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| _| | _ | Version 2.0 - I've decided to write this FAQ from the ground up,
| |_____| | conforming to the design in my (semi) recently released Final
| | | | | Fantasy VI Advance FAQ/Walkthrough. I'm very proud of the work
O-----O | inside that document and I've decided to rewrite all my existing
           | work to conform to it. I went back to this one after covering the
           | main game in Final Fantasy VI Advance and I was like "What the **** was I doing
           | back then??" Needless to say, it's rather apparent to me that my own FAQ
           | writing has vastly improved since I updated this FAQ last. @_@
```

Anyways, hope you like the new, sleeker design. :)

2.0 - Completed: Saturday, March 15, 2008 @ 7:06 PM. Size: 832 KB

- FAQ overhauled
- Bestiary completed
- Working on Appendices

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Check please if the numbers and dots align. If not, then switch to a monospaced font to properly view this document.

1234567890
.....

The default Wordpad font (Courier New) is most suited for viewing this FAQ. However, I used Notepad, with the same font, while writing this FAQ. There's really no significant difference between the two programs when viewing this FAQ. I find the Courier New font to be much easier to read than Courier. Not to mention I like Courier New better, but that's besides the point.

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| | | | | Keyword System |
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| | |
|--|------------|
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| | |
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| | |
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| | |
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And here's the lowdown on all of the sub-menus:

```
O-----O
|  I T E M S  |
O-----O
```

In here you'll find all the items you have in your inventory. You can only carry 48 different "items" in which you can carry 99 of each. Hypothetically speaking, you could carry 4752 Potions ... IF you really wanted.

When you buy items in a shop, they'll be put in a separate slot, so you'll have to SORT your items often to maximize your free space.

```
[1] -> |-----|
|  -> Use      Sort      Trash      | Items |
|-----|-----|
[2] -> | ->Hi-Potion      99      Hi-Potion      99 |
|      X-Potion        9      Ether              54 |
|      Dry Ether       8      Elixer           10 |
|      Phoenix Down   40      Remedy           35 |
|      Siren           20      Gysahl Whistle   6 |
|      Tent            6      Cottage          8 |
|      Bomb Fragment  5      Antarctic Wind  4 |
|      Arctic Wind    1      Rage of Zeus     3 |
|      \Excalibur     1      /Yoichi's Bow   1 |
|-----|-----|
[3] -> | Restores HP |
|-----|-----|
```

[1] This is the Item Submenu. If you USE an item, you can select an item to use and a character to use it on (or all characters for certain items). If you SORT your items, FINAL FANTASY IV Advance will automatically sort all your items for you so that you don't have to. If you TRASH an item, you will, well, trash it. Keep in mind you'll lose the item forever, so be careful on what you trash.

[2] These are where your items are displayed. If you select the USE option, you'll see a cursor in here, where you can select the item you want to USE.

[3] This will describe the item that you've selected (as described in [2]).

```
O-----O
|  M A G I C  |
O-----O
```

In here you'll find all the magic a character has. If the character cannot use magic (Kain, Yang, Cid, etc.), you'll see a notice that the character cannot use magic.

```
|-----|
|          |
|          |
```


- Stamina: Manner by which HP increases.
- Intellect: Effectiveness of Black Magic.
- Spirit: Effectiveness of White Magic.

-Attack: The first number is the number of attacks a character can perform at once. The second number is the attack power (influenced by Strength and the weapon equipped). Combined they create the number you see when you attack in battle.

-Precision: Probability of hitting when attacking.

-Defense: The first number is the number of attacks a character can defend against. The second number is the defensive power (influenced by the armor you wear). Combined they create the total defensive power on the character.

-Evasion: Probability of evading an attack.

-Magic Defense: The first number is the number of magical attacks a character can defend against. The second number is the magical defensive power (which is influenced by the armor you wear, as well as your "natural" magic defense). Combined they create the total magic defense on your character.

-Magic Evasion: Probability of evading a magic attack.

If you press the A button on this screen, it will switch the bottom of the screen so you can see what equipment you have on the character in question.

```

O-----O
|  O R D E R   &   R O W  |
O-----O

```

Using the "Order" option, you can change the order of your teammates. So you don't like having Cecil in the middle? Put him at the top. Don't like Rosa and Rydia's setup? Change them around a bit if you so wish. Using the Order option, in conjunction with the Row option (described below), you can change your entire team's lineup to whatever you choose.

Using the "Row" option, you can quickly shift all your front row and back row characters. The advantage to this is that there are times where you may have three fighters and two mages or one fighter and three mages. Using the Row option will help optimize your team's lineup so that you have spellcasters in the back and fighters in the front.

When you have characters in front, their precision is increased, but the damage you take from physical attacks also increases. When you have characters in back, their precision MIGHT be decreased (bows are an exception), but the damage you take from enemy attacks also decreases.

```

O-----O
|  C O N F I G  |
O-----O

```

In here you can change your preferences to how the game is played.

| Config | Config |
|----------------|----------------------------------|
| -> Battle Mode | Wait Active |
| Battle Speed | 1 2 3 4 5 6 |
| Battle Msg. | 1 2 3 4 5 6 |
| B Button Dsh. | ON OFF |

| Cursor Pos. | Default | Keep |
|--------------------------|--------------|---------------------------|
| Window Color | R 0 G 0 | B 5 |
| Bestiary | | |
| | | |
| Set time flow of battle. | | (A) Confirm (B) Cancel |

Here's the lowdown on all these options.

Battle Mode: WAIT will stop time when you're choosing spells, items, etc.
ACTIVE will have the battle running at all times.

Battle Speed: This will determine the speed that the battle moves. The lower the number, the faster the battle will move.

Battle Msg.: This will determine how fast the messages flash across the top of the screen. Messages include spell names, speaking, the whole works. The lower the number, the shorter amount of time the message will flash across the screen.

B Button Dsh.: This will toggle the B Button Dash. If this option is set to ON, your character will always dash. If this option is set to OFF, your character will only dash when you hold down the B Button.

Cursor Pos.: This determines where your cursor will appear on the menu. If this is set to DEFAULT, the cursor will always appear on the top. If this is set to KEEP, the cursor will appear where you last had it. Keep in mind that this option DOES NOT WORK IN BATTLE.

Window Color: If you hate blue for some odd reason, you can change the color of the window. Using the Red, Green and Blue colors, you can change each color's settings from a level between 0 and 7. The color you choose will follow to every window's colors.

Bestiary: Here you can check all the enemies you've defeated so far. Monsters highlighted in yellow with three stars to the left of them are monsters that you have not yet viewed in the Bestiary.

