are my own. They are not what the game says. Also, these do NOT include weapons obtained at the Lunar Ruins

=====

13.1 Swords

\=====/

Ancient Sword

Location: Old Waterway

Desc: A powerful sword fused with ancient power.

Ability: Put foes to sleep

Avenger

Location: Sylvan Cave

Desc: A great sword which anges the wielder.

Abillity: Casts berserk on the user

Blood Sword

Location: Cave of Eblan

Desc: A sword which lowers defense for dark powers.

Abillity: Damage absorbed to restore HP

Dark Sword

Location: You start out with this sword

Desc: A powerful dark sword used by dark knights.

Abillity: None

Deathbringer

Location: The King of Fabul gives it to you.

Desc: The most powerful dark sword.

Abillity: KO foes

Defender

Location: Cave of Summons

Desc: A holy sword used by musketeers.

Abillity: None

Excalibur

Location: Kokkol's Smithy

Desc: King Arthur used this sword himself.

Abillity: None

Flame Sword

Location: Tower of Zot, can be bought in Dwarven Castle for 14000 gil.

Desc: A sword combined with the elements of fire.

Abillity: Fire element

Ice Brand

Location: Tower of Babel, Cave of Eblan

Desc: A sword fused with the elements of ice.

Abillity: Ice element

Light Sword

Location: Sealed Cavern

Desc: A sword immersed with the shine of light.

Abillity: None

Mythril Sword

Location: Can be brought in Mythril for 6000 gil.
Desc: A sword made from Mythril.
Abillity: None

Ragnarok

Location: Lunar Subterrane
Desc: One of the most powerful holy blades in the game.
Abillity: None

Shadow Blade

Location: Underground Waterway
Desc: The power of darkness is found within this shadow blade.
Abillity: None

Sleep Blade

Location: Eblan Castle
Desc: A blade with the abillity to put foes to sleep.
Abillity: Put foes to sleep

Sword of Legend

Location: You get this sword automatically when Cecil turns into a paladin.
Desc: The sword mentioned in the Mysidian legend.
Abillity: None

=====
13.2 Bows
\=====/

Bow

Location: Can be bought from Kaipo and Agart for 220 gil.
Desc: The weakest bow, it merely does what it is.
Abillity: None

Crossbow

Location: Can be bought from Agart, Mysidia and Damycan for 700 gil.
Desc: A stronger weapon than the original bow; nothing too special.
Abillity: None

Elven Bow

Location: Sylvan Cave
Desc: A gift from the elves to the humans; a great weapon.
Abillity: None

Great Bow

Location: Can be bought from Troia for 2000 gil and Dwarven Castle.

Desc: It's name.

Abillity: None

Killer Bow

Location: Can be bought from Tomra for 3000 gil, Cave of Eblan, Tower of Babel

Desc: One of the best bows in the game.

Abillity: None

Yoichi's Bow

Location: Land of Summons

Desc: Another great bow in this game.

Abillity: None

=====

13.3 Rods

\=====/

Fairy Rod

Location: Can be bought from the land of summons for 5000 gil, Sylvan Cave.

Desc: A rod brought from fairies.

Abillity: None

Flame Rod

Location: Can be bought from Mysidia for 380 gil.

Desc: A rod fused with the element of fire.

Abillity: Fire element

Ice Rod

Location: Can be bought from Mysidia for 220 gil, Underground Waterway.

Desc: A rod combined with the element of ice.

Abillity: Ice element

Rod

Location: Can be bought from Agart and Kaipo for 100 gil.

Desc: The weakest rod in the game.

Abillity: None

Rod of Change

Location: Mist.

Desc: A powerful rod with the power of change.

Abillity: None

Stardust Rod

Location: Lunar Subterrane.
Desc: A rod full of stardust.
Abillity: None

Thunder Rod

Location: Can be bought from Baron for 700 gil.
Desc: A rod immersered with the element of thunder.
Abillity: Thunder elemental.

=====

13.4 Lances
\=====/

Blood Lance

Location: Eblan Castle.
Desc: Lowers defense to absorb blood!
Abillity: Absorbs HP to user

Fire Lance

Location: Can be bought from Dwarven Castle for 11000 gil.
Desc: A lance fused with the element of fire.
Abillity: Fire element.

Gungnir

Location: Automatically equipped on Kain when you get him.
Desc: One of the most powerful lances in this game.
Abillity: None

Holy Lance

Location: Lunar Subterrane.
Desc: A lance immersed with holy magic!
Abillity: None

Ice Lance

Location: Can be bought from Cave of Eblan for 21000 gil, Tower of Babel
Desc: A lance combinded with the element of ice.
Abillity: Ice element

Spear

Location: Can be bought from Agart for 60 gil.
Desc: A piece of ****ing sh** IMO.

Abillity: None

Wind Spear

Location: Automatically equipped on Kain when you get him.

Desc: A spear of winds, reasonably powerful.

Abillity: None

Wyvern Lance

Location: the wyvern Lance is dropped from the Red and/or blue dragon in the last cave.

(submitted by ilpalazzo)

third most powerful lance

Desc: Um...a lance for wyverns?

Abillity: Maybe affective against dragon creatures?

=====

13.5 Instruments

\=====/

Apollo's Harp

Location: Cave of Trials.

Desc: The best harp with the element of fire.

Abillity: Fire element

Dreamer's Harp

Location: Automatically equiped on Edward when you get him.

Desc: A harp that can put the foe into a dull sleep.

Abillity: Put foes to sleep.

Lamia's Harp

Location: Antlion Cave

Desc: A harp to confuse the foe.

Abillity: Confuse enemies.

=====

13.6 Claws

\=====/

Cat Claws

Location: Tower of Babel.

Desc: It's name.

Abillity: Put foes to sleep.

Fairy Claw

Location: Magnetic Cavern.
Desc: It's name.
Abillity: Confuse enemies

Fire Claw

Location: Can be bought from Baron and Fabul for 350 gil.
Desc: A claw combined with the element of fire.
Abillity: Fire element

Hand of the Gods

Location: Cave of Trials
Desc: It's name. The most powerful and dangerous claw.
Abillity: None

Hell Claw

Location: Tower of Zot.
Desc: A claw from hell.
Abillity: Poison targets.

Ice Claw

Location: Can be bought from Baron and Fabul for 450 gil.
Desc: A claw fused with the element of ice.
Abillity: Ice elemnet.

Thunder Claw

Location: Can be bought from Baron and Fabul for 550 gil.
Desc: A claw immersered with the element of thunder.
Abillity: Thunder element.

=====
13.7 Katanas
\=====/

Ahura

Location: Can be bought at Tomra for 7000 gil, Tower of Babel.
Desc: A very slicy katana.
Abillity: None

Kikuichimonji

Location: Cave of Summons.
Desc: A short-bladed samurai sword.
Abillity: None

Kotetsu

Location: Can be bought at Land of Summons for 11000 gil, Sealed Cavern.
Desc: A nice katana, it is effective.
Abillity: None

Kunai

Location: Can be bought at Cave of Eblan for 4000 gil.
Desc: A cool katana, it is pretty powerful.
Abillity: None

Masamune

Location: Lunar Core
Desc: A very-old fashioned but fast and deadly samurai sword.
Abillity: None

Marasume

Location: Lunar Subterrane
Desc: The twin of the Masamune, it is more faster and deadlier than its bro.
Abillity: None

=====

13.8 Staves
\=====/

Healing Staff

Location: Can be bought from Baron and Mysidia for 480 gil.
Desc: A normal healing staff.
Abillity: None

Kinesis Staff

Location: Can be bought from the Land of Summons for 7000 gil.
Desc: A pretty good offensive attacking staff.
Abillity: None

Mythril Staff

Location: Can be bought from Mythril for 4000 gil.
Desc: Staff made of mythril.
Abillity: None.

Power Staff

Location: Can be bought from Cave of Eblan for 2000 gil.
Desc: A staff used for battle.
Abillity: None

Sage's Staff

Location: ? (If anyone knows plz tell me!)

Desc: Well...it's er...staff...and er...for sages!

Abillity: Don't know if there is I haven't got it! (If anyone knows tell me!)

Staff

Location: Can be bought from Agart and Kaipo for 160 gil.

Desc: Just and ordinary stuff and piece of ****

Abillity: None

=====

13.9 Hammers

\=====/

Gaia Hammer

Location: Tower of Zot.

Desc: A really powerful hammer with the power of earth within.

Abillity: None

Mythril Hammer

Location: Can be brought from Mythril for 8000 gil.

Desc: A hammer made from Mythril.

Abillity: None

Thor's Hammer

Location: Cave of Trials

Desc: A hammer fused with the element of thunder.

Abillity: Thunder element.

Wooden Hammer

Location: Automatically equipped on Cid when you get him. Troia for 80 gil.

Desc: Just a plain old wooden hammer.

Abillity: None

=====

14.0 Whips

\=====/

Blitz Whip

Location: Can be bought from the Land of summons for 10000 gil.

Desc: A whip of blitz.

Abillity: None

Chain Whip

Location: Can be bought from Land of Summons and Tomra for 6000 gil.

Desc: What do you think?

Abillity: None

Fire Whip

Location: Lunar Subterrane

Desc: A whip immersed with the element of fire in it.

Abillity: Fire element

Whip

Location: Can be bought from Mist for 3000 gil.

Desc: A whip that can stun enemies.

Abillity: Paralyze foes

=====

14.1 Boomerangs

\=====/

Boomerang

Location: Can be bought from Agart and Cave of Eblan for 3000 gil.

Desc: A boomerang. What else?

Abillity: None

Full Moon

Location: Sylvan Cave

Desc: A boomerang shaped as full moon (not!)

Abillity: None

=====

14.2 Axes

\=====/

Dwarf Axe

Location: Can be bought from Dwarven Castle for 15000 gold.

Desc: An axe made for dwarves.

Abillity: None

Ogrekiller

Location: Can be bought from Tomra for 45000 gil, Tower of Babel.

Desc: An axe to kill ogre's with.

Abillity: Affective against giants.

Poison Axe

Location: Cave of Summons.
Desc: An axe to poison people with.
Abillity: Poison enemies

=====
14.3 Knives
\=====/

Dancing Dagger

Location: Can be bought from Mist for 5000 gil.
Desc: A dagger used in dancers.
Abillity: None

Mage Masher

Location: Sylvan Cave.
Desc: A knife for mages.
Abillity: None

Mythril Knife

Location: Can be bought from Mythril for 3000 gil.
Desc: A knife made of Mythril.
Abillity: None

Triton's Dagger

Location: Cave of Trials.
Desc: A dagger used by Triton himself.
Abillity: None

=====
14.4 Darts
\=====/

Fuma Shuriken

Location: Sealed Cavern, Lunar Core and Subterrane, Kokkol's Smithy.
Desc: A very powerful dart used by Edge.
Abillity: None

Knife

Location: Yang's wife in Fabul.
Desc: The most powerful dart, always deal 9999 damage.
Abillity: None

Shuriken

Location: Giant of Babel, Cave of Eblan, Kokkol's Smithy.

Desc: Weaker version of Fuma Shuriken,

Abillity: None

=====
14.5 Arrows

\=====/

Angel Arrows

Location: Can be brought from Land of Summons for 110 gil, Sylvan Cave.

Desc: Arrows from heaven.

Abillity: None

Artemis Arrows

Location: Lunar Subterrane.

Desc: Arrows with supernatural features.

Abillity: None

Dark Arrows

Location: Can be bought from Dwarven Castle for 40 gil.

Desc: Arrows with dark powers.

Abillity: None

Fire Arrows

Location: Can be bought from Troia for 30 gil, Troia Castle and Sylvan cave.

Desc: Arrows fused with the element of fire.

Abillity: Fire element.

Holy Arrows

Location: Can be bought from Mysidia for 20 gil, Damycan, Agart, Mt. Hobs.

Desc: Arrows with the holy power.

Abillity: None

Ice Arrows

Location: Can be bought from Troia for 30 gil, Troia Castle, Tower of Babel.

Desc: Arrows combined with the element of ice.

Abillity: Ice element.

Iron Arrows

Location: Can be bought from Agart and Kaipo for 10 gil.

Desc: Plain iron arrows which are not worth noticing.

Abillity: None

Poison Arrows

Location: Can be bought from the Cave of Eblan for 70 gil.
Desc: Poisonous arrows that poison foes.
Abillity: Poison enemies.

Silence Arrows

Location: Can be brought from Tomra for 100 gil, Eblan Castle
Desc: Arrows that can cause the status ailment silence.
Abillity: Silences foes.

Thunder Arrows

Location: Can be bought from Troia for 30 gil, Troia Castle and Sylvan Cave.
Desc: Arrows immersed with the element of thunder.
Abillity: Thunder element.

Yoichi Arrows

Location: Can be bought from Land of Summons and Kokkol's Smithy for 140 gil.
Desc: The most powerful arrows in the game.
Abillity: None.

15.0 Armor
\=====/

The Armor each character wears to enhance defense and magic defense.
Armor includes the body area, shields, head area and gloves.

NOTE: These do NOT include the armor obtained at the Lunar Ruins

=====

15.1 Body area
\=====/

Adamant Armor

Location: Trade Pink Tail with the Grotto guy.
Desc: The best armor in this whole game; made of adamantite.
Defense: 100
Magic Defense: 20
Abillity: No status ailments, resistant against fire, thunder and ice.

Bard's tunic

Location: Can be bought from Mist for 70 gil.
Desc: A regular tunic for Edward.
Defense: 2
Magic Defense 1
Abillity: None

Black Garb

Location: Lunar Subterrane
Desc: Exactly what its name is.
Defense: 14
Magic Defense: 5
Abillity: None

Black Robe

Location: Can be bought from the Cave of Eblan for 10,000 gil.
Desc: A black robe for magic users.
Defense: 8
Magic Defense: 7
Abillity: None

Black Belt

Location: Dwarven Castle
Desc: A black belt, used in Karate.
Defense: 12
Magic Defense: 3
Abillity: None

Clothes

Location: Can be bought from Mist, Kaipo and Troia for 50 gil.
Desc: Let's just say tat 50 gil is too much for this.
Defense: 1
Magic Defense: 0
Abillity: None

Corageous suit

Location: Cave of Trias
Desc: A suit worn by corageous heros!
Defense: 22
Magic Defense: 8
Abillity: None

Crystal Mail

Location: Lunar Subterrane
Desc: Armor made from Crystal.
Defense: 25
Magic Defense: 10
Abillity: None

Dark Armor

Location: Automatically equipped on Cecil at the beginning of the game
Desc: Armor possessed with dark powers. Used by Dark Knights.
Defense: 5

Magic Defense: 1
Abillity: None

Demon Armor

Location: Can be bought from Fabul for 3000 gil
Desc: Armor said to have been made by demons.
Defense: 9
Magic Defense: 3
Abillity: None

Diamond Armor

Location: Can be bought from Tomra for 40,000 gil.
Desc: Armor made out of diamond.
Defense: 19
Magic Defense: 4
Abillity: None

Dragon Mail

Location: Lunar Subterrane
Desc: Mail made out of dragon scales.
Defense: 23
Magic Defense: 8
Abillity: None

Flame Mail

Location: Can be bought from Dwarven Castle for 30,000 gil. Tower of Zot.
Desc: Mail fused with the element of fire.
Defense: 15
Magic Defense: 4
Abillity: Resistant against ice.

Gaia Gear

Location: Can be bought from Mysidia for 500 gil.
Desc: Clothes combined with earth elemental power.
Defense: 3
Magic Defense: 3
Abillity: None

Genji Armor

Location: Cave of Bahamut
Desc: Very strong armor used by the strong.
Defense: 21
Magic Defense: 7
Abillity: None

Grand Armor

Location: Cave of Trials
Desc: Armor for the rich and powerful.
Defense: 28
Magic Defense: 10
Abillity: Resistant against thunder.

Hades Armor

Location: Underground waterway
Desc: Armor from hell.
Defense: 7
Magic Defense: 2
Abillity: None

Ice Armor

Location: Can be bought from Cave of Eblan for 36000 gil. Tower of Babel
Desc: Armor made out of ice.
Defense: 17
Magic Defense: 4
Abillity: None

Kenpogi

Location: Can be bought from baron for 4000 gil
Desc: An old fashioned but great armor.
Defense: 5
Magic Defense: 2
Abillity: None

Knight's Armor

Location: Can be bought from Mysidia for 8000 gil
Desc: Armor worn by the most chivalrous of knights.
Defense: 11
Magic Defense: 2
Abillity: None

Leather Garb

Location: Can be bought from Troia and Kaipo for 200 gil
Desc: What it's name fool?
Defense: 2
Magic Defense: 1
Abillity: None

Light Robe

Location: Can be bought from the Land of Summons for 30,000 gil
Desc: A robe infused with light magic.
Defense: 12
Magic Defense: 9
Abillity: None

Lord's Robe

Location: Lord's Robe

Desc: A robe worn by lords.

Defense: 19

Magic Defense: 18

Abillity: Resistant against Ice, Fire and Thunder

Minerva's Plate

Location: Lunar Subterrane

Desc: A plate worn by chicks.

Defense: 28

Magic Defense: 5

Abillity: None

Red Jacket

Location: Cave of Trials

Desc: A red jacket.

Defense: 21

Magic Defense: 12

Abillity: Resistant against fire

Sage's Robe

Location: Cave of Trials

Desc: A robe worn by the best of sages.

Defense: 19

Magic Defense: 15

Abillity: None

Sage's Surplice

Location: Can be bought from Dwarven Castle for 1200 gil. Tower of Zot

Desc: A sage's surplice.

Defense: 5

Magic Defense: 5

Abillity: None

White Robe

Location: Lunar Subterrane

Desc: A white robe.

Defense: 18

Magic Defense: 10

Abillity: None

=====

15.2 Shields

\=====/

Aegis Shield

Location: Can be bought from the Land of Summons for 20,000 gil
Desc: A shield of Aegis.
Defense: 4
Magic Defense: 5
Abillity: None

Crystal Shield

Location: Lunar Subterrane
Desc: A shield made of Crystal.
Defense: 7
Magic Defense: 4
Abillity: None

Dark Shield

Location: Automatically equipped on Cecil at the beginning of the game.
Desc: A shield with dark powers. It is used by Dark Knights.
Defense: 1
Magic Defense: 0
Abillity: None

Demon Shield

Location: Fabul
Desc: A shield made by demons.
Defense: 2
Magic Defense: 0
Abillity: None

Diamond Shield

Location: Can be bought from Tomra for 15,000 gil
Desc: A shield made from Diamond.
Defense: 4
Magic Defense: 2
Abillity: None

Dragon Shield

Location: Lunar Subterrane
Desc: A shield made from Dragon hide.
Defense: 6
Magic Defense: 3
Abillity: None

Fire Shield

Location: Can be bought from the Dwarven Castle for 1250 gil. Tower of Zot
Desc: A shield combined with the element of fire.
Defense: 3
Magic Defense: 2

Abillity: Resistant against ice

Genji Shield

Location: Cave of Bahamut

Desc: Genji. Whatever that is.