```

O-----O
|  Q U I C K S A V E  |
O-----O

```

As the name implies, this option will quickly save your game and then quit it. You don't have to be at a Save Point or on the Overworld to Quicksave.

However, once you reload your Quicksave, you lose the Quicksave, so keep that in mind. You can't depend on a Quicksave to save your ass if you get pwned.

```

O-----O
|  S A V E  |
O-----O

```

If you are at a Save Point or on the Overworld, you can save your game. Doing so will save your progress (duh) so you can:

| | | |
|-----------|---|---|
| Mini | Target turns small, Attack and Defense reduced by half | Esuna spell Mini spell House Hammer |
| Petrify * | Target is turned to stone, unable to act | Esuna spell Gold Needle |
| KO * | Target is knocked out and is unable to act until restored | Life spell Phoenix Down |

* If your entire party is either KO'd or Petrified, the game will end.

| | |
|------------------|--|
| FINAL FANTASY IV | |
| GAME MECHANICS | |
| MAGIC LIST | |
| ^ [MECH.006] | |

Here's a list of spells you find in the game, sorted by type.

WHITE MAGIC

Name Cure MP Cost 3 MP Who can learn Lv.
Description
Restores a small amount of HP
Inflict damage on undead monsters

Name Cura MP Cost 9 MP Who can learn Lv.
Description
Restores some HP
Inflict damage on undead monsters

Name Curaga MP Cost 18 MP Who can learn Lv.
Description
Restores a large amount of HP
Inflict damage on undead monsters

Name Curaja MP Cost 40 MP Who can learn Lv.
Description
Restores all HP
Inflict damage on undead monsters

Name Esuna MP Cost 20 MP Who can learn Lv.

Description

Removes all status ailments except KO

Name Life MP Cost 8 MP Who can learn Lv.

Description

Removes KO status / Kills undead monsters

Name Full-Life MP Cost 52 MP Who can learn Lv.

Description

Removes KO status and restores all HP

Kills undead monsters

Name Blink MP Cost 8 MP Who can learn Lv.

Description

Creates clones and increases evasion

Name Protect MP Cost 9 MP Who can learn Lv.

Description

Increases defense from physical attacks

Name Shell MP Cost 10 MP Who can learn Lv.

Description

Increases defense from magic attacks

Name Reflect MP Cost 30 MP Who can learn Lv.

Description

Light encases the target and reflects magic attacks

Name Float MP Cost 8 MP Who can learn Lv.

Description

Lifts target off the ground and avoids damage

inflicted from the ground

Name Hold MP Cost 5 MP Who can learn Lv.

Description

Causes paralysis and halts enemy movement

Name Silence MP Cost 6 MP Who can learn Lv.

Description

Stops target from casting spells

Name Confusion MP Cost 10 MP Who can learn Lv.

Description

Confuses target and causes it to attack its allies

Name Slow MP Cost 14 MP Who can learn Lv.

Description

Slows movement of target

Name Dispel MP Cost 12 MP Who can learn Lv.
Description
Eliminates and nullifies effects of magic cast
on target

Name Scan MP Cost 1 MP Who can learn Lv.
Description
Scans target's stats and weaknesses

Name Haste MP Cost 25 MP Who can learn Lv.
Description
Speeds up target's movement

Name Berserk MP Cost 18 MP Who can learn Lv.
Description
Increases attack power and causes them to
attack uncontrollably for the rest of the battle

Name Teleport MP Cost 10 MP Who can learn Lv.
Description
Escape from battles or return to the entrance
of a dungeon or tower

Name Mini MP Cost 6 MP Who can learn Lv.
Description
Shrinks target or nullifies Mini status

Name Sight MP Cost 2 MP Who can learn Lv.
Description
Use outside of battle to get an overview of the
surrounding area

Name Holy MP Cost 46 MP Who can learn Lv.
Description
Hits target with the holy light of judgement

O-----O
| B L A C K M A G I C |
O-----O

Name Fire MP Cost 5 MP Who can learn Lv.
Description
Shoots a fireball that inflicts fire damage
Useful against enemies weak against fire

Name Fira MP Cost 15 MP Who can learn Lv.
Description
Stronger version of Fire

| | | | | | |
|-------------------|--|---------------|-------|---------------------|-----|
| Name | Firaga | MP Cost | 30 MP | Who can learn | Lv. |
| Description | Strongest version of Fire | | | | |
| Name | Blizzard | MP Cost | 5 MP | Who can learn | Lv. |
| Description | Freezes the air into blocks of ice, damaging the enemy; useful against enemies weak against ice | | | | |
| Name | Blizzara | MP Cost | 15 MP | Who can learn | Lv. |
| Description | Stronger version of Blizzard | | | | |
| Name | Blizzaga | MP Cost | 30 MP | Who can learn | Lv. |
| Description | Strongest version of Blizzard | | | | |
| Name | Thunder | MP Cost | 5 MP | Who can learn | Lv. |
| Description | Brings lightning down from overhead to damage the enemy; useful against enemies weak against lightning | | | | |
| Name | Thundara | MP Cost | 15 MP | Who can learn | Lv. |
| Description | Stronger version of Thunder | | | | |
| Name | Thundaga | MP Cost | 30 MP | Who can learn | Lv. |
| Description | Strongest version of Thunder | | | | |
| Name | Tornado | MP Cost | 25 MP | Who can learn | Lv. |
| Description | Generates a powerful whirlwind that brings the enemy close to death | | | | |
| Name | Quake | MP Cost | 30 MP | Who can learn | Lv. |
| Description | Sends energy waves through the ground, causing an earthquake | | | | |
| Name | Meteor | MP Cost | 99 MP | Who can learn | Lv. |
| Description | Causes meteors to fall from the heavens, inflicting massive damage | | | | |
| Name | Poison | MP Cost | 2 MP | Who can learn | Lv. |
| Description | Extracts natural poisons from the ground and | | | | |

air and injects them into the enemy's body,
inflicting damage

Name Bio MP Cost 20 MP Who can learn Lv.

Description

Activates and magnifies bacteria attacked to
the enemy's body, causing a gradual reduction
in HP

Name Stone MP Cost 15 MP Who can learn Lv.

Description

Instantly turns the enemy to stone, regardless
of HP

Name Death MP Cost 35 MP Who can learn Lv.

Description

Calls Death forth to the enemy, instantly
removing its soul and killing it

Name Warp MP Cost 4 MP Who can learn Lv.

Description

Returns to the previous floor in a dungeon,
ineffective in battle

Name Toad MP Cost 7 MP Who can learn Lv.

Description

Turns target into a toad or nullifies Toad
status

Name Pig MP Cost 1 MP Who can learn Lv.

Description

Turns target into a pig or nullifies Pig status

Name Flare MP Cost 50 MP Who can learn Lv.

Description

Uses a fusion reaction to damage target

Name Sleep MP Cost 12 MP Who can learn Lv.

Description

Causes enemy to fall asleep

Name Stop MP Cost 15 MP Who can learn Lv.

Description

Forces time to slow down around the enemy and
stops time

Name Drain MP Cost 9 MP Who can learn Lv.

Description

Converts enemy HP to energy waves, absorbs them
and sends them back to the caster

Name Osmose MP Cost 9 MP Who can learn Lv.
Description
 Converts enemy MP to energy waves, absorbs them
 and sends them back to the caster

O-----O
| N I N J I T S U M A G I C |
O-----O

Name Image MP Cost 6 MP Who can learn Lv.
Description
 Creates decoys of self, holds off physical
 attacks

Name Blitz MP Cost 25 MP Who can learn Lv.
Description
 Calls forth lighting that damages enemies

Name Flame MP Cost 15 MP Who can learn Lv.
Description
 Causes flames to flare up around enemies,
 damaging them

Name Flood MP Cost 20 MP Who can learn Lv.
Description
 Calls forth a tsunami that damages enemies

Name Pin MP Cost 5 MP Who can learn Lv.
Description
 Attacks the enemy's shadow, temporarily halting
 movement

Name Smoke MP Cost 10 MP Who can learn Lv.
Description
 Throws a smoke bomb that allows the party to
 escape a battle

O-----O
| S U M M O N M A G I C |
O-----O

Name Chocobo MP Cost 7 MP Who can learn Lv.
Description
 Summons a chocobo spirit that inflicts damage
 with a chocobo kick

Name Dragon MP Cost 20 MP Who can learn Lv.
Description
 Summons the Mist Dragon, attacks all enemies
 with Mist Breath

Name Shiva MP Cost 30 MP Who can learn Lv.
Description
Summons Shiva, the ice queen, to use her Diamond
Dust on enemies

Name Ramuh MP Cost 30 MP Who can learn Lv.
Description
Summons Ramuh, the thunder god, to use his Bolt
of Judgement on enemies

Name Ifrit MP Cost 30 MP Who can learn Lv.
Description
Summons Ifrit, the fire spirit, to use his
Hellfire on enemies

Name Titan MP Cost 40 MP Who can learn Lv.
Description
Summons Titan, the earth deity, to use Gaia's
Wrath on enemies

Name Asura MP Cost 50 MP Who can learn Lv.
Description
Summons Asura, the queen of the summons. She
will cast Protect, Curaga, or Life on all allies

Name Leviathan MP Cost 50 MP Who can learn Lv.
Description
Summons Leviathan, spirit of the sea, to bring
forth a massive tsunami

Name Sylph MP Cost 25 MP Who can learn Lv.
Description
Summons Sylph, the spirit of the wind, to use
Whisperwind to siphon HP from one enemy and
distribute it among all allies

Name Odin MP Cost 45 MP Who can learn Lv.
Description
Summons Odin to cut through enemies with his
Zantetsuken

Name Bahamut MP Cost 60 MP Who can learn Lv.
Description
Summons Bahamut, the dragon god, to annihilate
enemies with his Mega Flare

Name Goblin MP Cost 1 MP Who can learn Lv.
Description
Summons a Goblin to perform its Goblin Punch,

| | | |
|--------|----------|---------|
| Scan | Reflect | Float |
| Dispel | Hold | Silence |
| Cura | Confuse | Cure |
| Mini | Teleport | Sight |

In battle, the previous setup will look like this:

| | |
|-----------|---------|
| Curaja | Protect |
| Curaga | Shell |
| Holy | Blink |
| Esuna | Haste |
| Full-Life | Slow |
| Life | Berserk |
| Scan | Reflect |
| Float | Dispel |
| Hold | Silence |
| Cura | Confuse |
| Cure | Mini |
| Teleport | Sight |

And here's how I set up my spells for a black mage:

| | | |
|--------|----------|----------|
| Firaga | Tornado | Blizzaga |
| Quake | Thundaga | Flare |
| Fira | Meteor | Blizzara |
| Bio | Thundara | Poison |
| Fire | Drain | Blizzard |
| Osmose | Thunder | Death |
| Toad | Break | Pig |
| Stop | Warp | Sleep |

In battle, the previous setup will look like this:

| | |
|----------|---------|
| Firaga | Tornado |
| Blizzaga | Quake |
| Thundaga | Flare |
| Fira | Meteor |
| Blizzara | Bio |
| Thundara | Poison |
| Fire | Drain |
| Blizzard | Osmose |
| Thunder | Death |
| Toad | Break |
| Pig | Stop |
| Warp | Sleep |

Given, you are more than free to set up your spells however you wish. However, this is my way and I feel that it's the most effective method for accessing the "good" spells quickly, which is a must if your ATB is set to "Active".