Defense: 5

Magic Defense: 3

Abillity: None

Ice Shield

Location: Can be bought from the Cave of Eblan for 10,000

Desc: An ice shield.

Defense: 3

Magic Defense: 2

Abillity: Resistant against fire

Iron Shield

Location: Can be bought from Agart for 100 gil

Desc: A shield made of iron.

Defense: 1

Magic Defense: 0

Abillity: None

Light Shield

Location: Can be bought from Mysidia for 700 gil

Desc: A shield immersed with light magic.

Defense: 2

Magic Defense: 1

Abillity: None

=====

15.3 Head Area

\=====/

Black Cowl

Location: Sealed Cavern

Desc: It's name.

Defense: 6

Magic Defense: 1

Abillity: None

Cat Hood

Location: Cave of Trials

Desc: A hood made of cat skin.

Defense: 7

Magic Defense: 18

Abillity: None

Coronet

Location: Cave of Trials

Desc: A nice hood against magic.

Defense: 7

Magic Defense: 16

Abillity: None

Crystal Helm

Location: Lunar Subterrane

Desc: A helm made of crystal.

Defense: 12

Magic Defense: 8

Abillity: None

Dark Helm

Location: Automatically equipped on Cecil at the beginning of the game

Desc: A helm haunted by the power of darkness.

Defense: 4

Magic Defense: 1

Abillity: None

Demon Helm

Location: Can be bought from Fabul for 980 gil

Desc: A helm made from Demons.

Defense: 6

Magic Defense: 1

Abillity: None

Diamond Helm

Location: Can be bought from Tomra for 10,000 gil

Desc: A diamond helm.

Defense: 9

Magic Defense: 2

Abillity: None

Dragon Helm

Location: Lunar Subterrane

Desc: A helm made from dragon scales.

Defense: 11

Magic Defense: 7

Abillity: None

Feathered Cap

Location: underground Waterway, Troia and Damycan

Desc: A Cap with feathers.

Defense: 2
Magic Defense: 3
Abillity: None

Genji Helm

Location: Cave of Bahamut
Desc: I HAVE NO IDEA WHAT GENJI IS! HOW AM I SUPPOSED TO GIVE A DESC?
Defense: 10
Magic Defense: 6
Abillity: None

Gold Hairpin

Location: Can be bought from Tomra for 20,000 gil
Desc: A lot of these descriptions are its name.
Defense: 7
Magic Defense: 10
Abillity: None

Grand Helm

Location: Cave of Trials
Desc: An ancient helm used in battle.
Defense: 14
Magic Defense: 10
Abillity: Resistant against thunder.

Green Beret

Location: Tower of Babel
Desc: Used by Green Berets.
Defense: 6
Magic Defense: 1
Abillity: None

Hades Helm

Location: underground Waterway
Desc: A helm from hell.
Defense: 5
Magic Defense: 1
Abillity: None

Iron Helm

Location: Can be bought from Agart for 150 gil
Desc: A helm made of iron.
Defense: 3
Magic Defense: 0
Abillity: None

Leather Cap

Location: Can be bought from Troia and Kaipo for 100 gil

Desc: A leather cap. Exacly like its name.

Defense: 1

Magic Defense: 1

Abillity: None

Light Helm

Location: Can be bought from Mysidia for 4000 gil

Desc: A helm for paladins.

Defense: 7

Magic Defense: 2

Abillity: None

Mysterious Mask

Location: Cave of Trials

Desc: It's name.

Defense: 8

Magic Defense: 3

Abillity: None

Red Cap

Location: Cave of Trials

Desc: It's name.

Defense: 10

Magic Defense: 12

Abillity: Resistant against fire

Ribbon

Location: Lunar Subterrane

Desc: A nice, red ribbon.

Defense: 9

Magic Defense: 11

Abillity: No status ailments

Sage's Miter

Location: Can be bought from Dwarven Castle for 2000 gil

Desc: Something for the sages.

Defense: 5

Magic Defense: 7

Abillity: None

Twist Headband

Location: Can be bought from Baron for 450 gil

Desc: A headband that's twisty.

Defense: 1

Magic Defense: 1

Abillity: None

Wizard's Hat

Location: Can be bought from Mysidia for 700 gil.

Desc: A hat for a wizard.

Defense: 3

Magic Defense: 5

Abillity: None

=====

15.4 Gloves

\=====/

Crytal Gloves

Location: Lunar Subterrane

Desc: Gloves made out of Crystal.

Defense: 10

Magic Defense: 7

Abillity: None

Dark Gloves

Location: Automatically equipped on Cecil at the beginning of this game.

Desc: Gloves worn by the darkest of creatures.

Defense: 2

Magic Defense: 0

Abillity: None

Demon Gloves

Location: Can be bought from Fabul for 800 gil

Desc: Gloves made by demons.

Defense: 4

Magic Defense: 0

Abillity: None

Diamond Gloves

Location: Can be bought at Tomra for 5000 gil

Desc: Globes made of diamonds.

Defense: 7

Magic Defense: 3

Abillity: None

Dragon Gloves

Location: Lunar Subterrane

Desc: Gloves made from Dragon hide.

Defense: 9

Magic Defense: 6

Abillity: None

Gauntlets

Location: Can be bought from Mysidia for 3000 gil

Desc: Things you wear on your hands.

Defense: 5

Magic Defense: 1

Abillity: None

Genji Gloves

Location: Cave of Bahamut

Desc: You give one to me.

Defense: 8

Magic Defense: 5

Abillity: None

Hades Gloves

Location: Underground Waterway

Desc: Gloves from hell.

Defense: 3

Magic Defense: 0

Abillity: None

Iron Gloves

Location: Can be bought from Agart for 130 gil

Desc: Its name.

Defense: 2

Magic Defense: 0

Abillity: None

Iron Armlet

Location: Can be bought from Kaipo for 100 gil

Desc: Something that covers your arms that's made of iron.

Defense: 2

Magic Defense: 1

Abillity: None

Power Armlet

Location: Dwarven Castle

Desc: An armlet full of power.

Defense: 2

Magic Defense: 2

Abillity: Raises power

Protect Ring

Location: Lunar Subterrane

Desc: A ring that's SUPPOSED to protect you (but doesn't)

Defense: 17

Magic Defense: 12
Abillity: None

Ruby Ring

Location: Can be bought from Troia and Mist for 1000 gil.
Desc: A ring made from Ruby.
Defense: 0
Magic Defense: 3
Abillity: None

Rune Armllet

Location: Can be bought at Dwarven Castle for 2000 gil
Desc: An armllet made of runes.
Defense: 5
Magic Defense: 8
Abillity: None

Silver Armllet

Location: Can be bought at Baron and Mysidia for 650 gil
Desc: An armllet made or silver.
Defense: 4
Magic Defense: 4
Abillity: None

16.0 Bestiary
\=====/

Since I finished everthing else in this guide, I thought I might as well start this. To be honest, when I first started this guide I thought I'll never ever finish, and now look! The last section to finish! Done!