```

O-----O-----
|  _  _  | F I N A L   F A N T A S Y   I V |
| | \ / | O-----O-----
| | \ / | | G A M E   M E C H A N I C S |
| | \| / | | O-----O-----
| | \| / | | F A T   C H O C O B O S |

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| | |   | | O-----O-----O
| | _|  | _| |                                     | ^[MECH.008] |
|         |                                         O-----O
O-----O

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Fat Chocobos (first introduced in FINAL FANTASY III) are the best friends a packrat could have. Normally you could only carry 48 items (99 of each item). However, there's a LOT more items in FINAL FANTASY IV Advance than there were in previous FINAL FANTASY IV incarnations. Instead of trashing all those extra items, you can use a Fat Chocobo to store them.

Fat Chocobos can carry 126 items instead of the 48 items found in your normal inventory (still 99 of each one), which is super excellent for those who just HAVE to save everything.

To find a Fat Chocobo, you require either Gysahl Greens or a Gysahl Whistle. With Greens, you need to find a place that smells like Chocobos. The easiest place to find these areas are in Chocobo Forests, which can be found in the following places:

- Southwest from Baron
- Northeast from Fabul
- South from Mount Ordeals
- North from Troia
- East from Troia

In addition, there's a Fat Chocobo spot inside the Dwarf Castle (it's just east from the Infirmary).

To actually make the Fat Chocobo appear, simply go into one of these areas and go to an area that looks blank, but you can't walk over. Press A and if you're in a spot, you'll get a message about how it smells like Chocobos. You'll then be prompted to use an item, and you should use the Gysahl Greens now. The Fat Chocobo will appear and you can then talk to it and deposit or withdraw your items.

With a Gysahl Whistle, you completely eliminate the need to find a Chocobo Forest, or even a Fat Chocobo spot to begin with. Simply open up your inventory and use the Gysahl Whistle and you'll automatically initiate the Fat Chocobo screen. However, Gysahl Whistles are sold for 400% more than Gysahl Greens, AND Whistles aren't sold until late in the game.

```

O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   I V   |
| |  ____|  O-----O-----O-----O-----O
| | |      | C H A R A C T E R S                       |
| | |      O-----O-----O-----O-----O-----O
| | |      |                                         | ^[CHAR.001] |
| | |____| |                                         O-----O
| |_____| |
|         |
O-----O

```

FINAL FANTASY IV has one of the largest cast of playable characters when compared to the rest of the Final Fantasy series. They'll enter and leave your party at many different points in the game, but Cecil will always be with you.

You can't control who's in your party until much later in the game. But rest assured, the characters have a wide range of abilities that will guarantee your survival, as well as making the game a lot of fun. :)

Some of these stats are incomplete, but I'm working on getting them right. In addition, not all the data in this area is accurate as of version 1.0.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _____   | F I N A L   F A N T A S Y   I V   |
| |   _____ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |           | C H A R A C T E R S   |
| | |           | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |           | C E C I L   |
| | |_____   | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |_____   | | ^[CHAR.002] |
| |           | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   D A R K   K N I G H T   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Cecil is the commander of the Red Wings, Baron's version of the RAF (Royal Air Force for those of you who don't know). Cecil was raised by the King of Baron and under his orders, took up the Dark Sword and became a Dark Knight. Cecil's powers as a Dark Knight come from an evil and tainted source, but Cecil seems to be a cut above the rest, as he has not been corrupted himself. Not to mention that Cecil is well respected among the people of Baron.

Cecil, as a Dark Knight, is well rounded in attack and defense, making him ideal for frontline combat. He cannot use magic at all, which makes him totally useless in the back row.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
/ Biography \           / Starting Stats \
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Gender           Male | Level           10 |
| Age              20  | Attack          15 |
| Height           178 cm | Defense         17 |
| Weight           58 kg |                 |
| Birthplace       Unknown | Equipment       Dark Sword |
| Hand             Right |                 Dark Shield |
|                 |                 Dark Helm |
|                 |                 Dark Armor |
|                 |                 Dark Gloves |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
/ Spell List \
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Spell           Level | Spell           Level |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| The Dark Knight cannot use magic |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Command: Dark

The "Dark" command allows the Dark Knight to sacrifice his own HP to damage all enemies on the field. This is most useful when you see plenty of smaller enemies on the screen that can go down easily. Its downside is that eventually Cecil's HP will diminish and he'll be KOed easily.

```
O-----O
|  P A L A D I N  |
O-----O
```

The Paladin is a holy and noble warrior who will valiantly cover and even sacrifice himself to save those on his team. As a Paladin, Cecil will no longer hold the Dark Sword, but instead hold the Sword of Legend and its more powerful counterparts.

| / Biography \ | | / Starting Stats \ | |
|---------------|---------|--------------------|-----------------|
| Gender | Male | Level | 1 |
| Age | 20 | Attack | ? |
| Height | 178 cm | Defense | ? |
| Weight | 58 kg | | |
| Birthplace | Unknown | Equipment | Sword of Legend |
| Hand | Right | | Clothes |

| / Spell List \ | | | |
|----------------|-------|----------|-------|
| Spell | Level | Spell | Level |
| Cure | 2 | Cura | 15 |
| Sight | 3 | Teleport | 19 |
| Scan | 8 | Esuna | 24 |

Command: W. Magic

This command allows Cecil to use certain White Magic spells (specified above) to the fullest of his abilities. Cecil's magic power isn't quite as much as Rosa's, so his spells won't be a giant use in combat. I suggest using his spells outside of battle unless you're in a super tight pinch.