=====

1. Goblin

HP: 6
Strength: 19
Defense: 0
Magic: 0
Magic Defense: 0

Gil: 5
EXP: 28

Treasure: Potion
 Tent
 Hourglass
 Goblin

Type: None

=====
2. Helldiver

HP: 18
Strength: 21
Defense: 0
Magic: 0
Magic Defense: 0

Gil: 5
EXP: 40

Treasure: Phoenix Down
 Gold Needle
 Cockatrice

Type: None

=====
3. Floating Eyeball

HP: 20
Strength: 20
Defense: 0
Magic: 0
Magic Defense: 0

Gil: 9
EXP: 42

Treasure: Eye Drops
 Phoenix Down
 Alarm Clock
 Gold Needle

Type: None

=====
4. Sword Rat

HP: 30
Strength: 21
Defense: 0
Magic: 0
Magic Defense: 11

Gil: 13
EXP: 66

Treasure: Gold Needle

Type: None

=====

5. Insectus

HP: 28
Strength: 20
Defense: 1
Magic: 0
Magic Defense: 4

Gil: 8
EXP: 49

Treasure: Potion
 Hi-Potion

Type: None

=====

6. Desert Sahagin

HP: 20
Strength: 20
Defense: 0
Magic: 0
Magic Defense: 4

Gil: 17
EXP: 70

Treasure: Antidote
 Echo Herbs
 Cross
 Tent

Type: Insect

=====

7. Flying Eyes

HP: 40
Strength: 21
Defense: 3
Magic: 0
Magic Defense: 5

Gil: 18
EXP: 74

Treasure: Eye Drops
 Phoenix Down
 Alarm Clock
 Gold Needle

Type: None

=====
8. Hundlegs

HP: 60
Strength: 11
Defense: 3
Magic: 0
Magic Defense: 4

Gil: 20
EXP: 79

Treasure: Potion
 Hi-Potion

Type: None

=====

9. Sand Worm

HP: 75
Strength: 16
Defense: 2
Magic: 10
Magic Defense: 7

Gil: 22
EXP: 82

Treasure: Potion
 Hi-Potion
 Remedy
 Silver Apple

Type: None

=====

10. Red Mousse

HP: 35
Strength: 15
Defense: 254
Magic: 0
Magic Defense: 7

Gil: 36
EXP: 134

Treasure: Potion
 Hi-Potion

Type: Pudding

=====

11. Gigantoad

HP: 47
Strength: 11
Defense: 2
Magic: 0
Magic Defense: 6

Gil: 24
EXP: 89

Treasure: Maiden's Kiss

Type: Insect

=====

12. Zombie

HP: 52
Strength: 13
Defense: 2
Magic: 0
Magic Defense: 9

Gil: 31
EXP: 112

Treasure: None

Type: Undead

=====

13. Vile Shell

HP: 58
Strength: 11
Defense: 1
Magic: 0
Magic Defense: 8

Gil: 28
EXP: 101

Treasure: Diet Food
 Mallet
 Maiden's Kiss
 Remedy

Type: None

=====

14. Toadgre

HP: 59
Strength: 11
Defense: 1
Magic: 0
Magic Defense: 7

Gil: 34
EXP: 127

Treasure: Maiden's Kiss

Type: Insect

=====

15. Sahagin

HP: 64
Strength: 18
Defense: 2
Magic: 0
Magic Defense: 7

Gil: 38
EXP: 136

Treasure: None

Type: Insect

=====

16. Killer Fish

HP: 65
Strength: 11
Defense: 1
Magic: 0
Magic Defense: 7

Gil: 30
EXP: 119

Treasure: Potion
 Hi-Potion

Type: None

=====

17. Tiny Mage

HP: 69
Strength: 19
Defense: 2
Magic: 3

Magic Defense: 38

Gil: 63

EXP: 132

Treasure: Rod
Silver Armlet
Ether
Dry Ether

Type: Mage

=====
18. Water Bug

HP: 125
Strength: 16
Defense: 3
Magic: 0
Magic Defense: 11

Gil: 79
EXP: 225

Treasure: Antidote
Echo Herbs
Cross
Tent

Type: None

=====
19. Alligator

HP: 175
Strength: 22
Defense: 2
Magic: 0
Magic Defense: 10

Gil: 95
EXP: 236

Treasure: Leather Cap
Leather Garb
Hi-Potion
Silver Apple

Type: None

=====
20. Baron Soldier

HP: 27

Strength: 20
Defense: 0
Magic: 0
Magic Defense: 4

Gil: 54
EXP: 157

Treasure: None

Type: None

=====

21. General

HP: 221
Strength: 26
Defense: 2
Magic: 0
Magic Defense: 12

Gil: 80
EXP: 398

Treasure: None

Type: None

=====

22. Domovoi

HP: 37
Strength: 15
Defense: 0
Magic: 0
Magic Defense: 7

Gil: 48
EXP: 184

Treasure: None

Type: None

=====

23. Yellow Jelly

HP: 55
Strength: 16
Defense: 254
Magic: 0
Magic Defense: 12

Gil: 33

EXP: 144

Treasure: Potion
Hi-Potion

Type: Pudding

=====
24. Basilisk

HP: 90
Strength: 15
Defense: 2
Magic: 0
Magic Defense: 9

Gil: 30
EXP: 110

Treasure: Gold Needle

Type: Insect

=====
25. Leshy

HP: 130
Strength: 18
Defense: 2
Magic: 144
Magic Defense: 10

Gil: 42
EXP: 157

Treasure: None

Type: Ghoul

=====
26. Adamantoise

HP: 190
Strength: 20
Defense: 1
Magic: 0
Magic Defense: 10

Gil: 46
EXP: 234

Treasure: Antidote
Echo Herbs
Cross

Tent

Type: Insect

=====

27. Bomb

HP: 55
Strength: 19
Defense: 2
Magic: 0
Magic Defense: 15

Gil: 76
EXP: 361

Treasure: None

Type: None

=====

28. Spirit

HP: 86
Strength: 24
Defense: 1
Magic: 6
Magic Defense: 9

Gil: 122
EXP: 278

Treasure: Potion
 Cursed Ring

Type: Ghoul

=====

29. Gray Bomb

HP: 111
Strength: 36
Defense: 4
Magic: 0
Magic Defense: 25

Gil: 105
EXP: 445

Treasure: None

Type: None

=====

30. Skeleton

HP: 135
Strength: 26
Defense: 2
Magic: 0
Magic Defense: 8

Gil: 126
EXP: 238

Treasure: None

Type: Undead

=====

31. Cockatrice

HP: 149
Strength: 24
Defense: 1
Magic: 0
Magic Defense: 11

Gil: 82
EXP: 275

Treasure: Phoenix Down
 Gold Needle
 Cockatrice

Type: None

=====

32. Gargoyle

HP: 160
Strength: 28
Defense: 2
Magic: 0
Magic Defense: 12

Gil: 90
EXP: 315

Treasure: None

Type: Insect

=====

33. Bloodbones

HP: 210

Strength: 34
Defense: 3
Magic: 0
Magic Defense: 12

Gil: 169
EXP: 315

Treasure: None

Type: Undead

=====

34. Gatlinger

HP: 115
Strength: 28
Defense: 2
Magic: 0
Magic Defense: 8

Gil: 53
EXP: 335

Treasure: Gold Needle

Type: None

=====

35. Baron Warrior

HP: 65
Strength: 28
Defense: 2
Magic: 0
Magic Defense: 4

Gil: 100
EXP: 400

Treasure: None

Type: None

=====

36. Captain

HP: 320
Strength: 36
Defense: 2
Magic: 0
Magic Defense: 11

Gil: 152

EXP: 600

Treasure: None

Type: None

=====
37. Zu

HP: 941

Strength: 32

Defense: 0

Magic: 0

Magic Defense: 0

Gil: 489

EXP: 432

Treasure: Feathered Cap

Hi-Potion

Cottage

Silver Apple

Type: None

=====
38. Soul

HP: 200

Strength: 28

Defense: 3

Magic: 0

Magic Defense: 10

Gil: 165

EXP: 460

Treasure: Potion

Cursed Ring

Type: Ghoul

=====
39. Ghoul

HP: 222

Strength: 32

Defense: 3

Magic: 0

Magic Defense: 11

Gil: 179

EXP: 505

Treasure: None

Type: Undead

=====
40. Revenant

HP: 250
Strength: 36
Defense: 1
Magic: 0
Magic Defense: 12

Gil: 186
EXP: 575

Treasure: None

Type: Undead

=====
41. Lilith

HP: 466
Strength: 46
Defense: 3
Magic: 0
Magic Defense: 13

Gil: 262
EXP: 2703

Treasure: Kiss of Lilith
 Silver Apple
 Rod of Lilith

Type: Insect, Undead

=====
42. Skullnant

HP: 200
Strength: 42
Defense: 1
Magic: 0
Magic Defense: 5

Gil: 100
EXP: 50

Treasure: None

Type: Undead

=====
43. Splasher

Location: Old Waterway

HP: 180
Strength: 30
Defense: 3
Magic: 0
Magic Defense: 10

Gil: 145
EXP: 430

Treasure: Potion
 Hi-Potion

Type: None

=====

44. Hydra

HP: 257
Strength: 44
Defense: 2
Magic: 0
Magic Defense: 14

Gil: 209
EXP: 670

Treasure: Antidote
 Unicorn Horn
 Poison Arrow

Type: Insect

=====

45. Baron Guard

HP: 280
Strength: 40
Defense: 3
Magic: 26
Magic Defense: 14

Gil: 230
EXP: 710

Treasure: None

Type: Mage

=====

46. Electrofish

HP: 284
Strength: 40
Defense: 2
Magic: 0
Magic Defense: 13

Gil: 214
EXP: 640

Treasure: Diet Food
Mallet
Maiden's Kiss
Remedy

Type: None

=====

47. Gigas Gator

HP: 292
Strength: 38
Defense: 2
Magic: 0
Magic Defense: 15

Gil: 218
EXP: 660

Treasure: Leather Cap
Leather Garb
Hi-Potion
Silver Apple

Type: None

=====

48. Death Shell

HP: 380
Strength: 42
Defense: 2
Magic: 0
Magic Defense: 19

Gil: 262
EXP: 1030

Treasure: Diet Food
Mallet
Maiden's Kiss
Remedy

Type: None

=====
49. Flood Worm

HP: 638
Strength: 42
Defense: 0
Magic: 0
Magic Defense: 22

Gil: 219
EXP: 690

Treasure: Potion
 Hi-Potion
 Remedy
 Silver Apple

Type: None

=====
50. Twin Snake

HP: 108
Strength: 46
Defense: 0
Magic: 0
Magic Defense: 22

Gil: 222
EXP: 720

Treasure: Antidote
 Unicorn Horn
 Poison Arrow

Type: None

=====
51. Treant

HP: 335
Strength: 52
Defense: 1
Magic: 2
Magic Defense: 15

Gil: 148
EXP: 687

Treasure: Diet Food
 Mallet
 Maiden's Kiss

Remedy

Type: None

=====

52. Cait Sith

HP: 342
Strength: 50
Defense: 2
Magic: 0
Magic Defense: 16

Gil: 252
EXP: 820

Treasure: Unicorn
 Coeurl's Whisker
 Cat Claw

Type: None

=====

53. Hell Needle

HP: 398
Strength: 40
Defense: 3
Magic: 0
Magic Defense: 12

Gil: 220
EXP: 700

Treasure: Gold Needle

Type: None

=====

54. Death Flower

HP: 440
Strength: 24
Defense: 2
Magic: 0
Magic Defense: 17

Gil: 210
EXP: 650

Treasure: Diet Food
 Mallet
 Maiden's Kiss
 Remedy

Type: None

=====
55. Draculady

HP: 270
Strength: 38
Defense: 2
Magic: 21
Magic Defense: 15

Gil: 195
EXP: 810

Treasure: Vampire Fang
 Kiss of Lilith

Type: Undead

=====
56. Cave Naga

HP: 285
Strength: 40
Defense: 3
Magic: 5
Magic Defense: 12

Gil: 201
EXP: 740

Treasure: Antidote
 Unicorn Horn
 Poison Arrow

Type: Insect

=====
57. Mind Flayer

HP: 300
Strength: 44
Defense: 3
Magic: 0
Magic Defense: 22

Gil: 232
EXP: 1000

Treasure: Hi-Potion
 Unicorn Horn
 Golden Hourglass
 Mind Flayer

Type: None

=====
58. Cave Bat

HP: 334
Strength: 42
Defense: 3
Magic: 0
Magic Defense: 12

Gil: 151
EXP: 598

Treasure: Potion
 Hi-Potion

Type: None

=====
59. Ogre

HP: 865
Strength: 60
Defense: 2
Magic: 0
Magic Defense: 12

Gil: 240
EXP: 800

Treasure: Bacchus's Cider
 Twist Headband
 Power Armlet
 Giant's Gloves

Type: Giant

=====
60. Purple Bavarois

HP: 105
Strength: 52
Defense: 254
Magic: 0
Magic Defense: 9

Gil: 50
EXP: 750

Treasure: Potion
 Hi-Potion

Type: Pudding

=====
61. Puppet

HP: 256
Strength: 56
Defense: 3
Magic: 15
Magic Defense: 16

Gil: 180
EXP: 800

Treasure: Decoy

Type: None

=====
62. Sorceress

HP: 350
Strength: 50
Defense: 2
Magic: 47
Magic Defense: 12

Gil: 329
EXP: 1551

Treasure: Rod
 Silver Armlet
 Ether
 Dry Ether

Type: Mage

=====
63. Black Knight

HP: 360
Strength: 64
Defense: 2
Magic: 0
Magic Defense: 19

Gil: 175
EXP: 840

Treasure: Tent
 Cottage

Type: Undead

=====
64. Centaur Knight

HP: 380
Strength: 58
Defense: 2
Magic: 0
Magic Defense: 18

Gil: 172
EXP: 860

Treasure: Tent
 Cottage

Type: None

=====

65. Gremlin

HP: 410
Strength: 56
Defense: 3
Magic: 31
Magic Defense: 15

Gil: 275
EXP: 1221

Treasure: Bell of Silence
 Unicorn Horn
 Hourglass
 Ether

Type: Mage

=====

66. Soldieress

HP: 425
Strength: 60
Defense: 3
Magic: 0
Magic Defense: 15

Gil: 200
EXP: 1050

Treasure: Tent
 Cottage

Type: None

=====

67. Puppeteer

HP: 473
Strength: 56
Defense: 3
Magic: 35
Magic Defense: 17

Gil: 195
EXP: 1000

Treasure: Healing Staff
 Rune Armlet
 Rune Staff
 Grimoire

Type: Mage

=====

68. Ice Lizard

HP: 480
Strength: 62
Defense: 2
Magic: 2
Magic Defense: 14

Gil: 289
EXP: 1331

Treasure: Ice Arrow
 Antarctic Wind
 Arctic Wind
 White Fang

Type: Insect

=====

69. Cold Beast

HP: 520
Strength: 64
Defense: 3
Magic: 3
Magic Defense: 13

Gil: 276
EXP: 1441

Treasure: Ice Arrow
 Antarctic Wind
 Arctic Wind
 White Fang

Type: None

=====
70. Hell Turtle

Location: Tower of Zot, Lunar Ruins

HP: 700
Strength: 72
Defense: 4
Magic: 0
Magic Defense: 14

Gil: 224
EXP: 920

Treasure: Mythril Shield
 Mythril Hammer
 Hi-Potion
 X-Potion

Type: Insect

=====
71. Roc Baby

HP: 50
Strength: 60
Defense: 2
Magic: 0
Magic Defense: 9

Gil: 81
EXP: 1004

Treasure: Phoenix Down
 Gold Needle
 Cockatrice

Type: None

=====
72. Blood Flower

HP: 370
Strength: 62
Defense: 2
Magic: 0
Magic Defense: 6

Gil: 32
EXP: 1204

Treasure: Diet Food

Mallet
Maiden's Kiss
Remedy

Type: None

=====

73. Roc

HP: 500
Strength: 66
Defense: 3
Magic: 0
Magic Defense: 18

Gil: 150
EXP: 1404

Treasure: Feathered Cap
Hi-Potion
Cottage
Silver Apple

Type: None

=====

74. Mors

HP: 695
Strength: 60
Defense: 4
Magic: 0
Magic Defense: 22

Gil: 253
EXP: 1504

Treasure: Potion
Hi-Potion

Type: None

=====

75. Steel Golem

HP: 1950
Strength: 86
Defense: 4
Magic: 0
Magic Defense: 21

Gil: 445
EXP: 703

Treasure: Gaia Hammer
Giant's Gloves

Type: Giant

=====
76. Goblin Captain

HP: 199
Strength: 56
Defense: 0
Magic: 0
Magic Defense: 0

Gil: 45
EXP: 1930

Treasure: None

Type: None

=====
77. Armadillo

HP: 325
Strength: 58
Defense: 4
Magic: 0
Magic Defense: 12

Gil: 194
EXP: 1555

Treasure: Mythril Shield
Mythril Hammer
Hi-Potion
X-Potion

Type: None

=====
78. Magma Tortoise

HP: 435
Strength: 70
Defense: 3
Magic: 0
Magic Defense: 17

Gil: 234
EXP: 1666

Treasure: Mythril Shield
Mythril Hammer

Hi-Potion
X-Potion

Type: Insect

=====
79. Undergrounder

HP: 655
Strength: 76
Defense: 5
Magic: 3
Magic Defense: 29

Gil: 342
EXP: 2714

Treasure: Spider's Silk
 Gaia Drum
 Siren

Type: None

=====
80. Hell Flapper

HP: 900
Strength: 74
Defense: 4
Magic: 0
Magic Defense: 18

Gil: 312
EXP: 3114

Treasure: Eye Drops
 Phoenix Down
 Alarm Clock
 Gold Needle

Type: None

=====
81. Chrysalis

HP: 986
Strength: 72
Defense: 3
Magic: 0
Magic Defense: 17

Gil: 39
EXP: 2822

Treasure: Potion
Hi-Potion

Type: None

=====
82. Gloomwing

HP: 1580
Strength: 100
Defense: 4
Magic: 0
Magic Defense: 254

Gil: 510
EXP: 2837

Treasure: Ether
Stardust
Lunar Curtain
Artemis Arrow

Type: None

=====
83. Gorgon

HP: 2550
Strength: 134
Defense: 4
Magic: 0
Magic Defense: 40

Gil: 248
EXP: 3003

Treasure: Medusa Arrow
Gorgon Blade

Type: None

=====
84. Mystery Egg

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Defense: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?

=====
85. Ironback

HP: 100
Strength: 74
Defense: 4
Magic: 0
Magic Defense: 15

Gil: 233
EXP: 1077

Treasure: Mythril Shield
 Mythril Hammer
 Hi-Potion
 X-Potion

Type: None

Weakness: None

Resistance: Mini, Toad

Absorb: None

=====
86. White Mousse

HP: 298
Strength: 66
Defense: 254
Magic: 0
Magic Defense: 12

Gil: 384
EXP: 1808

Treasure: Potion
 Hi-Potion

Type: Pudding

=====
87. Naga

HP: 320
Strength: 66
Defense: 4
Magic: 5
Magic Defense: 14

Gil: 150
EXP: 1118

Treasure: Antidote
 Unicorn Horn
 Poison Arrow

Type: Insect

=====
88. Evil Doll

HP: 388
Strength: 64
Defense: 3
Magic: 0
Magic Defense: 13

Gil: 269
EXP: 1408

Treasure: Decoy

Type: None

=====
89. Medusa

HP: 490
Strength: 64
Defense: 4
Magic: 0
Magic Defense: 14

Gil: 225
EXP: 1208

Treasure: Medusa Arrow
 Gorgon Blade

Type: None

=====
90. Fiery Knight

HP: 579
Strength: 76
Defense: 4
Magic: 0
Magic Defense: 19

Gil: 300
EXP: 1708

Treasure: Fire Lance
Flame Sword
Fire Shield
Flame Mail

Type: None

=====

91. Coeurl

HP: 593
Strength: 72
Defense: 3
Magic: 0
Magic Defense: 17

Gil: 345
EXP: 2759

Treasure: Unicorn
Coeurl's Whisker
Cat Claw

Type: None

=====

92. Balloon

HP: 697
Strength: 72
Defense: 4
Magic: 0
Magic Defense: 19

Gil: 315
EXP: 2459

Treasure: Bomb Fragment
Antarctic Wind
Bomb Core
Bomb

Type: None

=====

93. Chimera

HP: 700
Strength: 80
Defense: 3
Magic: 0
Magic Defense: 18

Gil: 228

EXP: 1708

Treasure: Fire Arrow
Bomb Fragment
Bomb Arm
Red Fang

Type: None

=====
94. Black Lizard

HP: 792
Strength: 64
Defense: 4
Magic: 16
Magic Defense: 15

Gil: 43
EXP: 1298

Treasure: Medusa Arrow
Gorgon Blade

Type: Insect

=====
95. Sorcerer

HP: 1000
Strength: 82
Defense: 4
Magic: 50
Magic Defense: 22

Gil: 272
EXP: 2359

Treasure: Healing Staff
Rune Armlet
Rune Staff
Grimoire

Type: Mage

=====
96. Ghost Knight

HP: 1050
Strength: 76
Defense: 4
Magic: 0
Magic Defense: 19

Gil: 211
EXP: 2559

Treasure: Tent
Cottage

Type: Ghoul

=====
97. Lamia Matriarch

HP: 1100
Strength: 74
Defense: 4
Magic: 0
Magic Defense: 31

Gil: 247
EXP: 2859

Treasure: Lamia Harp
Ruby Ring
Light Curtain
Angel Arrow

Type: Insect

=====
98. Lamia

HP: 1200
Strength: 72
Defense: 4
Magic: 0
Magic Defense: 16

Gil: 143
EXP: 2059

Treasure: Lamia Harp
Ruby Ring
Light Curtain
Angel Arrow

Type: Insect

=====
99. Grudger

HP: 1400
Strength: 76
Defense: 4
Magic: 0
Magic Defense: 22

Gil: 149
EXP: 2459

Treasure: Thunder Arrow
Rage of Zeus
Rage of the Gods
Blue Fang

Type: None

=====

100. Fiery Hound

HP: 1221
Strength: 68
Defense: 3
Magic: 0
Magic Defense: 22

Gil: 244
EXP: 1708

Treasure: Fire Arrow
Bomb Fragment
Bomb Arm
Red Fang

Type: None

=====

101. Security Eye

HP: 1425
Strength: 112
Defense: 0
Magic: 0
Magic Defense: 254

Gil: 380
EXP: 2008

Treasure: Siren

Type: Mech

=====

102. Mad Ogre

HP: 2000
Strength: 86
Defense: 4
Magic: 53
Magic Defense: 254

Gil: 270
EXP: 2359

Treasure: Bacchus's Cider
Twist Headband
Power Armlet
Giant's Gloves

Type: Giant, Mage

=====

103. Green Dragon

HP: 2200
Strength: 88
Defense: 3
Magic: 3
Magic Defense: 18

Gil: 368
EXP: 4759

Treasure: Blue Fang
Siren
Silver Apple

Type: Dragon

=====

104. Stone Golem

HP: 2560
Strength: 84
Defense: 4
Magic: 0
Magic Defense: 254

Gil: 238
EXP: 2908

Treasure: Hi-Potion
X-Potion
Medusa Arrow

Type: Giant

=====

105. Mythril Golem

HP: 2900
Strength: 92
Defense: 3
Magic: 0

Magic Defense: 20

Gil: 383

EXP: 3659

Treasure: Mythril Knife
Mythril Shield
Mythril Armor
Mythril Sword

Type: Giant

=====
106. Bloody Bat

HP: 439

Strength: 56

Defense: 3

Magic: 0

Magic Defense: 16

Gil: 262

EXP: 1977

Treasure: Potion
Hi-Potion

Type: None

=====
107. Skuldier

HP: 740

Strength: 74

Defense: 3

Magic: 0

Magic Defense: 18

Gil: 116

EXP: 1577

Treasure: None

Type: Undead

=====
108. Tiny Toad

HP: 600

Strength: 19

Defense: 5

Magic: 47

Magic Defense: 37

Gil: 335
EXP: 1841

Treasure: Maiden's Kiss

Type: Insect, Mage

=====
109. Bog Witch

HP: 2960
Strength: 98
Defense: 4
Magic: 223
Magic Defense: 0

Gil: 598
EXP: 3441

Treasure: Maiden's Kiss
 Dry Ether
 Soma Drop
 Ribbon

Type: Mage

=====
110. Evil Dreamer

HP: 2800
Strength: 100
Defense: 3
Magic: 11
Magic Defense: 23

Gil: 362
EXP: 3141

Treasure: Potion
 Cursed Ring

Type: None

=====
111. Mammon

HP: 3900
Strength: 104
Defense: 3
Magic: 74
Magic Defense: 38

Gil: 525
EXP: 5041

Treasure: Diet Food
Mallet
Maiden's Kiss
Remedy

Type: Mage

=====
112. Malboro

HP: 4200
Strength: 112
Defense: 3
Magic: 0
Magic Defense: 23

Gil: 458
EXP: 5641

Treasure: Remedy
Bacchus's Cider
Yoichi Arrow
Soma Drop

Type: None

=====
113. Belphegor

HP: 2200
Strength: 108
Defense: 5
Magic: 0
Magic Defense: 12

Gil: 484
EXP: 4088

Treasure: Potion
Cursed Ring

Type: Ghoul

=====
114. Bloody Eye

HP: 2400
Strength: 100
Defense: 4
Magic: 0
Magic Defense: 38

Gil: 465

EXP: 3444

Treasure: Eye Drops
Phoenix Down
Alarm Clock
Gold Needle

Type: None

=====
115. Warrior

HP: 2900
Strength: 104
Defense: 4
Magic: 0
Magic Defense: 26

Gil: 575
EXP: 4288

Treasure: Tent
Cottage

Type: None

=====
116. Mini Satana

HP: 3480
Strength: 102
Defense: 5
Magic: 79
Magic Defense: 43

Gil: 650
EXP: 6388

Treasure: Bell of Silence
Unicorn Horn
Hourglass
Ether

Type: Mage

=====
117. Summoner

HP: 3600
Strength: 104
Defense: 5
Magic: 60
Magic Defense: 39

Gil: 475
EXP: 3688

Treasure: Healing Staff
Rune Armlet
Rune Staff
Grimoire

Type: Mage

=====
118. Arachne

HP: 3650
Strength: 102
Defense: 3
Magic: 10
Magic Defense: 18

Gil: 585
EXP: 4388

Treasure: Spider's Silk
Gaia Drum
Siren

Type: None

=====
119. Thunder Dragon

HP: 7600
Strength: 124
Defense: 4
Magic: 0
Magic Defense: 254

Gil: 900
EXP: 7777

Treasure: Rage of the Gods
Gold Hourglass
Gold Hairpin
Golden Apple

Type: Dragon

=====
120. Evil Bat

HP: 1014
Strength: 94
Defense: 3
Magic: 0

Magic Defense: 25

Gil: 355

EXP: 2306

Treasure: Potion
Hi-Potion

Type: None

=====
121. Screamer

HP: 1400
Strength: 90
Defense: 4
Magic: 0
Magic Defense: 22

Gil: 205
EXP: 3082

Treasure: Thunder Arrow
Rage of Zeus
Rage of the Gods
Blue Fang

Type: Mech, Giant

=====
122. King Naga

HP: 1480
Strength: 88
Defense: 3
Magic: 0
Magic Defense: 26

Gil: 238
EXP: 3582

Treasure: Antidote
Unicorn Horn
Poison Arrow

Type: Insect

=====
123. Miss Vamp

HP: 2375
Strength: 88
Defense: 4
Magic: 31

Magic Defense: 24

Gil: 188

EXP: 3582

Treasure: Vampire Fang
Kiss of Lilith

Type: Mage, Undead

=====
124. Yellow Dragon

HP: 3100

Strength: 108

Defense: 4

Magic: 0

Magic Defense: 37

Gil: 1500

EXP: 28000

Treasure: Blue Fang
Siren
Silver Apple

Type: Dragon

=====
125. Chimera Brain

HP: 3400

Strength: 114

Defense: 3

Magic: 0

Magic Defense: 38

Gil: 1200

EXP: 28000

Treasure: Fire Arrow
Bomb Fragment
Bomb Arm
Red Fang

Type: None

=====
126. Trap Door

HP: 5000

Strength: 88

Defense: 3

Magic: 0

Magic Defense: 38

Gil: 4500

EXP: 30000

Treasure:

Type: None

=====
127. Lunar Virus

HP: 980

Strength: 102

Defense: 5

Magic: 0

Magic Defense: 43

Gil: 1100

EXP: 3237

Treasure: Ether

Stardust

Lunar Curtain

Artemis Arrow

Type: None

=====
128. Eukaryote

HP: 1700

Strength: 116

Defense: 5

Magic: 0

Magic Defense: 44

Gil: 1560

EXP: 6999

Treasure: Stardust

Lunar Curtain

Type: None

=====
129. Crawler

HP: 1855

Strength: 100

Defense: 4

Magic: 0

Magic Defense: 24

Gil: 538
EXP: 3437

Treasure: Potion
 Hi-Potion

Type: None

=====
130. Prokaryote

HP: 2600
Strength: 120
Defense: 5
Magic: 0
Magic Defense: 54

Gil: 1850
EXP: 7999

Treasure: Stardust
 Lunar Curtain

Type: None

=====
131. Abyss Worm

HP: 7000
Strength: 128
Defense: 4
Magic: 15
Magic Defense: 54

Gil: 310
EXP: 6303

Treasure: Arctic Wind
 Ether

Type: None

=====
132. Black Flan

HP: 1357
Strength: 116
Defense: 254
Magic: 0
Magic Defense: 0

Gil: 1300
EXP: 3044

Treasure: Ether
Stardust
Lunar Curtain
Artemis Arrow

Type: Pudding

=====

133. Dark Grenade

HP: 1820
Strength: 108
Defense: 4
Magic: 0
Magic Defense: 37

Gil: 630
EXP: 2644

Treasure: Bomb Fragment
Antarctic Wind
Bomb Core
Bomb

Type: None

=====

134. Tarantula

HP: 2315
Strength: 110
Defense: 5
Magic: 5
Magic Defense: 37

Gil: 598
EXP: 2744

Treasure: Spider's Silk
Gaia Drum
Siren

Type: None

=====

135. Beamer

HP: 3000
Strength: 88
Defense: 4
Magic: 0
Magic Defense: 41

Gil: 890

EXP: 3199

Treasure: Tent
Rage of the Gods

Type: Mech

=====

136. Centaurion

HP: 3500
Strength: 126
Defense: 5
Magic: 0
Magic Defense: 43

Gil: 1220
EXP: 9699

Treasure: Tent
Cottage

Type: Mech

=====

137. Mech Soldier

HP: 4900
Strength: 118
Defense: 3
Magic: 0
Magic Defense: 40

Gil: 985
EXP: 7999

Treasure: Thunder Arrow
Rage of Zeus
Rage of the Gods
Blue Fang

Type: Mech

=====

138. Searcher

HP: 5500
Strength: 138
Defense: 4
Magic: 0
Magic Defense: 52

Gil: 900
EXP: 15004

Treasure: Siren

Type: Mech

=====
139. Last Arm

HP: 9500
Strength: 128
Defense: 5
Magic: 0
Magic Defense: 47

Gil: 338
EXP: 8703

Treasure: Siren

Type: Mech

=====
140. Giant Soldier

HP: 10000
Strength: 128
Defense: 4
Magic: 0
Magic Defense: 38

Gil: 1500
EXP: 31000

Treasure: Cottage
Ogrekiller
Poison Axe
Rune Axe

Type: Mech, Giant

=====
141. Mech Dragon

HP: 18000
Strength: 138
Defense: 4
Magic: 56
Magic Defense: 38

Gil: 2550
EXP: 41400

Treasure: Rage of the Gods
Gold Hourglass
Gold Hairpin

Golden Apple

Type: Dragon

=====
142. Great Malboro

HP: 12180
Strength: 132
Defense: 3
Magic: 20
Magic Defense: 254

Gil: 20000
EXP: 22000

Treasure: Remedy
 Bacchus's Cider
 Soma Drop
 Megalixir

Type: None

=====
143. Golden Toad

HP: 7777
Strength: 136
Defense: 254
Magic: 112
Magic Defense: 254

Gil: 65000
EXP: 65000

Treasure: Gold Hourglass
 Golden Apple
 Megalixir

Type: Insect

=====
144. Selene Guardian

HP: 4000
Strength: 122
Defense: 3
Magic: 0
Magic Defense: 254

Gil: 3500
EXP: 13000

Treasure: Artemis Arrow

Lunar Curtain
Minerva's Plate
Artemis's Bow

Type: None

=====
145. Dark Sage

HP: 5100
Strength: 80
Defense: 5
Magic: 47
Magic Defense: 41

Gil: 2400
EXP: 17003

Treasure: Maiden's Kiss
 Dry Ether
 Soma Drop
 Ribbon

Type: Mage

=====
146. Silver Dragon

HP: 7500
Strength: 124
Defense: 4
Magic: 95
Magic Defense: 44

Gil: 19000
EXP: 25000

Treasure: Stardust
 Light Curtain
 Lunar Curtain
 Silver Apple

Type: Dragon

=====
147. Gold Dragon

HP: 8200
Strength: 128
Defense: 54
Magic: 30
Magic Defense: 39

Gil: 23000

EXP: 30000

Treasure: Rage of Zeus
Rage of the Gods
Blue Fang
Silver Apple

Type: Dragon

=====
148. Bone Dragon

HP: 12000
Strength: 142
Defense: 3
Magic: 0
Magic Defense: 254

Gil: 6750
EXP: 14000

Treasure: Red Fang
Cursed Ring

Type: Dragon, Undead

=====
149. Dinozombie

HP: 12000
Strength: 132
Defense: 4
Magic: 0
Magic Defense: 254

Gil: 8100
EXP: 15000

Treasure: Red Fang
Cursed Ring

Type: Dragon, Undead

=====
150. L'il Murderer

HP: 12000
Strength: 174
Defense: 3
Magic: 143
Magic Defense: 0

Gil: 10700
EXP: 20000

Treasure: Potion
Tent
Hourglass
Goblin

Type: None

=====

151. Giant Warrior

HP: 14000
Strength: 122
Defense: 4
Magic: 57
Magic Defense: 39

Gil: 7000
EXP: 18500

Treasure: Cottage
Ogrekiller
Poison Axe
Rune Axe

Type: Giant

=====

152. Blue Dragon

HP: 15000
Strength: 144
Defense: 4
Magic: 0
Magic Defense: 47

Gil: 40200
EXP: 36000

Treasure: White Fang
Shuriken
Dragon's Whisker
Wyvern Lance

Type: Dragon

=====

153. Red Dragon

HP: 15000
Strength: 162
Defense: 4
Magic: 79
Magic Defense: 39

Gil: 65000
EXP: 41500

Treasure: Red Fang
Dragon Gloves
Wyvern Lance
Crystal Ring

Type: Dragon

=====
154. Ahriman

HP: 25000
Strength: 144
Defense: 5
Magic: 0
Magic Defense: 38

Gil: 65200
EXP: 33333

Treasure: Eye Drops
Elixir
Gold Hourglass
Protect Ring

Type: None

=====
155. Behemoth

HP: 23000
Strength: 154
Defense: 4
Magic: 63
Magic Defense: 254

Gil: 65000
EXP: 57000

Treasure: Twist Headband
Power Armlet
Power Sash
Avenger

Type: None

=====
156. Wicked Mask

HP: 37000
Strength: 128
Defense: 4

Magic: 18
Magic Defense: 19

Gil: 65000
EXP: 50000

Treasure: Light Curtain
 X-Potion
 Elixir
 Glass Mask

Type: Mech

=====

157. Zemus's Mind

HP: 20000
Strength: 130
Defense: 254
Magic: 99
Magic Defense: 0

Gil: 50000
EXP: 65000

Treasure: None

Type: None

=====

158. Zemus's Breath

HP: 40000
Strength: 154
Defense: 0
Magic: 99
Magic Defense: 254

Gil: 50000
EXP: 60000

Treasure: None

Type: None

=====

159. Flan Princess

HP: 20000
Strength: 154
Defense: 5
Magic: 127
Magic Defense: 22

Gil: 55555

EXP: 10000

Treasure: Dry Ether
Elixir
Fuma Shuriken
Pink Tail

Type: Pudding

=====
160. Goblin Prince

HP: 8929
Strength: 132
Defense: 3
Magic: 0
Magic Defense: 1

Gil: 12000
EXP: 22000

Treasure: X-Potion
Gold Hourglass
Goblin

Type: None

=====
161. Echidna

HP: 9130
Strength: 142
Defense: 4
Magic: 28
Magic Defense: 33

Gil: 24000
EXP: 34000

Treasure: X-Potion
Vampire Fang
Kiss of Lilith
Assassin Vest

Type: Insect, Undead

=====
162. Lamia Queen

HP: 10330
Strength: 144
Defense: 3
Magic: 35
Magic Defense: 32

Gil: 25000
EXP: 35000

Treasure: Dry Ether
Kiss of Lilith
Rod of Lilith
Perseus Arrow

Type: Insect

=====

163. Sahagin Prince

HP: 12902
Strength: 160
Defense: 4
Magic: 20
Magic Defense: 26

Gil: 28000
EXP: 40000

Treasure: X-Potion
Cottage
Bestiary
Battle Gear

Type: Insect

=====

164. King Bomb

HP: 11100
Strength: 154
Defense: 2
Magic: 27
Magic Defense: 34

Gil: 32000
EXP: 40000

Treasure: Bomb Fragment
Bomb Arm
Bomb Core
Bomb

Type: None

=====

165. Palace Guard

HP: 10633
Strength: 151

Defense: 4
Magic: 38
Magic Defense: 44

Gil: 28000
EXP: 38000

Treasure: X-Potion
 Fuma Shuriken
 Minerva's Plate
 Golden Apple

Type: None

=====

166. Coeurl Regina

HP: 15935
Strength: 154
Defense: 4
Magic: 36
Magic Defense: 51

Gil: 33000
EXP: 42000

Treasure: Unicorn Horn
 Coeurl's Whisker
 Cat Claw
 Tabby Suit

Type: None

=====

167. Crystal Dragon

HP: 18120
Strength: 162
Defense: 4
Magic: 42
Magic Defense: 45

Gil: 34000
EXP: 46000

Treasure: White Fang
 Dragon Shield
 Wyvern Lance
 Crystal Ring

Type: Dragon

=====

168. Magic Dragon

HP: 20830
Strength: 160
Defense: 4
Magic: 41
Magic Defense: 48

Gil: 35000
EXP: 47000

Treasure: Blue Fang
Dragon's Whisker
Protect Ring
Rising Sun

Type: Dragon

=====

169. Chaotic Knight

HP: 21019
Strength: 152
Defense: 2
Magic: 68
Magic Defense: 45

Gil: 42000
EXP: 50000

Treasure: Remedy
Cottage
Assassin's Dagger

Type: None

=====

170. Stratoavis

HP: 24458
Strength: 184
Defense: 2
Magic: 13
Magic Defense: 55

Gil: 50000
EXP: 55000

Treasure: Phoenix Down
Cottage
Silver Apple
Chocobo Suit

Type: None

=====

171. Golden Flan

HP: 12384
Strength: 155
Defense: 254
Magic: 0
Magic Defense: 245

Gil: 40000
EXP: 42000

Treasure: Dry Ether
 Stardust
 Lunar Curtain
 Golden Apple

Type: Pudding

=====

172. Dust Mousse

HP: 10882
Strength: 155
Defense: 254
Magic: 0
Magic Defense: 254

Gil: 40000
EXP: 42000

Treasure: Dry Ether
 Elixir
 Fuma Shuriken
 Soma Drop

Type: Pudding, Undead

=====

173. Worst Malboro

HP: 18428
Strength: 155
Defense: 2
Magic: 22
Magic Defense: 23

Gil: 54000
EXP: 50000

Treasure: Remedy
 Soma Drop
 Ribbon

Type: None

=====
174. Chimerageist

HP: 24415
Strength: 164
Defense: 4
Magic: 24
Magic Defense: 55

Gil: 57000
EXP: 58000

Treasure: Red Fang
 White Fang
 Blue Fang
 Cursed Ring

Type: None

=====
175. Catoblepas

HP: 30556
Strength: 168
Defense: 4
Magic: 30
Magic Defense: 54

Gil: 62000
EXP: 62000

Treasure: Gold Needle
 Medusa Arrow
 Aegis Shield
 Gorgon Blade

Type: Insect

=====
176. Iron Giant

HP: 29818
Strength: 171
Defense: 3
Magic: 22
Magic Defense: 60

Gil: 63000
EXP: 64000

Treasure: Ogrekiller
 Poison Axe
 Rune Axe
 Gigant Axe

Type: Giant

=====
177. King Behemoth

HP: 29834
Strength: 190
Defense: 5
Magic: 10
Magic Defense: 254

Gil: 63500
EXP: 64000

Treasure: Power Armlet
 Power Sash
 Avenger
 Tiger Fang

Type: None

=====
178. Gilgamesh

HP: 30710
Strength: 175
Defense: 6
Magic: 101
Magic Defense: 254

Gil: 62500
EXP: 63000

Treasure: X-Potion
 Bestiary
 Lunar Curtain
 Maximilian

Type: Insect

=====
179. Proto Phase

HP: 31415
Strength: 169
Defense: 3
Magic: 23
Magic Defense: 24

Gil: 62000
EXP: 62000

Treasure: Light Curtain

X-Potion
Lunar Curtain
Glass Mask

Type: Mech

=====
180. Mist Eagle

HP: 10290
Strength: 152
Defense: 3
Magic: 22
Magic Defense: 22

Gil: 12000
EXP: 12000

Treasure: Phoenix Down
 Gold Needle
 Cockatrice

Type: None

=====
181. Mist Kraken

HP: 12512
Strength: 157
Defense: 3
Magic: 31
Magic Defense: 30

Gil: 18000
EXP: 18000

Treasure: Unicorn Horn
 Gold Hourglass
 Mind Flayer

Type: None

=====
182. Mist Summoner

HP: 15920
Strength: 155
Defense: 4
Magic: 54
Magic Defense: 36

Gil: 25000
EXP: 25000

Treasure: Healing Staff
Rune Armlet
Rune Staff
Grimoire

Type: Mage

=====

183. Metamorpha

HP: 21231
Strength: 161
Defense: 4
Magic: 30
Magic Defense: 38

Gil: 30000
EXP: 30000

Treasure: Perseus Arrow

Type: Mage

=====

184. Specter

HP: 23511
Strength: 158
Defense: 4
Magic: 33
Magic Defense: 44

Gil: 0
EXP: 0

Treasure: Phoenix Down

Type: Ghoul

=====

185. Platinum Toad

HP: 11111
Strength: 150
Defense: 60
Magic: 123
Magic Defense: 254

Gil: 65000
EXP: 65000

Treasure: Megalixir

Type: Insect

=====
186. Grudge Puppet

HP: 18929
Strength: 160
Defense: 5
Magic: 32
Magic Defense: 45

Gil: 20000
EXP: 32000

Treasure: Decoy

Type: None

=====
187. Death Puppet

HP: 60702
Strength: 185
Defense: 6
Magic: 57
Magic Defense: 62

Gil: 63000
EXP: 64000

Treasure: Potion

Type: None

=====
188. Brachioraidos

HP: 180000
Strength: 225
Defense: 5
Magic: 212
Magic Defense: 125

Gil: 65000
EXP: 65000

Treasure: Hero's Shield

Type: Dragon

=====
189. Soldier Monk

HP: 6000
Strength: 140
Defense: 3
Magic: 0
Magic Defense: 254

Gil: 5000
EXP: 15000

Treasure: None

Type: None

=====

190. Super Monk

HP: 8000
Strength: 145
Defense: 3
Magic: 0
Magic Defense: 254

Gil: 8000
EXP: 18000

Treasure: None

Type: None

=====

191. Drillmaster

HP: 10000
Strength: 150
Defense: 3
Magic: 0
Magic Defense: 254

Gil: 10000
EXP: 20000

Treasure: None

Type: None

=====

192. Bandit

HP: 14651
Strength: 144
Defense: 4
Magic: 22
Magic Defense: 33

Gil: 0
EXP: 0

Treasure: None

Type: None

=====

193. Octomammoth

HP: 2350
Strength: 22
Defense: 0
Magic: 0
Magic Defense: 25

Gil: 500
EXP: 1200

Treasure: None

Type: None

=====

194. Antlion

HP: 1100
Strength: 11
Defense: 3
Magic: 0
Magic Defense: 11

Gil: 800
EXP: 1500

Treasure: None

Type: None

=====

195. Mom Bomb

HP: 11000
Strength: 30
Defense: 1
Magic: 5
Magic Defense: 9

Gil: 1200
EXP: 1900

Treasure: None

Type: None

=====
196. Baigan

HP: 4444
Strength: 58
Defense: 1
Magic: 9
Magic Defense: 11

Gil: 3000
EXP: 4800

Treasure: None

Type: None
=====

197. Right Arm

HP: 444
Strength: 58
Defense: 2
Magic: 9
Magic Defense: 0

Gil: 0
EXP: 10

Treasure: None

Type: None
=====

198. Left Arm

HP: 444
Strength: 58
Defense: 2
Magic: 9
Magic Defense: 0

Gil: 0
EXP: 10

Treasure: None

Type: None
=====

199. Dark Elf

HP: 23890
Strength: 18
Defense: 0
Magic: 1
Magic Defense: 254

Gil: 4000
EXP: 1000

Treasure: None

Type: None

=====

200. Dark Dragon

HP: 3927
Strength: 80
Defense: 1
Magic: 15
Magic Defense: 254

Gil: 5000
EXP: 6000

Treasure: None

Type: Dragon

=====

201. Sandy

HP: 2591
Strength: 30
Defense: 1
Magic: 11
Magic Defense: 11

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

=====

202. Cindy

HP: 4599
Strength: 36
Defense: 2
Magic: 11
Magic Defense: 11

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

=====
203. Mindy

HP: 2590
Strength: 30
Defense: 1
Magic: 10
Magic Defense: 0

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

=====
204. Calco

HP: 1369
Strength: 54
Defense: 0
Magic: 31
Magic Defense: 11

Gil: 500
EXP: 1000

Treasure: None

Type: None

=====
205. Brina

HP: 369
Strength: 54
Defense: 1
Magic: 31
Magic Defense: 11

Gil: 500
EXP: 1000

Treasure: None

Type: None

=====
206. Calcobrena

HP: 5315
Strength: 106
Defense: 2
Magic: 41
Magic Defense: 25

Gil: 5000
EXP: 12000

Treasure: None

Type: None
=====

207. Golbez

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Defense: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?
=====

208. Shadow Dragon

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Defense: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?
=====

209. Doctor

HP: 4936

Strength: 18
Defense: 0
Magic: 0
Magic Defense: 11

Gil: 2000
EXP: 5500

Treasure: None

Type: None

=====

210. Barnabas

HP: 4832
Strength: 86
Defense: 0
Magic: 31
Magic Defense: 11

Gil: 2500
EXP: 5500

Treasure: None

Type: Mech

=====

211. Dr. Lugae

HP: 9321
Strength: 86
Defense: 1
Magic: 7
Magic Defense: 11

Gil: 4000
EXP: 10101

Treasure: Dr. Lugae's Key

Type: Mech

=====

212. Barnabas-Z

HP: 4518
Strength: 114
Defense: 1
Magic: 0
Magic Defense: 5

Gil: 2500

EXP: 20

Treasure: None

Type: None

=====
213. Scarmiglione

HP: 3500

Strength: 19

Defense: 2

Magic: 15

Magic Defense: 0

Gil: 2000

EXP: 3200

Treasure: None

Type: None

=====
214. Scarmiglione (true form)

HP: 3523

Strength: 46

Defense: 1

Magic: 31

Magic Defense: 22

Gil: 2500

EXP: 3600

Treasure: None

Type: Undead

=====
215. Cagnazzo

HP: 5312

Strength: 44

Defense: 2

Magic: 29

Magic Defense: 48

Gil: 4000

EXP: 5500

Treasure: None

Type: None

=====
216. Barbariccia

HP: 8636
Strength: 82
Defense: 0
Magic: 63
Magic Defense: 12

Gil: 5500
EXP: 9000

Treasure: None

Type: None

=====
217. Rubicante

HP: 34000
Strength: 80
Defense: 3
Magic: 16
Magic Defense: 37

Gil: 7000
EXP: 18000

Treasure: None

Type: None

=====
218. Demon Wall

HP: 28000
Strength: 84
Defense: 3
Magic: 79
Magic Defense: 29

Gil: 8000
EXP: 23000

Treasure: None

Type: None

=====
219. Defense Node

HP: 3000

Strength: 116
Defense: 5
Magic: 47
Magic Defense: 11

Gil: 0
EXP: 0

Treasure: None

Type: None

=====

220. Attack Node

HP: 3000
Strength: 116
Defense: 5
Magic: 47
Magic Defense: 11

Gil: 0
EXP: 0

Treasure: None

Type: None

=====

221. CPU

HP: 30000
Strength: 174
Defense: 4
Magic: 127
Magic Defense: 38

Gil: 10333
EXP: 50000

Treasure: None

Type: None

=====

222. Storm Dragon

HP: 40000
Strength: 139
Defense: 4
Magic: 22
Magic Defense: 33

Gil: 0

EXP: 32000

Treasure: None

Type: Dragon

=====
223. Gigas Worm

HP: 55000

Strength: 155

Defense: 4

Magic: 34

Magic Defense: 44

Gil: 0

EXP: 32000

Treasure:

Type: None

=====
224. Master Flan

HP: 35000

Strength: 130

Defense: 4

Magic: 34

Magic Defense: 38

Gil: 0

EXP: 32000

Treasure: None

Type: Mage

=====
225. T-Rex

HP: 60000

Strength: 148

Defense: 3

Magic: 34

Magic Defense: 54

Gil: 0

EXP: 32000

Treasure: None

Type: Insect

=====
226. Death Mech

HP: 50000
Strength: 135
Defense: 4
Magic: 34
Magic Defense: 54

Gil: 0
EXP: 32000

Treasure: None

Type: Mech

=====

227. Lunasaur

HP: 23000
Strength: 144
Defense: 4
Magic: 54
Magic Defense: 254

Gil: 0
EXP: 29500

Treasure: None

Type: Dragon, Undead

=====

228. Plague

HP: 33333
Strength: 146
Defense: 5
Magic: 0
Magic Defense: 38

Gil: 550
EXP: 31108

Treasure: None

Type: None

=====

229. White Dragon

HP: 32700

Strength: 156
Defense: 5
Magic: 31
Magic Defense: 48

Gil: 0
EXP: 55000

Treasure: None

Type: Dragon

=====

230. Ogopogo

HP: 50000
Strength: 150
Defense: 4
Magic: 127
Magic Defense: 40

Gil: 0
EXP: 61000

Treasure: None

Type: None

=====

231. Dark Bahamut

HP: 60000
Strength: 160
Defense: 5
Magic: 8
Magic Defense: 52

Gil: 0
EXP: 64000

Treasure: None

Type: Dragon

=====

232. Zemus

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Defense: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

=====
233. Zeromus

HP: ?