Command: Cover

Cecil can take physical damage for any character by stepping in front of them and taking the damage himself. Cecil can Cover any character of his choosing, but he will automatically do it for any character who is on their knees. A good (if cheap) strategy is to put Cecil in the back row and put everyone else on their knees. Cecil will take all physical damage and take less damage himself, since he's in the back row.

```
O-----O-----O-----O-----O
|  _____  | F I N A L   F A N T A S Y   I V      |
| |  ____  | O-----O-----O-----O-----O
| | |  _____  | C H A R A C T E R S                |
| | |  _____  | O-----O-----O-----O-----O
```


O-----O

Rosa was born and raised in Baron and she's in love with Cecil. However, she doesn't have the courage to tell him. She joined Baron's White Mages so that she could fight alongside Cecil. Although Rosa's spell library is small at first, she is fully capable of learning all the White Magic spells in the game, which would make her more of a White Wizard than a White Mage, but that's just me.

| O-----O | | O-----O | |
|---------------|--------|--------------------|--------------|
| / Biography \ | | / Starting Stats \ | |
| O-----O | | O-----O | |
| Gender | Female | Level | 10 |
| Age | 19 | Attack | 13 |
| Height | 162 cm | Defense | 14 |
| Weight | 47 kg | | |
| Birthplace | Baron | Equipment | Bow |
| Hand | Right | | Leather Cap |
| | | | Leather Garb |
| | | | Iron Armlet |
| O-----O | | O-----O | |

| O-----O | | O-----O | |
|----------------|-------|----------------|-------|
| / Spell List \ | | / Spell List \ | |
| O-----O | | O-----O | |
| Spell | Level | Spell | Level |
| Hold | 10 | Blink | 23 |
| Slow | 10 | Confuse | 24 |
| Scan | 10 | Shell | 29 |
| Cure | 10 | Mini | 30 |
| Sight | 10 | Curaga | 30 |
| Teleport | * | Dispel | 31 |
| Life | 11 | Haste | 33 |
| Protect | 12 | Float | 35 |
| Cura | 13 | Reflect | 36 |
| Silence | 15 | Curaja | 38 |
| Esuna | 18 | Full-Life | 45 |
| Berserk | 20 | Holy | 55 |
| O-----O | | O-----O | |

* Rosa does not learn Teleport until the Tower of Zot

Command: W. Magic

This command allows Rosa to use White Magic spells (specified above) to the fullest of her abilities.

Command: Pray

Rosa can send her prayer to the heavens. If it is answered, it will heal all your characters for free. However, the rate of success is pretty low and I have yet to find a giant use for it.

Command: Aim

If Rosa is equipped with a bow (and arrow, duh), she will shoot an arrow with 100% accuracy. If the enemy has an elemental weakness (or status effect weakness), equipping a set of arrows that exploits that weakness will turn Rosa into a formidable fighter, although her lower melee stats make her a less-than-formidable frontline fighter.

```

O-----O
|   _____   | F I N A L   F A N T A S Y   I V   |
| |   _____ | O-----O
| | |   _____ | C H A R A C T E R S   |
| | |   _____ | O-----O
| | |   _____ | R Y D I A   |
| | |   _____ | O-----O-----O-----O
| | _____ | | ^[CHAR.005] |
| | _____ | | O-----O
O-----O

```

```

O-----O
|   S U M M O N E R   |
O-----O

```

Born as a Summoner of Mist, Rydia may be just a child, but inside her lies the power to bring forth some of the most powerful monsters in the game to fight for you. She and Cecil cross paths when the King of Baron sends Cecil to kill the Summoners of Mist. Rydia starts with nothing more than the Chocobo summon, but she is able to learn new spells quickly and will eventually grow into one of your most powerful spellcasters. However, Rydia's HP suffers a great deal and she is incapable of effectively fighting in the front row.

```

O-----O           O-----O
/ Biography \       / Starting Stats \
O-----O-----O-----O-----O
| Gender           Female | Level           1 |
| Age              7     | Attack          3 |
| Height           107 cm | Defense         6 |
| Weight           18 kg  |                 |
| Birthplace       Mist  | Equipment       Rod |
| Hand             Right |                 Leather Cap |
|                 |                 Leather Garb |
|                 |                 Iron Armlet |
O-----O-----O-----O-----O

```

```

O-----O
/ Spell List \
O-----O-----O-----O-----O
| Spell           Level | Spell           Level |
O-----O-----O-----O-----O
| Fire            *    | Pig             20  |
| Fira            **   | Bio             26  |
| Blizzara        **   | Osmose          32  |
| Thundara        **   | Drain           36  |
| Cure            2    | Blizzaga        39  |
| Sight           3    | Firaga          42  |
| Thunder         4    | Thundaga        45  |
| Hold            5    | Quake           47  |
| Sleep           6    | Break           49  |
| Poison          7    | Tornado         51  |
| Warp            10   | Death           52  |
| Toad            12   | Flare           55  |
| Stop            13   | Meteor          60  |
O-----O-----O-----O-----O

```

* Learned at the entrance to Mt. Hobs.

** Rydia has these spells when she enters your party the second time

Command: W. Magic

This command allows Rydia to use White Magic spells (specified above) to the fullest of her abilities. She'll lose this ability later on, so I wouldn't put too much thought into leveling her up to gain White Magic spells.

Command: B. Magic

This command allows Rydia to use Black Magic spells (specified above) to the fullest of her abilities. Rydia never loses this command.