Strength: ?

Defense: ?

Magic: ?

Magic Defense: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

=====
234. Zeromus (true form)

HP: ?

Strength: ?

Defense: ?

Magic: ?

Magic Defense: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

=====
235. Mist Dragon

HP: 465

Strength: 16

Defense: 5

Magic: 10

Magic Defense: 31

Gil: 200

EXP: 700

Treasure: None

Type: None

=====
236. Ifrit

HP: 70000
Strength: 177
Defense: 5
Magic: 36
Magic Defense: 44

Gil: 45000
EXP: 50000

Treasure: None

Type: None
=====

237. Shiva

HP: 64000
Strength: 172
Defense: 5
Magic: 50
Magic Defense: 52

Gil: 45000
EXP: 50000

Treasure: None

Type: None
=====

238. Titan

HP: 75000
Strength: 180
Defense: 5
Magic: 28
Magic Defense: 48

Gil: 45000
EXP: 50000

Treasure: None

Type: None
=====

239. Ramuh

HP: 60000

Strength: 170
Defense: 5
Magic: 41
Magic Defense: 54

Gil: 45000
EXP: 50000

Treasure: None

Type: None

=====

240. Odin

HP: 20001
Strength: 116
Defense: 5
Magic: 95
Magic Defense: 38

Gil: 0
EXP: 18000

Treasure: None

Type: None

=====

241. Leviathan

HP: 50001
Strength: 174
Defense: 5
Magic: 34
Magic Defense: 54

Gil: 0
EXP: 28000

Treasure: None

Type: None

=====

242. Bahamut

HP: 45001
Strength: 174
Defense: 1
Magic: 17
Magic Defense: 4

Gil: 0

EXP: 35000

Treasure: None

Type: None

=====
243. Asura

HP: 31005

Strength: 134

Defense: 3

Magic: 69

Magic Defense: 37

Gil: 0

EXP: 20000

Treasure: None

Type: Mage

=====
244. Lunar Bahamut

HP: 50000

Strength: 213

Defense: 2

Magic: 18

Magic Defense: 24

Gil: 65000

EXP: 65000

Treasure: Grimoire LB

Type: None

=====
245. Lunar Leviathan

HP: 135000

Strength: 205

Defense: 3

Magic: 38

Magic Defense: 51

Gil: 65000

EXP: 65000

Treasure: Grimoire LL

Type: None

=====
246. Lunar Odin

HP: 95000
Strength: 191
Defense: 2
Magic: 95
Magic Defense: 48

Gil: 65000
EXP: 65000

Treasure: Grimoire LO

Type: None
=====

247. Lunar Asura

HP: 130000
Strength: 183
Defense: 3
Magic: 55
Magic Defense: 40

Gil: 65000
EXP: 65000

Treasure: Grimoire LA

Type: None
=====

248. Lunar Titan

HP: 120000
Strength: 196
Defense: 2
Magic: 35
Magic Defense: 37

Gil: 65000
EXP: 65000

Treasure: Grimoire LT

Type: None
=====

249. Lunar Dragon

HP: 105000

Strength: 180
Defense: 2
Magic: 254
Magic Defense: 44

Gil: 65000
EXP: 65000

Treasure: Grimoire LD

Type: None

=====

250. Lunar Ifrit

HP: 110000
Strength: 198
Defense: 2
Magic: 40
Magic Defense: 35

Gil: 65000
EXP: 65000

Treasure: Grimoire LI

Type: None

=====

251. Lunar Ramuh

HP: 90000
Strength: 178
Defense: 2
Magic: 44
Magic Defense: 48

Gil: 65000
EXP: 65000

Treasure: Grimoire LR

Type: None

=====

252. Lunar Shiva

HP: 100000
Strength: 173
Defense: 2
Magic: 36
Magic Defense: 55

Gil: 65000

EXP: 65000

Treasure: Grimoire LS

Type: None

=====

253. Zeromus EG

HP: 200000

Strength: 225

Defense: 3

Magic: 45

Magic Defense: 202

Gil: 0

EXP: 0

Treasure: None

Type: None

=====

sigh with relief X 1,000,000

That was HARD to write. Man, I'm going to probably jump with joy now that I've finished that section. I took that thing from the game itself. OMG that took ages...If you want a better detailed and better Bestiary, check AUNAO's guide. I've had a look at it and it's 100 times better than mine.

17.0 Bosses

\=====/

The Bosses of the game in full detail just like they are in the FAQ. This is primely for convenience; for those people who are too lazy to look it up in the FAQ themselves. Well, here they are!

NOTE: The bosses here don't include Lunar Ruin bosses

=====

Antlion

\=====/

HP - 1100

Strength - 11

Defense - 3

Magic - 0

Magic Defense - 11

Gil - 800

Experience - 1500

Treasure - None

Type - None

Battle Stradegy: Have Cecil attack physically and Rydia summon Chocobo. Edward should also attack except when he needs to heal the party.

The Antlion isn't too hard and this battle should be over in a minute.

Difficulty: 2/10

=====
Asura
\=====/

HP - 31005
Strength - 134
Defense - 3
Magic - 69
Magic Defense - 37
Gil - 0
Experience - 20000
Treasure - None
Type - Mage

Battle Strategy: Cecil should attack as hard as he can, along with Kain and Edge with their best weapons. Rydia should summon titan and attack Asura with her best black magic. Rosa should cast Reflect on Asura so everytime she uses curaga it reflects onto one of your people. She has a lot of HP so be prepared for a long fight.

Difficulty: 6/10

=====
Bahamut
\=====/

HP - 45001
Strength - 174
Defense - 1
Magic - 17
Magic Defense - 4
Gil - 0
Experience - 35000
Treasure - None
Type - None

Battle Strategy: This is the easiest battle in the whole friggin' game...if you know how to win. Here is the secret. Bahamut will start a countdown from 5. Once he reaches 0 he'll attack with Mega Flare, an attack that will guarantee to kill all in your team. So how to win? Easy. Get Rosa and FuSoYa to cast Reflect on every single person in the team. The others can just attack normally it doesn't matter. Rosa and FuSoYa can easily cast reflect on everyone on your team before Bahamut reaches zero. If not then use some Light or Lunar curtains. When Bahamut reaches zero he'll attack everybody with Mega Flare and it'll rebound on him! 9999 damage! Either keep on attacking him or just sit there like I did and wait for him to kill himself.

Difficulty: 1/10

=====
Baigan

\=====/

HP - 4444
Strength - 58
Defense - 1
Magic - 9
Magic Defense - 11
Gil - 3000
Experience - 4800
Treasure - None
Type - None

Battle Strategy: This battle isn't too hard. Have Cecil attack the body and Yang use Power on the body. Tellah should use his best black Magic on all three parts at once and let the twins use twin magic. The battle should be over pretty quickly.

Difficulty: 4/10

=====
Barbariccia
\=====/

HP - 8636
Strength - 82
Defense - 0
Magic - 63
Magic Defense - 12
Gil - 5500
Experience - 9000
Treasure - None
Type - None

Battle Strategy: Have Cecil and Cid attack physically, let Kane Jump on her every round, let Yang attack either with Power or just normally it doesn't really matter. Rosa should always heal the party when needed. This battle shouldn't take too long.

Difficulty: 7/10

=====
Cagnazzo
\=====/

HP - 5312
Strength - 44
Defense - 2
Magic - 29
Magic Defense - 48
Gil - 4000
Experience - 5500
Treasure - None
Type - None

Battle Strategy: Have Cecil attack physically. Have Tellah cast Haste on himself, Palom and Yang to speed things up. Let Porom cast Berserk on all characters. Yang should have the Thunder Claw equipped and use Power every single round. Tellah and Palom should cast any sorts of Thunder on this wicked beast to bring down that water shield. After a few minutes this battle would

be over.

Difficulty: 6/10

=====

Calcobrena
\=====/

HP - 5315
Strength - 106
Defense - 2
Magic - 41
Magic Defense - 25
Gil - 5000
Experience - 12000
Treasure - None
Type - None

Battle Stradegy: Have Rosa cast Berserk on Cecil and watch him let loose the the beast inside of him. Yang should use power every round and Kain jump. Rosa should heal when necessary. This battle is very easy. Just watch out when it confuses you. You don't want it to confues Cecil when he has Berserk upon him!

Difficulty: 5/10

=====

CPU
\===/

HP - 30000
Strength - 174
Defense - 4
Magic - 127
Magic Defense - 38
Gil - 10333
Experience - 50000
Treasure - None
Type - None

Battle Stradegy: Never, and I mean never, ever, ever and EVER kill the attack node. Doing this CPU will use some fancy magic attack and will kill one of your people instantly. Destroy the Defense Node first and then focus upon CPU. Also, don't use any magic on CPU. He will very frequently use Reflect and it'll reflect upon you! Let Cecil and Edge attack as hard as they can, with the help of Rydia, FuSoYa and Rosa, except when they are healing to keep the team in tip-top shape.

Difficulty: 7/10

=====

Dark Bahamut
\=====/

HP - 60000
Strength - 160
Defense - 5
Magic - 8
Magic Defense - 52

Gil - 0
Experience - 64000
Treasure - None
Type - Dragon

Battle Strategy: Depending on whoever is on your team it may vary. Any Magic user should heal the party when needed and NOT use ANY Black Magic except for Bahamut; its good side. Let the offensive attackers attack Dark Bahamut with all they have got. Oh, and any White Mage should cast Berserk on all the offensive attackers when you start off.

Difficulty: 8/10

=====

Dark Elf
\=====/

HP - 23890
Strength - 18
Defense - 0
Magic - 1
Magic Defense - 254
Gil - 4000
Experience - 1000
Treasure - None
Type - None

Battle Strategy: It is surprising how many times "Dark Elf" is a boss in games. Hmmmmm...well anyway have Cecil attack as best he can. Let Yang use Power and Cid attack as hard he can. Let Tellah heal the party, or otherwise cast some of his best spells. Once someone has changed into the Pig status have Tellah use Esuna. This battle is quite easy.

Difficulty: 4/10

=====

Death Mech
\=====/

HP - 50000
Strength - 135
Defense - 4
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 32000
Treasure - None
Type - Mech

Battle Strategy: Depending on whoever is on your team it may vary. Any Magic user should heal your team as often as possible. Black Mages should attack it with he/she's most devastating spells. Let all the White Mages cast Berserk on everybody. All offensive users attack as most and hard as they can.

Difficulty: 5/10

=====
Demon Wall
\=====/

HP - 28000
Strength - 84
Defense - 3
Magic - 79
Magic Defense - 29
Gil - 8000
Experience - 23000
Treasure - None
Type - None

Battle Strategy: This wall will get closer and closer and when it does it'll kill off your team so act quickly and fast! Cecil should attack it physically and Edge should throw weapons. Have Rosa cast Berserk and Haste on everybody and also heal when needed. Have Rydia summon Leviathan every single round.

Difficulty: 5/10

=====
Dr. Lugae and Barnabas
\=====/

HP - 4832
Strength - 86
Defense - 0
Magic - 31
Magic Defense - 11
Gil - 2500
Experience - 5500
Treasure - None
Type - Mech

Battle Strategy: Kill Barnabas first and then Dr. Lugae.
Have Cecil and Kain use their most powerful attacks. Yang should use Power every single round and Rydia summon or cast her most powerful spells. Rosa should heal occasionally.

Difficulty: 3/10

Tip: i just wanna tell you that if you kill barnabas first and wait about 3 turns, the doctor will go off screen and pop back on in a manual controlled barnabas. This barnabas is called Barnabas-Z. it's stats are as follows:

HP: 4518
strength: 114
Defense: 1
Magic: 0
Magic Def.: 5

(just a warning, the doctor asks himself " what's this button do?" when he does that, he's about to self-destruct)

(submitted by Timothy)

=====
Dr. Lugae (monster form)

\=====/
HP - 9321
Strength - 86
Defense - 1
Magic - 7
Magic Defense - 11
Gil - 4000
Experience - 10101
Treasure - Dr. Lugae's Key
Type - Mech

Battle Stradeegy: This Boss is so easy you don't even need to heal! Have Cecil and Yang attack normally and Kain jump. Rosa should only heal when needed, which is not.

Difficuly: 2/10

=====

Gigas Worm
\=====/
HP - 55000
Strength - 155
Defense - 4
Magic - 34
Magic Defense - 44
Gil - 0
Experience - 32000
Treasure - None
Type - None

Battle Stradeegy: Depending on whoever is on your team it may vary. Let Edward attack him normally and only heal if critical. Cecil should aslo attack normally and only heal if severe. Any White Magic users should consistently use Berserk on everybody and Curaga when needed. Black Magic users should just sit back and let burn Firaga and any other powerful spell. All offensive attackers just attack with the strongest attack.

Difficuly: 7.5/10

=====

Golbez
\=====/
HP - ?
Strength - ?
Defense - ?
Magic - ?
Magic Defense - ?
Gil - ?
Experience - ?
Treasure - ?
Type - ?

Battle Stradeegy: Once Golbez kills all of you, Rydia will show up. She's all grown up now! Hurry and revive everyone with Phoenix Downs, and then absolutely slaughter him with your attacks. This battle should be over pretty quickly.

Difficulty: 6.5/10

=====
Leviathan
\=====/

HP - 50001
Strength - 174
Defense - 5
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 28000
Treasure - None
Type - None

Battle Stradeegy: This battle is going to take a very long time. Relax and just follow these patterns. Have Cecil attack normally. Rydia should cast Thundaga or Titan every single round. Let Rosa cast healing spells on everyone when needed or cast Berserk on everyone. Let Kain jump every turn. It will sometimes enable him to dodge the Tsunami attack from the Leviathan. Edge should use Blitz every round. After what seems like 10 mins, this long battle will be over.

Difficulty: 8.5/10

=====
Lunasaur
\=====/

HP - 23000
Strength - 144
Defense - 4
Magic - 54
Magic Defense - 254
Gil - 0
Experience - 29500
Treasure - None
Type - Dragon, Undead

Battle Stradeegy: As long as Cecil has Ragnorok this battle will be over in less than a minute literally! Ragnorok will deal 9999 damage with each hit, so just sit back and watch it pummel the two dragons. Anyone else on the team can just heal and defend if they want. If someone can't heal then just help Cecil attack.

Difficulty: 3/10

=====
Master Flan
\=====/

HP - 35000
Strength - 130
Defense - 4
Magic - 34
Magic Defense - 38

Gil - 0
Experience - 32000
Treasure - None
Type - Mage

Battle Strategy: I found it impossible to attack Master Flan when all the other
flans were there. I hated them. All Magic users heal the party
when necessary and all black magic users attack it with your
most powerful spells. Have Cecil and all other offensive
people attack normally. This shouldn't take too long.

Difficulty: 7/10

=====
Mindy, Sandy and Cindy
\=====/
=====

HP - Mindy 2590 Sandy 2591 Cindy 4599
Strength - Mindy 30 Sandy 30 Cindy 36
Defense - Mindy 1 Sandy 1 Cindy 2
Magic - Mindy 10 Sandy 11 Cindy 11
Magic Defense - Mindy 0 Sandy 11 Cindy 11
Gil - 9000
Experience - 7500
Treasure - None
Type - Mages

Battle Strategy: Kill Cindy first with all your most powerful attacks and
spells. Then kill any of the others in any order you wish.
have Tellah heal when necessary and cecil, Cid and Yang
should attack as hard as they can.

Difficulty: 5/10

=====
Mist Dragon
\=====/
=====

HP - 465
Strength - 16
Defense - 5
Magic - 10
Magic Defense - 31
Gil - 200
Experience - 700
Treasure - None
Type - None

Battle Strategy: Let Cecil attack and Kain jump. When the dragon turns into
mist don't attack it, just defend. When it returns to its
dragon form redo the cycle.

Difficulty: 2/10

=====
Mom Bomb
\=====/
=====

HP - 11000
Strength - 30

Defense - 1
Magic - 5
Magic Defense - 9
Gil - 1200
Experience - 1900
Treasure - None
Type - None

Battle Stradegy: Let Cecil and Edward attack it normally. Have Rosa heal when someone is low on health. Let Yang pummel this beast with Power. Let Rydia summon Chocobo. If the Mom Bomb turns into separate pieces, destroy them as quickly as possible. Let Yang use kick when that happens.

Difficulty: 4/10

=====
Octomammoth
\=====/
=====

HP - 2350
Strength - 22
Defense - 0
Magic - 0
Magic Defense - 25
Gil - 500
Experience - 1200
Treasure - None
Type - None

Battle Stradegy: This thing has eight legs and is a mammoth. Why the hell would it look like a circus clown then? It doesn't matter though. Let Cecil loose and attack it with brute force. Have Tellah cast Thunder and Rydia summon Chocobo. It is very possible Tellah needn't heal at all, but if he does then heal. This battle is extremely easy.

Difficulty: 3/10

=====
Odin
\=====/
=====

HP - 20001
Strength - 116
Defense - 5
Magic - 95
Magic Defense - 38
Gil - 0
Experience - 18000
Treasure - None
Type - None

Battle Stradegy: The King will end all of you in a couple of rounds so act fast like a vulture. Rosa should cast Berserk on everyone and heal heal when necessary. Let Cecil attack as strong as he can and let Edge use Blitz or throw any weapons. Let Rydia summon Leviathan over and over again. Following these patterns will ensure victory.