Command: Summon

Rydia will summon a monster to the field. The monsters effect can be found in section [MECH.006].

```
O-----O
| _____ | F I N A L   F A N T A S Y   I V |
| | _____| O-----O
| | | _____| C H A R A C T E R S |
| | | _____| O-----O
| | | _____| T E L L A H |
| | | _____| O-----O-----O-----O
| | _____| | ^[CHAR.006] |
| | _____| | O-----O
O-----O
```

```
O-----O
|   S A G E   |
O-----O
```

Tellah's no kid by any standard. He already know all the spells he'll ever be able to learn. Thing is ... he's forgotten them all. He has but a few spells when you meet him, but he'll eventually re-learn them all later.

```
      O-----O                O-----O
/ Biography \                / Starting Stats \
O-----O-----O-----O-----O-----O
| Gender                Male | Level                20 |
| Age                   60  | Attack                10 |
| Height                177 cm | Defense                5 |
| Weight                48 kg |                    |
| Birthplace            Mysidia | Equipment                Staff |
| Hand                  Right |                    Leather Garb |
O-----O-----O-----O-----O-----O
```

```
      O-----O
/ Spell List \
O-----O-----O-----O-----O-----O
| Spell                Level | Spell                Level |
O-----O-----O-----O-----O-----O
| Blink                20 | Curaga                * |
| Confuse               20 | Curaja                * |
| Cura                 20 | Full-Life             * |
| Esuna                20 | Mini                  * |
| Life                 20 | Sight                 * |
| Teleport             20 | Float                 * |
```


| | | | | |
|---------------------------|----|----------|---|--|
| Fire | 20 | Toad | * | |
| Blizzard | 20 | Pig | * | |
| Thunder | 20 | Warp | * | |
| Stop | 20 | Poison | * | |
| Osmose | 20 | Fira | * | |
| Hold | * | Firaga | * | |
| Silence | * | Blizzara | * | |
| Protect | * | Blizzaga | * | |
| Shell | * | Thundara | * | |
| Slow | * | Thundaga | * | |
| Haste | * | Bio | * | |
| Berserk | * | Tornado | * | |
| Reflect | * | Sleep | * | |
| Dispel | * | Break | * | |
| Scan | * | Drain | * | |
| Cura | * | Meteor | * | |
| O-----O-----O-----O-----O | | | | |

* Learned at Mount Ordeals

Command: W. Magic

This command allows Tellah to use White Magic spells (specified above) to the fullest of his abilities.

Command: B. Magic

This command allows Tellah to use Black Magic spells (specified above) to the fullest of his abilities.

Command: Recall

Allows Tellah to dig deep into his memories and use one of his forgotten spells. The MP is consumed even if the spell doesn't work (like trying to cast Break on a boss that is immune to Petrify).

| | | | | |
|---------------------------|-------|-----------------------------|---------------|--|
| O-----O-----O-----O-----O | | | | |
| | _____ | F I N A L F A N T A S Y I V | | |
| | _____ | O-----O-----O-----O-----O | | |
| | | C H A R A C T E R S | | |
| | | O-----O-----O-----O-----O | | |
| | | Y A N G | | |
| | _____ | O-----O-----O-----O-----O | | |
| | _____ | | ^ [CHAR.007] | |
| | | | O-----O-----O | |
| O-----O | | | | |

| | |
|---------|---------|
| O-----O | |
| | M O N K |
| O-----O | |

Yang is a High Monk of Fabul and so he's in charge of all the Monks in Fabul. Heavy armor interferes with his martial arts, so he can't wear anything heavy that would give him superior defense. However, his offense is one of the best in the game. He can equip two Claws, which can be used like Arrows to exploit the weaknesses of enemies, be they elemental or status-based.

```

O-----O-----O-----O-----O
| Gender                Male | Level                20 |
| Age                   35  | Attack               10 |
| Height                182 cm | Defense              5  |
| Weight                76 kg |                      |
| Birthplace            Fabul | Equipment             Staff |
| Hand                  Both  |                      Leather Garb |
O-----O-----O-----O-----O

```

```

O-----O
/ Spell List \
O-----O-----O-----O-----O
| Spell                Level | Spell                Level |
O-----O-----O-----O-----O
| The Monk cannot use magic |
O-----O-----O-----O-----O

```

Command: Power

Allows Yang to charge up his power and unleash it against an enemy, doing double damage.

Command: Kick

Yang kicks every enemy on the field, but takes a while to charge. I'd say it takes so long to charge that Dark is a better option for attacking all enemies on the field.

Command: Gird

Allows Yang to double his defense for the turn. Especially effective if you are anticipating a harsh attack.

```

O-----O-----O-----O-----O
| _____ | F I N A L   F A N T A S Y   I V |
| | ____ | O-----O-----O-----O-----O
| | |   | C H A R A C T E R S |
| | |   | O-----O-----O-----O-----O
| | |   | E D W A R D |
| | |__ | O-----O-----O-----O-----O
| | ____ | | ^[CHAR.008] |
| | ____ | | O-----O-----O-----O
O-----O-----O-----O-----O

```

```

O-----O
| B A R D |
O-----O

```

Edward is the prince of Damcyan and he is a master musician. He's also madly in love with Tellah's daughter, Anna, and they run away together. Edward has some extremely useful abilities and he can be very powerful when given the right equipment, but he suffers from an extreme case of cowardice. When he falls to his knees, he will automatically Hide and basically hide away for the turn. This effectively removes him from the fight, so you'll probably want to keep your HP up so that this never becomes a problem.

```

O-----O-----O-----O-----O
/ Biography \                / Starting Stats \
O-----O-----O-----O-----O

```


| | | | |
|------------|---------|-----------|---------------|
| Gender | Male | Level | 10 |
| Age | 5 | Attack | 8 |
| Height | 94 cm | Defense | 8 |
| Weight | 22 kg | | |
| Birthplace | Mysidia | Equipment | Ice Rod |
| Hand | Left | | Feathered Cap |
| | | | Leather Garb |
| | | | Iron Armlet |

o-----o

/ Spell List \

| Spell | Level | Spell | Level |
|----------|-------|----------|-------|
| Poison | 10 | Quake | 23 |
| Fire | 10 | Drain | 26 |
| Blizzard | 10 | Warp | 29 |
| Thunder | 10 | Blizzaga | 32 |
| Sleep | 10 | Firaga | 33 |
| Blizzara | 11 | Thundaga | 34 |
| Pig | 11 | Break | 36 |
| Fira | 12 | Osmose | 40 |
| Thundara | 13 | Death | 46 |
| Stop | 14 | Tornado | 48 |
| Bio | 19 | Meteor | 50 |
| Toad | 22 | Flare | 55 |

o-----o

Command: B. Magic

This command allows Palom to use Black Magic spells (specified above) to the fullest of his abilities.