Difficulty: 5/10

=====
Ogopogo
\=====/

HP - 50000
Strength - 150
Defense - 4
Magic - 127
Magic Defense - 40
Gil - 0
Experience - 61000
Treasure - None
Type - None

Battle Stradegy: Depending on who's in your team it may vary. If Rydia is there summon Bahamut to show Ogopogo what he deserves. Cecil and every other offensive attacker should show Ogopogo their might! White Mages should use Curaja every single round. Ogopogo has some devastating attacks. Black magic users should annihilate Ogopogo with their strongest Black Magic. Overall, it's just a harder Leviathan.

Difficulty: 8/10

=====
Plague
\=====/

HP - 33333
Strength - 146
Defense - 5
Magic - 0
Magic Defense - 38
Gil - 550
Experience - 31108
Treasure - None
Type - None

Battle Stradegy: Plague will start a countdown of doom at the beginning of the battle. The countdown will start at 10 to ALL party members so act FAST! Forget about healing, let all White Mages attack with all their might! Black Mages use their most powerful spells. If Rydia is there summon Bahamut. Cecil and all other offensive attackers just do what they do best.

Difficulty: 5/10

=====
Rubicante
\=====/

HP - 34000
Strength - 80
Defense - 3
Magic - 16
Magic Defense - 37
Gil - 7000
Experience - 18000

Treasure - None

Type - None

Battle Stradegy: Basically what you need to do is to use ice attacks. However, don't use any ice attacks if Rubicante is in his cloak or otherwise it will simply heal him. Let Cecil and Kain let loose the beast inside of them, and Rydia should either summon Shiva or Blizzaga, while Edge uses Flood.

Difficulty: 6/10

=====

Scarmiglione (first form)

\=====/

HP - 3500

Strength - 19

Defense - 2

Magic - 15

Magic Defense - 0

Gil - 2000

Experience - 3200

Treasure - None

Type - None

Battle Stradegy: This form is so pathetically easy this you can have the most idiotic stradegy and still win. Have the twins use twin magic Cecil should attack normally and Tellah should heal. Easy.

Difficulty: 2/10

=====

Smarmiglion (true form)

\=====/

HP - 3523

Strength - 46

Defense - 1

Magic - 31

Magic Defense - 22

Gil - 2500

Experience - 3600

Treasure - None

Type - Undead

Battle Stradegy: His true form is even easier than the last form because their are no monsters to help him. Use the same stradegy as in his first form and it should be just as easy.

Difficulty: 2/10

=====

Storm Dragon

\=====/

HP - 40000

Strength - 139

Defense - 4

Magic - 22

Magic Defense - 33

Gil - 0
Experience - 32000
Treasure - None
Type - Dragon

Battle Strategy: Depending on whoever is on your team it may vary. All White Magic users should heal when necessary. Black Magic users should use Blizzaga. If Rydia is there summon Shiva. Use Ice weapons such as Ice Sword, Ice Lance and Ice Claw. If you perform these necessary tasks then you will win for sure.

Difficulty: 7/10

=====

T-Rex
\=====/

HP - 60000
Strength - 148
Defense - 3
Magic - 34
Magic Defense - 54
Gil - 0
Experience - 32000
Treasure - None
Type - Insect

Battle Strategy: Depending on whoever is on your team it may vary. If anyone on your team knows float then use it. It will save you from T-Rex's devastating Earthquake attack. White Mages heal if necessary, Black Mages use their most powerful spells, and everyone else attack normally. This boss is a cinch.

Difficulty: 4/10

=====

White Dragon
\=====/

HP - 32700
Strength - 156
Defense - 5
Magic - 31
Magic Defense - 48
Gil - 0
Experience - 55000
Treasure - None
Type - Dragon

Battle Strategy: Depending on whoever is on your team it may vary. If anyone on your team knows float then use it. It will save you from White Dragon's devastating Earthquake attack. White Mages heal if necessary, Black Mages use their most powerful spells and everyone else attack normally. If Rydia is there summon Bahamut. It does a lot.

Difficulty: 7/10

=====

Zeromus

\=====/

HP - ?
Strength - ?
Defense - ?
Magic - ?
Magic Defense - ?
Gil - ?
Experience - ?
Treasure - ?
Type - ?

Battle Strategy: This dude is tough! Get Edge to steal the Dark Matter off him and then use the Crystal Golbez gave you. White Magic users will need to cast Curuja EVERY SINGLE ROUND. That's every single one of them. If they are low on HP heal them with Elixir. If Kain is there jump. If Yang is there Power. If Cid is there just attack normally. If Edge is there pummel Zeromus with Fuma Shurikens and if Edward is there Heal everyone. For an easy win someone needs to know Meteor. That would be Palom and Rydia. Cast Meteor as often as possible. This boss might take a while. Watch out for his Big Bang and Whirl attack. Both will seriously hurt you. Oh, and you lose around 2-3HP every 2 seconds which just complicates the difficulty of this boss. If you aren't at least Lv 55 when facing this boss you WILL have troubles.

Difficulty: 9.5/10

=====

18.0 Lunar Ruins

\=====/

NOTE: If you did follow my guide recommendations and beaten Zeromus three times with different characters, then all your characters would be over Level 70. If you're not over Level 70, then I recommend to do a lot of training.

NOTE: The Lunar Ruins is very complicated with many different floors. My guide is not very precise since the floors before and after the trials are mostly random. However, the "Trials" section for each character I have written is very accurate, which basically is the point of the Lunar Ruins.

This hell is found on the moon near the face structure once you beat the game. This 50 floor dungeon is the hardest dungeon in this game. (well duh) You need to have beat the game with every character to play this dungeon with all characters. What I mean by this is that you have to beat Zeromus with every single character, which means you'll have to tackle the Lunar Core THREE TIMES before all characters can enter the Lunar Ruins.

For the first playthrough you have to have this party:

Cecil
Rosa
Rydia
Yang
Edward

The second playthrough:

Cecil
Rosa
Edge
Cid
Kain

The third playthrough:

Cecil
Porom
Palom
Edge
Kain

That's right. You have to face this dungeon AT LEAST three times.

Now let me explain to you how the Lunar Ruins works:

The first three floors of the dungeon is completely random. On the fourth floor is a trial for each of the characters. The trials are in this order:

Yang, Edward, Rydia, Cecil, Rosa, Edge, Kain, Cid, Palom and Porom

After one trial, you'll have to, again, go down three floors before the next trial. Some are random, some are not. I'll list the ones that are.

I will list the monsters you will encounter before a trial unless it's a Floor of Remembrance.

=====
BEFORE YANG'S TRIAL (random)

Monsters: Goblin Prince, Echidna, Lamia Queen, Red Dragon, Wicked Mask, Gold Dragon, Great Malboro, Black Flan, Giant Soldier, Behemoth, Giant Warrior,

YANG'S TRIAL

You'll hear the Fabul theme. There is a safe area at the bottom-left corner and a warp out of this dungeon at the bottom-right corner. When you're ready, go inside the door to begin the first trial in this dungeon!

When you're ready head inside the door. Proceed up the stairs and you'll be attacked by A HELL OF A LOT soldier monks. When I say A HELL OF A LOT I MEAN A HELL OF A LOT! Everyone attack, even White Mages; you can heal after the battle.

HEAL!!! That was nothing compared to what you're about to face next! Continue walking north and you'll again face a few soldier monks. Heal. Get used to healing after the battle. Walk north and you'll be surrounded by Super Monks! They're a bit stronger than the weak Soldier Monks. BE ON YOUR GUARD!!! Have Rydia summon Bahamut or use Meteor to kill them.

Always heal after a monk battle, okay? Walk north and you'll be bombarded with

a lot of Super Monks. After that, you'll immediately be thrown into a battle with Drillmasters. ROSA USE CURAJA!!! I'm serious. Have Rydia summon Bahamut and let Yang, Edward and Cecil attack them ferociously. After that, you'll automatically start another battle with another 20 drillmasters! :(

You don't even get a rest and you'll have to immediately face the boss of this trial: The Lunar Titan.

YANG'S TRIAL'S BOSS

Have Rosa cast float on everyone THE INSTANT IT'S HER ROUND! Cecil and Edward just attack normally. Yang should either attack normally or use power, it's up to you. Rydia should summon Bahamut or cast Flare. When The Lunar Titan changes position you'll know he's about to unleash a devastating attack, EARTHQUAKE...which won't do anything if Rosa has cast float. Watch out for his OHKO move, Crush. Have Rosa cast Full-Life if that happens. Continue repeating the cycle and you'll eventually win. You'll obtain the Discipline Armlet.

You have now conquered Yang's trial! Are you proud of yourself? Pat yourself on the back, and walk up to the stairs. Remember to equip Yang the Discipline Armlet.

You'll be back at the entrance of the trial. Use the safe area if you must and proceed up past the trial door. Go down the stairs and you'll appear in the Floor of Remembrance.

=====
*BEFORE EDWARD'S TRIAL (random)

The Floor of Remembrances are always area you've been before, except with worse and more terrible enemies. It can be any dungeon, like the Tower of Zot, Old Waterway and even Mt.Ordeals. There are also more treasure chests, so always look for them before going to the next floor. After three floors you'll come into Edward's Trial.

EDWARD'S TRIAL

Like in Yang's trial, Edward's Trial's entrance is exactly the same. The safe area is at the bottom-left, the warp out of this dungeon is at the bottom-right. Use the safe area if you must and then go inside the door.

You'll appear in a snowing Damycan Castle. Go up and Edward will automatically pick up a Requiem Harp! A thing then appears and you'll be thrown into battle. It's automatic. You'll see Cecil killing it three times and each time it simply regenerates. After some time Edward will find out that to subdue the Specter he has to sing a lullaby. Remember this, as you'll have to face many specters here.

First, equip the Requiem Harp on Edward. Then head up into the main castle. On this floor there are two specters to defeat. Just let Edward sing to them to win. Compared to the last trial, this trial is a piece of cake. Once you have beaten both specters, go up to the next floor.

In here there is one more specter. Beat it and progress up a floor. You'll be on the top floor. The pots that were in the overworld are still here, and you can still use them to recover HP and MP! Beat the two spirits then go back

down to the second floor. Another specter had spawned here. After the battle Edward will guide you to a hidden area of the castle.

There are millions of specters down here...and no monsters!!! There are not specters in the water, so just stay on land. Just relax and kill them off one at a time. Once all the specters have been taken care of go south to another staircase. Have Cecil recover everyone's HP before going down. You'll have to face a boss battle soon.

Go north and something will shatter the Requiem Harp. Then something will come down and prepare for a boss battle against the Lunar Shiva!

EDWARD'S TRIAL'S BOSS

This boss has some terrible attacks, the worst of which is the Ice Storm. At Level 70, it still does around 1500 to every single character! Counter with Curaja or even Asura. Even without Ice Storm Lunar Shiva is hard. She has a lot of nice physical attacks that'll still bring a character. Don't hesitate to heal when you need to. Also, once she sustains heavy damage, say from Bahamut or Flare, she'll heal herself with Blizzaga. Make sure your attacks do more than 2000 or she'll be healing herself and your attacks will be waste. The only thing that's bad about this boss is that it's too slow. It won't do serious damage to you.

Cecil should attack as hard as he can, Rosa should heal as often as possible, Rydia should cast Flare or summon Bahamut, let Edward attack and Yang should use power.

After the battle a specter will say thankyou and you'll receive Harmonious Ring! Now exit via the northern staircase.

Use the safe area to SAVE ONLY! Don't waste a Tent or Cottage here; you'll find out why soon. Now go past Edward's Trial to the northern staircase.

Tip: Regarding the fight with Lunar Shiva (and any fight where the enemy uses mostly elemental based attacks), I have a trick that ensures the entire party can not be wiped out.?I had Palom and Porom in the party, and equipped Porom with a Cursed Ring.?This caused Lunar Shiva's Ice Storm attack and Blizzaga to heal Porom.?I have not checked yet, but this would also work using Rosa if Rosa can equip the Cursed Ring.?I put it on one of them so that I could still toss off the Full-Life spells.?Lunar Shiva's attacks would hit Porom for about 1000 damage, but she only attacked twice in a row before launching another elemental attack, and Porom had over 3000 hit points at this time.

(submitted by MasterPingul)

=====

BEFORE RYDIA'S TRIAL

Monsters: None

You'll appear in a city sort of place. Cool. Before going down, go north through the door and you'll meet a Sylph. Talk to it and she'll recover your HP and MP. Cool. Now go down the stairs.

How sick is this? A library in the Lunar Ruins? With PEOPLE!? And I thought this was hell. This is awesome!!!

As you walk left a guy will stop you and ask you to find a book called the Mysidian History. He will tell you vital information is you do. Since this is an RPG you can't find the way out of this place on your own, so find that book!

As you walk up you'll notice that finding the book won't be easy...the size of this library!!! The location is also random...which just makes it more annoying to find. Talk to the people in the library for clues. Once you find the book go back to the man. He'll lead you to the next floor.

Talk to the man there and he'll say 9,0,4,1,7,2,3,5... Hmm...Wonder what that is? You'll soon find out. You have to find the numbers in that order on tiles. Step on the tiles in that sequence to unlock the door in front of you. Okay, so lets do that. The 9 is located west, past the wall. 0 is just right next to your starting position. The 4 is located near the eastern wall. The 1 is located at the top-left corner. 7 is situated at the bottom-right corner. 2 and 3 are both near the northern wall. 5 is located beyond the west all. *click* A door opened somewhere! OMG!!!...you should know where the door is. Go through it.

NOTE: Sometimes you'll get different numbers

RYDIA'S TRIAL

You should know where everything is in this room now. Go through the door to begin Rydia's Trial.

This is the best shot in the game! That looks so friggin cool! As you walk up, something even cooler happens. Rydia turns back into a child, and a lot of summons leave her. She can still summon Leviathan and Bahamut though :) She can also use White Magic again!

Go up and when the path allows it go east. You'll find a path. Follow it to reach Shiva, and old friend. You will be thrown into battle with Shiva. As she's a ice monster, fires your best friend. Have Rydia cast Flare on her, and everyone else attack. You shouldn't have any problems with this boss, and only have Rosa heal if Shiva uses Ice Storm.

Rydia will again learn to summon Shiva. Traverse back through the path and then head all the way west and then head south. Follow the path to a Ifrit. It seems he's forgotten Rydia too. Awwww. Well lets get him back! Talk to him and prepare for another boss battle!

Ifrit is weakest against ice magic, so let Rydia cast Blizzaga. Cecil and Yang attack normally, and Rosa heal if necessary. Edward can't help much, so just let him Chant. It's pretty good actually. Just watch out for one attack, the "Flame Charge" attack. I call it that because when he prepares to unleash the attack he draws fire around him and looks like he's going to charge at you. Just let Rosa heal after that. This will take some time, since Ifrit has a lot of HP.

Go back along the path and head up and west. Follow the path and you'll meet Titan. Talk to him to start another battle!!!

Titan isn't that hard, as of all earth elemental bosses. To avoid his quake and earthquake attack simply cast float. After that, just let everybody attack Titan with all their might! Rydia should either use Flare or Bahamut, since they are the strongest magic attack besides Meteor. When Rosa isn't

healing have her cast Holy. It does a lot!

After the battle Rydia will learn to summon Titan again. Head back through the path and proceed north until you reach thick fog. From there, head right to a path leading to Ramuh. Talk to him to start yet another boss battle!

The really is not strategy for this boss. Let Rosa either heal or cast Holy, Cecil just attack physically, Rydia summon Bahamut or use Flare, Edward use Chant and Yang attack physically or power. Just watch out for his attacks. Blitz does a lot of damage to one unit or all units. Also, when he rises his staff to the air and unleashes his attack, IMMEDIATELY let Rosa heal or Rydia summon Asura. This battle won't take long.

You have now obtained all Rydia's lost summons. Now you can walk through the fog we encountered before. Walk north and you'll be thrown into the final boss battle here! The Lunar Dragon!

RYDIA'S TRIAL'S BOSS

Have Cecil and Yang attack physically. Rosa should either cast Curaaja every round or use Esuna. Rydia should summon Bahamut or cast Flare. Let Edward keep chanting, it'll do him good.

You notice how the Lunar Dragon looks exactly like the Mist Dragon? They have the same battle strategy. After some time it'll turn to Mist, and that time DON'T ATTACK IT! Also, the Lunar Dragon can unleash attacks where either it poisons everyone, or puts everyone to sleep. It doesn't matter about the poison one, but ALWAYS USE ESUNA OR CLOCK when you've been put to sleep.

To add to the annoyance when it's almost dead it'll start healing itself, replenishing 9999 HP everytime. Watch out for it, and counter it only by attacking as hard as you possibly can!

After the battle Rydia will turn big again. She'll also spot something shiny on the ground. It's a Mist Ring. Equip it on Rydia.

You'll appear back in the entrance chamber. Heal using the safe area and then save. Proceed up from Rydia's Trial door and go down the staircase.

=====

BEFORE CECIL'S TRIAL

Monsters: King Bomb, Gray Bomb, Bomb, Lamia Queen, Spirit, Palace Guard, Gargoyle, Skeleton, Chaotic Knight, Cockatrice, Goblin Prince,

Civilization!!!...Seriously. This is a city! A city inside the Lunar Ruins? Hm, well there already was a Library within the Lunar Ruins, so it's not that surprising. Step into the town. The animals around don't give much useful information, so there is no point talking to them. There is an inn just up from the entrance. It's 1050 gil for one night. I don't know why you would bother. There's a weapons and armors shop north of town. Here's what the weapons shop sells:

=====

Weapon	Cost
Shuriken	20000

```
|Fuma Shuriken| 50000|
|Yoichi Arrow | 140|
=====
```

And the armor shop:

```
=====
| Armor      | Cost |
=====
|Aegis Shield| 20000|
|Light Robe  | 30000|
|Gold Hairpin| 20000|
=====
```

All your characters should have better armor than this. Exit and there's an item shop west of town. It sells:

```
=====
| Item       | Cost |
=====
|Hi-Potion   | 150|
|Phoenix Down| 100|
|Remedy      | 5000|
|Dry Ether   | 50000|
|Elixir      |100000|
|Cottage     | 500|
|Bestiary    | 980|
|Gysahl Whistle| 20000|
=====
```

Stock up on Elixirs, you should have enough money by now. At that point, my money was:

7,101,716

I am filthy rich man! Stock up on Elixirs. Around 5-10 would be sufficient. When you're done, leave the town from the south side. Awww, I wanted to stay in the city!

Doesn't this area remind you of the Cave of Summons? Go down and Press A on the beast. Get used to doing this; there are many of those you have to face. Continue down and go RIGHT. Fight the two monsters there. Then follow the path to a chest with Elixir. Now go LEFT. Fight the two monsters there and again follow the path to a chest. Go back to the central area and fight the two monsters. Go east and fight another two monsters. Follow the path and go west once you get out of the hidden passage. More monsters *yawn* Before going up the staircase take out the three monsters and get the Asura's Rod. Now go up the stairs.

Back to the fields! Talk to the man up on the platform and he'll tell you that he wants a Platinum Toad and he wants you to find it. If you do find it then he'll tell you how to get out of here. Just note that I have no idea if the location is random or not. I found it at the north-west corner. However, it's much harder than that. When you approach it, it'll start to disappear. Quickly press A on it, and you'll be thrown into battle.

This is basically a Golden Toad battle. It uses the exact same strategy, so you just have to time it right and kill it before it does too much damage. Once you kill it you'll get a Megalixer...that's what I got anyway. Email me if you got something different.

Cure those who have been turned into a toad and bring the Platinum Toad to the man. He'll open up the thing right next to him. It's actually a portal. Step on it and you'll be teleported to a room we're too familiar with!

CECIL'S TRIAL

Baron's theme. I think that too clearly states that it's Cecil's turn. Heal and save if you need to. When you're ready, go inside the door to start Cecil's trial!

NOTE: These are only SOME of the rooms you'll encounter. I got these rooms. If you get a different room, just do the thing that's good. Do whatever they say. The reward at the end benefits.

This will be a test of goodness. I'm serious. Head up into the chamber and Cecil will say what a nice vase. When you press A on it though, it breaks. A man comes in and is shocked that he's vase was broken. He'll ask you whether you broke it. Answer Yes. Trust me. Then go down to the door, go up to the door and to a new chamber.

This area is like a dungeon. Head up and you'll encounter a monster. DON'T ATTACK IT THOUGH! Let it talk, and after a while the battle will automatically end. Now go up the staircase and up to a new chamber.

In this area, talk to the guard at the bottom. The soldier will say that he has some errands to tend to, and that can you look after the treasure while he's gone. DO NOT PRESS A ON THE TREASURE! YOU WILL NOT RECEIVE A SWORD! Wait a couple of moments, have a biscuit and drink. He'll be back before you know it. Now go up and up to a new room.

In this room a man will tell you that he had lost a Golden Apple. This time, let's be cheeky. Don't worry, one booboo won't do anything! I've checked! Go around the room and click on the thing that's sparkly. That's the Golden Apple. Don't give it back to the old man, USE IT!!! Seriously, use it. I would recommend to use it on Rydia, since her HP isn't that great. Trust me, don't give it back to the old man.

Now go to the next room. You should know the routine by now. Here, a girl has lost all her chocobos! Oh no! Let's retrieve them for her! Press A on all the five chocobos in this room. They can sometimes get annoying. After that, proceed to the final chamber!

If you did everything I told you then you will receive the Light Bringer, a sword even stronger than the Ragnarok. Equip it on Cecil and then talk to the king. A boss battle starts against the Lunar Odin!

CECIL'S TRIAL'S BOSS

Okay, first off, I want to say how annoying this boss is. At the right beginning of the battle, he uses Zantetsuken, which will almost kill off every single unit. BE PREPARED! Also, this fight has a time-limit...not expressed in time. After some moments, Odin will DOUBLE Zantetsuken which will DEFINETELY kill off all your units.

However, besides all that he's a complete joke! Have Cecil attack him with the newly-obtained LightBringer. Rosa should always heal, and if not then cast

Holy. Rydia cast Thundaga every single round. Edward should chant and Yang should use his new special ability Deadly! You'll soon defeat him.

Once that's over with you'll appear back outside. Use a cottage on the safe area and save. After that, walk past the door to the next staircase and to the next trial!

=====

BEFORE ROSA'S TRIAL

Monsters: King Bomb, Hell Turtle, Cold Beast, Coeul Regina, Soldieress, Palace Guard, Lamia Queen, Mind Flayer, Ogre

You'll be back on the Floor of Remembrance. Remember, the Floor of Remembrance is made up of random dungeon rooms. Just go through them as you normally would have. Also note to get all the chests along the way.

ROSA'S TRIAL

Use a cottage and save. This is the last trial before we must switch to more characters. Once you're done go within the room to start Rosa's Trial.

You'll step into a city, but Lunar Asura uses some crazy attack that knocks out everyone or changes status ailment. I'll guide you through who to save and when.

At the start, go left and save the man. From there, go left and cure the pig. The next pig you see is a monster, so don't bother with it. Continue up and save the man. Hug the western wall to a kid and cure him. Then head up.

Go north to the stone'd man. Unstone him, then immediately proceed to the pig a little to the right and to the bottom. Continue following the path east and cure the mini-man. Go down and that pig you see is a monster. Ignore it. The toad to the left is also a monster so ignore it. That stone-d woman down underneath the pig is also a monster. Quite a lot of monsters.

Walk as fast as you can to the stone-d woman at the bottom-left corner. Cure her, and ignore the mini-man right of your position. The head right and cure the man. Now go to the north-east corner where a man is. Cure him and proceed south. Go down and save the toad. Now go down and cure the pig. Don't worry, we're almost done!

Proceed to the red lake (blood lake probably) and save the toad. Then follow the river bed all the way across town to the final toad...and person to save! You have now saved everyone! Now just wait for Lunar Asura to attack.

ROSA'S TRIAL'S BOSS

Right at the beginning of the battle use Lunar Curtains or have Rosa use Reflect on everyone in the party. Doing this will save you from Lunar Asura's devastating black magic attacks. If you can, use Reflect on Lunar Asura too, as she can also cast Curaga. Other than that, just pummel her with your more fierce attacks! (not any black magic attacks though, just normal physical attack) As long as you have reflect on everyone, Lunar Asura is practically killing herself! Just watch out for her Globe 199 attack. This automatically kills a party member. Just let Rosa use Full-Life after it.

After the battle, Lunar Asura gets destroyed. A man comes and, depending on how many humans you saved, he'll give you three items. If you saved hardly any, he'll give you an Elixir. If you did okay, but still not the best, you'll get a Megalixir. If you followed my instructions then you would have obtained the White Ring! Equip it on Rosa!

Save and now get out here and change to the second team. You won't be able to progress to any trials with this team anyway. The only bad thing is that now you'll have to go through ALL of the Lunar Ruins again except the trials before arriving back here. Once you've changed characters and is in the same position head down the staircase past the door.

=====
BEFORE EDGE'S TRIAL (random)

Monsters: Lamia, Lamia Matriach, Couerl Regina, Fiery Hound, Ghost Knight, Crystal Dragon, Black Lizard, Green Dragon, Palace Guard, Evil Doll, Ironback, Flood Worm, Death Shell, Killer Fish,

Again, with the annoying Floor of Remembrances. They can be anything, so just collect all the treasure their normally would have and sometimes extras. After going down three floors you'll appear in a *moan*.

EDGE'S TRIAL

Edge's trial is probably the most annoying of all trials so prepare for a long and tedious time.

Let's start shall we? Watch the scene at the beginning until you regain control of everyone. Walk left and follow the path up, right and down. At the end you'll see three doors, two opened and one blue locked door. Head through the left-most door.

Here, press the switch TO THE RIGHT! Go through the newly-opened door and now press the switch to the FAR LEFT! There's a pot here in this section that recovers all MP. Heal everyone and then Press A on it. Now proceed up the stairs.

In this room go up the stairs again. You'll appear in the "throne room" in this castle. Talk to the king and he'll initiate a trap that drops everyone down to the bottom floor again. You should know by now how to reach him. But at the floor before the throne room there is a fire blocking your path. Edge tries to bypass it by going through a wall, but instead falls down into a new floor.

Go through the SMALL CRACKS in the floor when pressing the red switch. They're the ones that aren't dark. Now go through the opened pink door. Follow the path making sure you don't step on a crack more than twice. When you reach a fork go south. Read the note. It says:

Down 1 Right 2 Down 2 Right 1

Do as it says when going through mid-air. On this platform read the note. It says:

Right 3 Up 4 Left 4 Up 8 Right 5

Do as it says and you'll reach another patch of land. There are three staircases here. Ignore them all, and proceed south over a crack to a blue switch. You're probably wondering how to get back? Easy. Head south through a door and go back. Now go through the cracks again and to the blue door. Go through it and step on the green switch. Now you have to fall down a hole. Do so, and follow the path to a portal to appear back at the entrance.

Go through the blue door near the bottom two doors. You'll appear in mid-air. Go Left 6 Up 8 (not through the green door!) Right 5. Again, ignore the three staircases and go through the newly-opened green door and up a staircase!

Go to that little corner just right of you and go through the hidden passage. Now go through that little bit missing in the wall to another hidden passage. Make sure you go south and not west! Go through another hidden passage and follow it to the open sky.

There is only one path here! It is protected by some invisible wall. So follow the path to a door. Use a Key found by killing Palace Guards. There is a pot nearby to recover all MP. Heal everyone and do so; you're about to fight a boss soon. Now go all the way north to a door. Use another key and go through the hidden passage at the western wall. Go north and through the hidden passage. Head north and you'll fall down to a huge door. Enter it.

Welcome back to the throne room. Talk to the king again and this time you'll have to face a boss battle against the Lunar Ifrit!

EDGE'S TRIAL'S BOSS

Lunar Ifrit is very dangerous, simply because he counterattacks, just like the Behemoth. You know I have Behemoth's and every other counterattacker because they're deadly. NEVER let Rosa attack. It will do hardly anything and Lunar Ifrit will counter with an even deadlier attack.

Ifrit's weakness is ice, however, you cannot use this to your advantage. (well sorta) Lunar Ifrit will counter with Glare, a seriously powerful magic attack that is almost guaranteed to do more than 3000 to a single party member. Always use Curaga afterwards.

Also, Lunar Ifrit can charge to unleash a Flame attack. This attack can do anywhere from 500-1500 damage to all units. Remember to heal with Curaga afterwards.

Now for the basic strategy. Cecil should constantly attack. Rosa should heal every round. Edge and Cid should attack it with all their might and Kain should jump. Repeat, repeat, repeat...(god the lunar bosses have so much HP!) until Lunar Ifrit has been defeated.

After the battle there will be something sparkling on the throne chair. Press A on it to receive the Hanzo Gloves. Then, everyone will fall down a hole back to the very first room of this castle. Edge wants to stay in this castle and change Eblan Castle to imitate it. Cecil will think Edge is crazy. Edge is saddened to leave, but leaves nonetheless. Whoopee! We're out of that hell of a castle!

Now use the safe area to heal and save. Go past the trial door to another staircase leading to the next trial!

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BEFORE KAIN'S TRIAL

Monster: Crystal Dragon, Palace Guard, Magic Dragon, Dust Mousse, Black Flan,
Purple Bavarois, Golden Flan, Red Mousse, Flan Princess

You'll appear back in an area with a strong resemblance to the first couple of floors in this dungeon. If you look at the center of this room, you'll notice that a thief will be stunned with shock. I mean that there are 12 chests full with goodies. There's a hidden passage to it around the wall surrounding the chests. Now go south to the door.

You'll appear in a room with a blue door and a red door. Basically the old man will ask you questions and you have to answer them. The choices you make will determine what prize you obtain at the end. Here's a list:

Athletic + Cures Spells + Attack immediately + Protect ally from attacks =
Paladin (Megalixir)

Intellectual + Rear Guard + Perform a magic trick + Think carefully before
attacking = Mage (Dry Ether and Soma Drop)

Athletic + Potions + To train harder = Monk (Golden Apple and Silver Apple)

Intellectual + Front Row + Size them up = Engineer (Alarm Clock and Siren)

Intellectual + Rear Guard + Sing a song = Bard (Gysahl Whistle)

Athletic + Cure spells + Attack immediately + Defeat an enemy quickly = Ninja
(Shuriken and Fuma Shuriken)

There are other ways, but just use these for convenience. I would recommend to either go the paladin path for a Megalixir (which is VERY useful) or the monk path (raising a unit's HP by 150 ain't bad either!) Go through the door at the very end.

You'll appear in a dungeon sort of area. Two soldiers will complain that there attacks are doing nothing, that they should've brought a mage. Edge is good enough. You'll encountered many different types of flans on this floor. When on the first bridge go onto the patch of land near the eastern wall and follow the path to a chest with Elixir. Go back to the bridge and follow the path to several more bridges.

Before heading up to the door?staircase? out of this place, go north beyond and follow a couple of bridges to a chest with Dry Ether. Now go all the way north to a chest with Gysahl Whistle. I highly recommend you use it to get rid of unnessasary items; my pack was almost full. Now go through the...thing to a room of beautiful butterflies and no monsters...okay it's the room before a trial. You should know that by now.

KAIN'S TRIAL

We finally get an easy trial! Whoopee! First, before you head into the door, use the safea area and save. Let Rosa heal Kain, since Kain is the only one that's able to go inside the door. Please note that while this is an easy trial, this trial is as annoying as Edge's.

Cool. Baron. You'll see Cecil and Rosa as NPC's. Watch the scene. Apparently,

a soldier was attacked last night and no-one knows who did it. Prepare to step into the world of Criminal Investigators! Talk to everyone for clues. This "Grim Reaper" attacked the man. Cecil will talk and just watch the scene. Be prepared to watch a lot of scenes in this trial. Still, watching scenes is a nice change to finding a way through a demon castle :)

After the scene go to the inn and talk to the innkeeper. Don't worry, it's free! In the morning there is a lance near the bed-area. Get it and walk back outside. Go up and watch another scene. There's been ANOTHER attack! Go up and Kain will say a few words. Talk to everyone there and then talk to Cecil. Then talk to the soldier. Kain'll give him the Blood lance. Cecil will state that he will sleep at the inn tonight. Cecil and Kain both go to the inn for sleep. (That was a quick day!)

In the morning Kain will notice that Cecil is missing. Don't fret! He is right outside. Cecil will say that Rosa is missing, and that Kain should look for more clues. Go to the Devil's Road room and go downstairs. Talk to everyone there and then go to Rosa's house and talk to her mom. Afterwards, go to the inn and sleep.

You should have noticed that every night Kain has been experiencing sleep problems with "dreams". Three nightmares in a row? Wow. Go outside. It is still dark. Talk to Cecil and he'll ask you to help him find Rosa. Rosa is at the north-eastern corner of town. She is bound by ropes. Kain is about to unbind her when Cecil immediately barges in, unbinds Rosa and kisses her. Kain, predictably, says nothing. Without even thanking Kain, or even noticing he's there, Cecil walks Rosa home. Go down and talk to Cecil. Then go into the house and talk to Cecil again. Before going to the inn, go up where Rosa was. Go west down the stairs and follow the path to two invisible chests with Tent and Hourglass. You'll walk right into the tent; you can tell when you can't walk any farther. The Hourglass is also nearby. Now go to the inn and sleep.

In the morning, go to Rosa's home. Watch the scene and then talk to Cecil. Go to where Rosa was. Press A on the sparkly thing twice and then head back to the Devil's Road room; the one downstairs. Talk to everyone there. Now go to the inn. A scene takes place where, again, the Blood-soaked lance is in the room and the captain arrests Kain. When you regain control of Kain talk to the guard blocking the door. Kain will then sleep. Kain will have another nightmare, but this time it is probably real...

As you can see, the guard at the entrance is dead. Go outside and you'll see the boss of this trial. No, you don't get to face him yet. Watch the scene over a chase where the thing goes into Rosa's house. Follow it wherever it goes. Eventually, Kain will catch the one responsible. It's a...soldier? OMG! The captain and everyone will appear, give a full apology and leave. Cecil and Rosa will appear and say a few words. Now go to the inn. As you walk to the bed area you'll once again see the blood-soaked lance. WTF? I thought the captain had taken it! Press A on it, and a voice will say that it'll never end until Cecil is dead. Oh no!

Kain will go outside. Cecil goes to the Devil's Road room. But this time, he steps on the portal that will take you to Mysidia. Step on it after him. But you won't get teleported to Mysida...

You'll appear in a room with great resemblance to the room where Cecil became a paladin. Watch the scene. You'll learn that, deep within Kain, he wanted Cecil "out of the picture" which basically means he wants him dead. The thing is merely granting his wish. After the scene, you have a Yes or No panel come up, whether or not to attack Cecil. ANSWER NO! If you answer yes, Kain will kill Cecil, and get teleported back outside. You'll earn nothing from this

trial except for a tent and a hourglass, which is not a rewarding trial.

Answer no to initiate the boss of this trial: Lunar Bahamut

KAIN'S TRIAL'S BOSS

Before you face Lunar Bahamut, however, you'll face Kain's dark side. This is practically Cecil and his dark side battle. Defend, just defend. DON'T ATTACK! Also make sure to change rows for the next battle. Unlike Cecil's however, you have to face the true boss after.

Lunar Bahamut, with Kain, is the reason why this trial is as annoying as Edge's. Be prepare to do this trial many times, or use many elixirs. Lunar Bahamut will start a 3 second countdown. When it reaches 0 Bahamut will unleash Mega Flare, which will do A LOT of damage to Kain. To avoid it, let Kain jump when the countdown reaches 2.

DON'T ATTACK IT. EVER! Besided Jump, never attack it. The reason being is that Lunar Bahamut is a counterattacker, and since Kain is the only person on the field it makes him a sitting duck. Always jump, and use an elixir when your HP gets low; Jumping classifies as an attack also. Just repeat, repeat and repeat. As long as you're in the back row you should be just fine. Use elixirs if you're down. Patience is the key to winning this battle.

After the battle Kain will receive Dragoon Gloves and the Abel Lance. You'll appear back at the entrance room. Cecil will be astonished that Kain finished so quickly; Cecil says Kain just entered. Kain will say that nothing was in there. Equip the Abel Lance and Dragoon Gloves. Step on the safe area and heal then save. Proceed to the staircase north of the door.

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BEFORE CID'S TRIAL

Monsters: Choatic Knights, Strataovis, Catobelpas, Lamia Queen, Magic Dragon, Palace Guard, Goblin Prince, Melt Bomb, Chimerageist, Catoblepas

Go up from the entrance to a chest with a Rainbow Robe. Now walk to the north side of the room and down to the next floor.

Civilization! For the second time! This town rocks! I'm serious, this town owns all! At the north-east corner is an inn that'll charge 1050 gil for a stay. There's no point for that. To the north-west side is the items shop. Here's what's available:

=====

Item	Cost
Hi-Potion	150
Phoenix Down	100
Remedy	5000
Dry Ether	50000
Elixir	100000
Cottage	500
Bestiary	980
Gysahl Whistle	20000
Megalixir	650000

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I couldn't believe my eyes when I saw that Megalixir was for sale! The money I had at that particular moment was:

11,510,187

You can call me filthy rich if you want. In total, I could've bought 17 Megalixirs but I only bought 1. You need a lot more money to buy everything else that's here!

To the south-west is a weapons shop. It sells:

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=====
| Weapon          | Cost |
=====
|Shuriken         | 20000|
|Fuma Shuriken    | 50000|
|Rising SUn       |410000|
|Assassin Dagger|420000|
|Gigant Axe       |480000|
|Tiger Fang       |450000|
|Perseus Arrow    | 20000|
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Part of the reason I told you to train so hard was to earn a lot of money, and to buy this sort of weapons! Buy a Rising Sun for Edge, and a Tiger Fang for Yang (although he's not in your party right now) If you want you can buy a Gigant Axe for Cid, but I don't recommend you to. It costs a lot of gil and you're going to get a weapon for Cid after anyway.