Command: Bluff

Palom can boost his magic power to deal more magic damage on his next turn. From what I've experienced, this effect DOES stack.

Command: Twin (Palom & Porom)

Palom and Porom can team up and unleash some nasty spells on the enemies, which include Twin-only spells such as Mini-Flare or Comet. These spells are very powerful, even against bosses. However, their cost for casting them (you have to tie up Palom AND Porom for quite a while) makes this command less-than-preferable for most battles.

| | |
|-----------------------------|--|
| F I N A L F A N T A S Y I V | |
| O-----O | |
| C H A R A C T E R S | |
| O-----O | |
| P O R O M | |
| O-----O | |
| ^ [CHAR.010] | |
| O-----O | |


```

O-----O
| _____ | F I N A L   F A N T A S Y   I V |
| | _____| O-----O
| | | _____| C H A R A C T E R S |
| | | _____| O-----O
| | | _____| C I D |
| | | _____| O-----O-----O-----O
| | _____| | ^[CHAR.011] |
| | _____| | O-----O
O-----O

```

```

O-----O
|   E N G I N E E R   |
O-----O

```

To say that Cid was the backbone of Baron's air power isn't really that far-fetched. Cid was the legendary airship engineer who basically MADE Baron into the dominant nation it is. Cid might seem gruff but he's kind hearted and acts as if Cecil was the son he never had (although his daughter sure has a rough personality). Cid is ideal for the front row due to his high attack, defense and HP values.

```

O-----O          O-----O
/ Biography \      / Starting Stats \
O-----O-----O-----O-----O
| Gender          Male | Level          20 |
| Age             54  | Attack          55 |
| Height         159 cm | Defense          13 |
| Weight          67 kg | |
| Birthplace     Baron | Equipment      Wooden Hammer |
| Hand           Right | | Prisoner's Wear |
O-----O-----O-----O-----O

```

```

O-----O
/ Spell List \
O-----O-----O-----O-----O
| Spell          Level | Spell          Level |
O-----O-----O-----O-----O
| The Engineer cannot use magic |
O-----O-----O-----O-----O

```

Command: Study

Think of what the spell Scan does. Now remove the MP usage and you have Cid's Study command. It's especially useful when you need to find a weakness on any given enemy.

```

O-----O-----O-----O-----O
| _____ | F I N A L   F A N T A S Y   I V |
| | _____| O-----O
| | | _____| C H A R A C T E R S |
| | | _____| O-----O
| | | _____| E D G E |
| | | _____| O-----O-----O-----O
| | _____| | ^[CHAR.012] |
O-----O-----O-----O-----O

```

| |
O-----O

O-----O
| N I N J A |
O-----O

Edge is the prince of Eblan, but hardly acts like it. He's a womanizer and he's arrogant. Eblan is reknowned for their ninjas and Edge is no exception. He can wield two weapons (including Yang's Claws FYI) which can be used to exploit enemies with weaknesses. In addition, Edge can Throw many different weapons in your inventory, even those that are old and seemingly useless. Edge's defense isn't ideal for a frontline fighter, but most of his weaponry only allows for him to fight in the front row.

| / Biography \ | | / Starting Stats \ | |
|---------------|--------|--------------------|----------------|
| Gender | Male | Level | 25 |
| Age | 26 | Attack | 63 |
| Height | 175 cm | Defense | 32 |
| Weight | 51 kg | | |
| Birthplace | Eblan | Equipment | Kunai (x2) |
| Hand | Both | | Green Beret |
| | | | Black Belt |
| | | | Mythril Gloves |

| / Spell List \ | | | |
|----------------|-------|-------|-------|
| Spell | Level | Spell | Level |
| Flame | 20 | Pin | 27 |
| Flood | * | Smoke | 33 |
| Blitz | * | Image | 38 |

* Learned during Edge's lone fight with Rubicante in the Path to the Tower of Babel

Command: Ninjitsu

This command allows Edge to use Ninjitsu spells (specified above) to the fullest of his abilities.

Command: Throw

Edge can throw a throwing star or certain weapons at enemies for exceptional damage.

Command: Steal

Edge will attempt to Steal an item from the target's inventory. He can either succeed, fail, get caught (and lose HP) or find that there is nothing to steal from the enemy.

```

| | ____| O-----O
| | |   | | C H A R A C T E R S |
| | |   O-----O
| | |   | | F U S O Y A |
| | |____ O-----O-----O-----O
| |_____| | | ^[CHAR.013] |
| | | | | | | | | | | | | | |
O-----O

```

```

O-----O
| L U N A R I A N |
O-----O

```

FuSoYa is, quite literally, out of this world. As a Lunarian, he has mastered EVERY White and Black Magic spell in the game right off the bat, but with a paltry 190 MP, he is incapable of being a constant spellcaster like Rydia or Rosa.

```

O-----O O-----O
/ Biography \ / Starting Stats \
O-----O-----O-----O-----O
| Gender Male | Level 50 |
| Age ? | Attack 50 |
| Height ? cm | Defense 28 |
| Weight ? kg | |
| Birthplace The Moon | Equipment Kinesis Staff |
| Hand Right | Sage's Miter |
| | | Light Robe |
| | | Diamond Armlet |
O-----O-----O-----O-----O

```

```

O-----O
/ Spell List \
O-----O-----O-----O-----O
| Spell Level | Spell Level |
O-----O-----O-----O-----O
| See section [MECH.006] to find all the White/Black Magic |
| spells |
O-----O-----O-----O-----O

```

Command: W. Magic

This command allows FuSoYa to use White Magic spells (specified above) to the fullest of his abilities.