The armor shop is located at the south-east corner of town. Here's what's available:

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=====
| Armor          | Cost |
=====
|Assassin Vest   |530000|
|Battle Gear     |500000|
|Maximillian     |520000|
|Chocobo Suit    |550000|
|Tabby Suit      |560000|
=====
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As you can see everything here is very expensive. Buy an Assassin Vest for Edge and Maximillian for Cid. Now sell anything you don't need. Now exit the town via the southern passage.

You'll appear in a "waterway" sort of area. Walk right to the water's edge. Press A on it to receive the Clear Water! Now go left to an area with a door and a pot. Examine the pot to obtain Firewood. Go up to the door and use the Clear Water. Now go through it.

Examine the pot there to receive Honey. Now go to the RIGHT door and use the honey. Go through it and Press A on the fire. Your firewood will be lit. Ow ow ow! Walk east from there to get a doll. Go south to a hidden passage and then another hidden passage just before the chest. Follow it to obtain a Megalixir!

Now go back to the two doors place. Use the newly-obtained Torch to open the door. Go up to the next door and use the doll. Now go up to the next trial!

CID'S TRIAL

Use the safe area to heal and save. Now go through the door to start Cid's Trial. This trial, is in fact very straightforward. All you need to do is to play "Crazy Taxi." Board the Enterprise. It seems a man needs you to go to Mysidia in 1 minute 20 seconds. That's easy enough. Mysidia is south-west from the starting position. Go inside Mysidia and another person immediately needs you to go to Troia to deliver medicine. Back to the Enterprise we go!

She needs you to go to Troia in under 60 seconds. Still easy. It's just north-west from Mysidia. After that, a monk immediately asks you to give him a lift to Fabul. IN UNDER 40 SECONDS! Okay...

Fabul is just north-west from Troia. Go down and enter the castle. Now, a man asks you to fly him to Kaipo 'cause his daughter is getting married. IN 35 SECONDS! What kind of a father are you!? Well, let's save his reputation.

Kaipo is just south-west from Fabul. Note that you can't land on the desert, so you have to land on the patch of grass west of the desert. Enter Kaipo. Just as the irresponsible father leaves, a kid appears. He wants you to go to Agart to visit his grandmother in 30 seconds. Wow, these are steadily getting faster...

Now go all the way back to the airship and fly south to Agart. That sorta ends Cid's trial. There is only the boss left. No! He's not the kid! Watch a scene and you'll immediately be thrown into a boss battle against the Lunar Ramuh!

CID'S TRIAL'S BOSS

This battle is, in my opinion, one of the hardest bosses in the game. He is yet another counterattacker, which all hard bosses are, but he doesn't retaliate with physical attacks. Oh no, he strikes back with friggin THUNDAGA! Thundaga does around 1000-3000 damage to a single unit, so NEVER attack with Rosa. I don't know why you would anyway.

Cecil should constantly attack and so should Cid. Kain should always Jump; it might save you from Lunar Ramuh's devastating Lighting attack which does around 500-1500 damage to all units. Rosa should constantly heal. Edge should throw Fuma Shurikens.

Hopefully, with some luck, you'll come out victorious. If so a Fiery Hammer comes falling out of the sky. The Enterprise will also fall...fall...fall... back to the entrance room. WOOHOO! Everything worked for the best! Equip the Fiery Hammer on Cid and save. Warp out of the dungeon now. The next trial is Palom's and Porom's; they aren't in your party yet. When your party is the third party (Cecil, Porom, Palom, Edge, Kain) proceed back all the way to this very position. Now go up the stairs beyond the door.

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BEFORE PALOM'S AND POROM'S TRIAL

Monsters: Ghoul, King Bomb, Magic Dragon, Chaotic Knight, Wicked Mask, Silver Dragon, Gold Dragon, Searcher, Beamer, Coeurl Regina, Stratoavis

It's the Floor of Resemblance again...for the final time! Go through these three floors just like you would if they were in normal dungeons. Make sure to collect all the treasure along the way too! After three floors...*groans*

PALOM'S AND POROM'S TRIAL

Heal everyone and save. Once you're ready, step into the door to start the trial. Watch the scene that follows and go down either path. Palom and Porom will enter the little holes.

You first take control of Palom. The door in this room is locked, so press the switch to the left of the room. Instead of opening up the door in Palom's room, it opens up the door in Porom's room. Press R to switch to Porom.

As Porom, press the switch to the right of the room, but don't switch back to Palom just yet. Go through the door that Palom opened up. Don't step on the Mini tile, go beyond and continue on. Step on the Float tile. Note that the pot can heal your MP. Walk south with Float intact and press the switch. Press L to switch back to Palom.

As you walk up the path you'll see a toad run into that little hole. We're not toads though! No worries, follow the path and you'll eventually reach a toad tile. Go through the toad hole and press the switch. Press R now.

As Porom, step on the Mini tile we saw earlier before going through the newly-opened door. In this room, you'll see a mini man coming down from that hole and exiting. Go through the hole. Continue right and up. Press the switch. DON'T switch to Porom just yet! Walk directly south to a mini tile. Step on it and now go back west to a pig tile. Now walk through the door.

Step on the pig tile to remove the pig affect. Now walk west to "a glowing blue thing." Step on it. Now switch back to Palom.

Walk down and west. Step on the toad tile to change back to human. Continue north and go through the door. Step on the pig tile and follow the path to another door. If you aren't in a mini tile yet for any reason, step on the mini tile to the left. Now walk up the mini hole. Step on the mini tile to revert back to pig. Press the switch there. Don't switch back to Porom just yet! Go left to a pig's door. Enter.

Step on the toad tile and step and then continue east to a float tile. Now float across the cracked tiles to the right and step on the pig tile to get rid of the pig status. Go through the toad hole and follow the path west to another blue glowing thing. Switch to Porom.

Walk a bit east and go through the mini hole. Go through the door here. There's a pot here for recovering MP. Follow the path west and if you're not already in a pig status then step on tile and go through the pig door. Get rid of the pig status by stepping on the tile, and then walk east to a float tile. Go across the cracked and follow the path down to a door.

Press the switch here and go through the door at the other end. Step on the toad tile and make your way across two sets of toad holes and step on the toad tile to remove the toad status. Follow the path west to a green switch. Step on it and switch to Palom.

Still as toad, go back along the path and through the toad hole. Go across the tiles and into the newly-opened door. In here is a mini tile. Step on it and make your way back to the toad hole. Go through the mini hole now. Now make your way west to another green switch. Watch the scene and Cecil and everyone can continue! Whoopeee!

Walk north and until you see an old man. Talk to him to initiate the boss of this trial, the Lunar Leviathan!

PALOM'S AND POROM'S TRIAL'S BOSS

Lunar Leviathan is very much like his counterpart. He once again unleashes the devastating Tidal Wave attack, which does around 1000-3000 damage to all units! Always cast Curaaja afterwards.

However, one thing that does make Lunar Leviathan a hard boss is the fact that he can use Maelstorm, which I'm sure you've been used before by. If not, then I'll give you a brief down. It basically is Tornado on ALL characters. I'd be very surprised if you don't know what Tornado does. Basically, what Lunar Leviathan does is this:

Maelstorm + Tidal Wave = All dead

Make sure Porom use Curaaja after Maelstorm. If not, then you'll have to face the whole trial once again, which I'm sure you don't want.

But, one good thing about Lunar Leviathan is that he can't counterattack. Attack him any way you want. Cecil should constantly attack. Porom will be very busy casting Curaaja. If she doesn't need to heal, have her cast Holy. Palom should always cast Thundaga which will almost always do 9999 damage. Edge should use Blitz and Kain should use his new special ability Double Jump! With some patience, you'll come out victorious.

If you had won, then Congratulations! You have now successfully overcome every single trial! You now are also in possession of the glorious Twin Stars! Equip them on Palom and Porom respectively. Walk up the staircase to return to the entrance room. Use the safe area to heal and save. When you're ready, walk north of the door to the final staircase!

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BEFORE FINAL BOSS BATTLE

Monsters: Brachioraidos, Grudge Puppet, Death Puppet, Proto Phase, King Behemoth

Before we face the true boss of the Lunar Ruins, we have another three floors to pass through. Yes, we do. On the first floor, talk to the old man. He'll tell you NOT to fight the dragon located on this floor. So many have met their end. Ouch. As you walk east you'll see the dragon. This is the Brachioraidos, a monster harder than the final boss. I managed to beat it with two attacks, but that was only because Kain unleashed Tornado with the Abel Lance. Tornado is a OHKO. If you win, you get a Hero's Shield. Follow the path to a staircase.

This new floor is home to many different types of dolls. And not friendly ones either, but deadly and dangerous. Walk north and you'll be attacked by a few Grudge puppets and Death Puppet. Kill them of with your most powerful attacks and spells.

Now go up and you'll be given a choice of what paths to take. Both paths have many Death and Grudge Puppets. You have to kill them all to obtain something nice. After you kill them all another doll appear at the top of the screen It's just another Death Puppet. Kill it and a chest appears with Nirvana

inside. Equip it on Porom.

In this new room you'll see a white and black mage talking about how they can't handle it alone. They should have brought a warrior. Walk up and left down the path. Follow the path down and the chest you see has a Blue Fang. Continue walking east and go up the stairs to a chest with Ribbon. Continue east to a chest with White Fang. As soon as you're done go make your way to the door at the east side.

=====
FINAL BOSS BATTLE

You'll appear in a place just like the final room in the Lunar Core. There's a safe area in the middle of the room to save and heal. Make sure you do so! The final boss is just around the corner.

Walk up the stairs and you'll meet the final boss of the game...Zermous EG.

Zeromus kicks yo ass! He looks a bit like Zeromus, but WAY cooler. He even has a chick stuck on him for some reason. He even has a kick-ass sword! However, he is still plain old Zeromus. Right at the beginning he'll use Big Bang. It will do around 1000-3000 to all party members. It's not very severe. Just cure with Curuja.

Zeromus' can also use very devastating magic attacks. Zeromus can both use Flare and Glare, both of which can do around 5000-8000 damage to a single unit. Make sure to have Porom heal after.

If you're having troubles you can use the Grimoires. However, if you use one, you can never enter the trial which you obtained if from again. So only use if you're REALLY stuck.

Cecil should constantly attack this beast. Porom will be very busy healing and keeping everyone alive. Palom should cast Flare or Meteor against this beast. If Zeromus casts reflect, then have Palom defend or use items to cure status ailments that Zeromus EG uses against everyone in the party. Edge should either throw Fuma Shurikens or attack physically. Kain should always Double Jump, not to just attack, but to dodge Zeromus's Big Bang attack.

After Zeromus EG's HP is down, he'll start healing himself. Make sure, at this point, that you're doing much more damage than he is healing himself, so that you're still lowering his HP, and not letting him recover.

If you follow these patterns, and you're at a high level, then you should have no problem beating this boss, especially if you've beaten the Brachioraidos before.

If you win, Zeromus EG disappears to sleep, and a warp appear behind him. Step on it to warp out of the Lunar Ruins, once and for all.

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Double Congratulations! You have now finished everything this game has to offer! However, you have only completed around 80% of the Lunar Ruins. You never know what treasures you have missed. I, myself, is still discovering rooms within he Lunar Ruins I haven't encountered before. Remember, there are 50 rooms within the Lunar Ruins. To get to Zeromus EG, you had to pass 40 floors. Also, if you didn't beat the Brachioraidos before, this is the time

to do so! Or, you can just try to fill everything in your bestiary!

19.0 Tips and Tricks

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Here are some useful tips and tricks. I made this section because everything else in the guide was complete.

*NOTE: If you submit a tip or trick, and I feel it is worthy, I will put it into this section. If not, I will simply ignore you.

- If you're around anything that can heal MP (white chocobo and pots) then have a White Mage heal everyone, then use the chocobo/pot.
- Edge can use Smoke. This is a very handy tool, especially in Cave of Trials, Lunar Core and Lunar Ruins. Without any risk of losing gil, you can have Edge use smoke for a 100% chance of escape. (if it's a random monster)
- Don't spend ages trying to obtain Summons (like Goblin and Mind Flayer) Just continue on with the Walkthrough and eventually you'll receive it. Just don't think about it.
- Potions or any item to aid the team (like Elixir and Mallet) are LAST RESORTS! ONLY USE if everyone has no more MP and you're really low on HP or have several status ailments, that's when you use the items. The exception is, of course with Tents and Cottages.
- If you're facing a monster/boss that always use magic attacks, have your White Mage cast Reflect and use Light and Lunar Curtains. Also, when it comes to attacking a monster/boss with magic attacks, have your White Mage to cast Reflect on a party member, then unleash the spell on whoever has Reflect. It will rebound on the enemy doing more damage.
- When you face a group of enemies, ALWAYS attack the more threatening one first. A great example is in the Lunar Ruins. With those weak monsters, have your mages to kill, while those strong can be left to Cecil and his physical attackers.
- Here is a neat tip to save money. When you reach towns which inns cost OVER 500 gil, go to the items shop and buy a cottage for 500 gil. Step outside of town and use the cottage. I have saved hundreds of gil with this.
- Use all items WISELY. Don't for example, use an elixir when your HP is 3232/6000 That is over half. Only use if you're HP is down below 1000.
- Malboro's have a nasty effect called "Bad Breath". This causes ALL status ailments (except KO) on a single party member. NEVER use around 5 different items to counter it. A single Esuna spell or a Remedy will do the trick.
- SELL EVERYTHING you don't need. This is a very handy way to get money. Say, like when Cecil gets the Demon gear then you can sell the Shadow Gear. When you replace weapons or armor, sell them. They sometimes can be worth a lot of gil.
- If you say "This game is frustrating me so much I want to ****ing kill someone (you'll most likely say this in the Lunar Ruins) then one, simple, piece of advice. Try again. I've learned, over a series of many different types of games, that getting angry at something that can't think for itself

is just like talking to a bare wall. Try again. Eventually, you will overcome it.

- My sisted is annoying me to hell! No, seriously she is. When a younger brother or sister is trying to steal or play your game, say this "Look! It's Santa Claus!" and then hide it. I've found this really useful.
- Final tip. White Mages can be VERY sufficient attackers. Once a White Mage is of decent level, she can learn "Holy" which probably does more damage then Cecil with Ragnarok.

And that's all for now, folks!

20.0 FAQ
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If you have a question and checked the FAQ/Walkthrough 3.6 billion times and couldn't find the answer then email me at dark_gta201@hotmail.com and I MIGHT put it here. If I do then you will recieve credit. If not then I will simply answer you. If I'm sure it's in the FAQ I won't reply to you at all.

Q. How hard is this game?

A. This game, in short, unbelievably easy. It is way easier than FF Dawn of Souls, which is saying something! First timers shouldn't have trouble with this game at all.

Q. How do I unlock the Lunar Ruins?

A. Beat Zeromus once and it will be unlocked. However, if you want everyone to be able to enter it, you need to beat Zeromus with every single character.

Q. Does this game have Class Changes?

A. Besides Cecil changing into a Paladin and Rydia turning big not really.

Q. Does any playable characters die?

A. Without revealing too much I would say that while a lot of people SEEM to die, only one does.

Q. Approxiametely how long do I have to beat the game?

A. Well, if you train well and do all the side quests, I'd say a bit over 24 hours.

Q. Can I link this with my FF Dawn of Souls?

A. Not to my knowledge no.

Q. Is Cid the same Cid from FF Dawn of Souls?

A. NO! Final Fantasy simply loves the use of the name Cid. He is the judgemaster in FF Tactics Advance, Cid of the airships in FFII and in FFIV.

Q. Inside the Lunar Core I always seem to die and I'm Lv60! This is hard!

A. That is not even a question. Use cures, elixirs, anything that can save you. Or just run away from the monsters!

Q. I step outside of Baron Castle but can't get back inside! Help!

A. Press the golden switch to the left.

Q. I can't seem to beat Leviathan. Any tips?

A. Check my bosses section lazy *****.

- Q. I did but it still didn't really help. And don't call me that!
- A. Then the conclusion is that you are just simply bad at this game and you should give the game back to wherever you got it from.
- Q. What's the difference between Cottage and Tent besides the cost?
- A. This may be a glitch, but when I was around Level 30-40 and used the tent it did not fully recover my HP and MP although it should. When I used Cottage, however, I recovered fully. I think Tent is for low level people, while Cottage recovers high level people.
- Q. Is there going to be a FFIII Advance on GBA?
- A. I don't think so, it's on DS but not on GBA.
- Q. Is there any good pics on Rosa and Rydia? I really love those two.
- A. Maybe on Google?
- Q. I posted some questions but didn't recieve credit! Why?
- A. Me too lazy. Nah I'm joking. I'll post you on soon.
- Q. I love your FAQs! What's your next one going to be about?
- A. A competition between Halo, Megaman Battle Network 6 and Castlevania: CoD. I will take emails at any times suggesting these and I will put into section 21.0

- Q. Hi, Is there a mini-game in FF4 (GBA) as in Dawn of Soul??Please let me know.?Thanks. Vanessa
- A. It depends on what you mean by "mini games." Several trials in the Lunar Ruins can be called mini games, like Rosa's Trial. If you're talking about the main walkthrough, then not really.

21.0 Acknowledgments
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- GameFaqs.com - Hosting this guide
 GameFaqs.com FFIV boards - Got some useful information there THANKS TO ALL!
 ROMReactor.net - Where I downloaded the game
 Me - for making this FAQ
 d.n.a12 - Telling me how to get to the bottom floor of the Land of Summons
 Hellgiver - Again, how to get to the bottom floor of the Land of Summons
 MasterPingul - Emailing a tip to beat Lunar Shiva.
 Vanessa - Asking a question
 Timothy - Tip on a boss
 SuperCheats.com - Asked permission to host this guide and I granted them permission.
 GhostofLegualt - Provided me with an ASCII art. Thanks man!

(You'll recieve acknowledgment if you email me and provide useful tips, errors submitting GOOD questions and, if possible, some codebreaker or gameshark cheats)

22.0 My final words...(of wisdom)
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Well that is it for now. I hope you enjoyed my second walkthrough. I wonder what I should make my third walkthrough on? I've been on Halo and there weren't many FAQs there, maybe I can make a legendary walkthrough...

Oh, and for those of you who don't know, this part is like a board. Email me with ideas and I'll probably post it here. Ideas for this walkthrough and my third walkthrough and anything that's on your mind that ISN'T idiotic and pathetic. Then other readers will post what they think is good and what is not. Who knows. Maybe whatever you post will get included in this FAQ/Walkthrough!

Made by Courante (dark_gta201@hotmail.com)

Excuse me Moderators, but what is "Self-Deletion"? ~ SegaSonic
http://s9.invisionfree.com/World_of_Coolness/index.php?act=idx

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