Command: B. Magic

This command allows FuSoYa to use Black Magic spells (specified above) to the fullest of his abilities.

Command: Regen

FuSoYa will cast a spell on the team that regenerates their HP once per turn. The amount that is healed isn't much, but when you're trying to pinch for HP, it helps.

```

O-----O-----O-----O-----O
| _____| F I N A L F A N T A S Y I V A D V A N C E |
| | | | | | | | | | | | | | |
O-----O-----O-----O-----O

```



```

| | / | | \ | | W A L K T H R O U G H |
| | | | O-----O
| | | | | T R A V E L N O T E S |
| | | | O-----O-----O-----O
| | / | | | ^ [ T I P S . 0 0 1 ] |
| | | | O-----O
O-----O

```

In case you're new to the Final Fantasy world, there are a few things you should ALWAYS be aware of. As a matter of fact, I'm so confident in these notes, I'm going to say they apply to just about every Final Fantasy game in existence.

1. SAVE!!!! I cannot emphasize this enough. Save early, save often, SAVE BEFORE ENTERING A BIG BATTLE. AND FOR THE LOVE OF GOD, SAVE ON DIFFERENT FILES!! Through the process of saving, you'll save yourself a LOT of headache and a LOT of lost time (like your entire game if you save on one file and somehow royally mess it up). Whether you save at a Save Sphere (FFX) or at an Inn (FF1), you should save whenever you can. In FINAL FANTASY IV Advance, you can ONLY SAVE on Save Points (you'll get a pop-up window that informs you that you can use a Tent or Cottage) and you'll probably want to save on these points about 99% of the time. Trust me on this, even the BEST FF players can mess up every once in a while and lose their entire party every once in a while. Whatever you do, do NOT rely on your "Quicksave" since I can personally tell you it's not a 100% guarantee. Rely on your cold hard saves if you're ever in doubt.
2. TALK TO EVERYONE!! They'll (usually) give you clues as to where you should go, who to talk to, etc. Plus, some of them even blurt out funny quotes, like the infamous "This guy are sick", or perhaps they'll provide clues to hidden treasures. Who knows? All you gotta do is talk to them.
3. LEVEL UP!! Unless you're doing a low-level game, you (probably) want to make your characters more powerful than the guys they fight. It's not smart to take your 500 HP characters into a battle against an enemy with 900,000 HP and an attack of 30,000, and it doesn't matter how high your evasion is. To do this, just fight the majority of your battles instead of running away all the time. If you find yourself getting your ass handed to you each and every battle, then yeah, you might want to backtrack and beat up weaker enemies until you level up a few levels.
4. CURE IS YOUR BEST FRIEND! Seriously here, Cure/Cura/Curaga/Curaja will most likely be used more than all your other spells combined. Once you learn the higher-level Cure spell, you'll probably want to put it close to the top of your magic list.

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| _ _ | F I N A L F A N T A S Y I V A D V A N C E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O
| | | | | D E L I V E R Y |
| | | | | O-----O-----O-----O-----O-----O-----O-----O
| | | / \ | | | | Recommended Level : 15 | ^ [ W A L K . 0 0 0 ] |
| | | | | O-----O-----O-----O-----O-----O-----O-----O
| | _ _ / \ _ _ | |
| | | | |
O-----O

```

You shouldn't need me around to watch the intro; it's rather self-explanatory. Until you gain control, just watch the scenes; you'll learn that Cecil of Baron takes the Water Crystal from the people of Mysidia because the King of Baron has decreed that the Mysidians know too much about the Crystal. Neither the wizards of Mysidia or the subsequent monsters that attacked stood a chance against Cecil. At any rate ... once you regain control, it's time to start your adventure.

Here's the outline of what events will occur in this section:

- 1) Meet with Kain and depart from Baron
- 2) Defeat the Mist Dragon in the Mist Cave
- 3) Deliver the package to the village of Mist
- 4) Depart with the Mist villager
- 5) Bring the Mist villager to Kaipo and protect her

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | D E L I V E R Y                                           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | C A S T L E   B A R O N                                     |
| |      | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 15 | ^[WALK.001] |
|          | |                                     O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

~ Though as a dark knight, you know we can never be together ... ~ Cecil

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Bomb Ring         | None                           |
| ____ Ether             | O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Tent              |
| ____ 480 Gil (total)   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

From where you start, go south and into the next room. Skipping both sets of stairs, you'll see some chests and a door blocking them. You can open up the door by standing to the switch (which is left of the door), facing the switch and pressing A. Inside you'll find 480 Gil, an Ether and a Tent. There's nothing more to do in the east part of the castle for now, so head to the west and up the stairs. Follow the path and Rosa will stop you. Talk to her and then continue south.

Once you exit the door, you'll see a path north, which you should take (the door to the west leads to no items). Cid will stop you and you'll meet up with him. Once he's done, take the door right above you (the door that Cid comes out of contains no items). Go up both sets of stairs and slip into bed to advance the story.

Once Cecil awakens, he and Kain will exit the castle and the intro will roll. From here, you'll probably want to head into Baron, which is right outside of Castle Baron.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | D E L I V E R Y                                         |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | B A R O N                                             |
| |      | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 15 | ^[WALK.002] |
|         |                                     O-----O-----O-----O-----O
O-----O

```

~ I can't stop thinking about dark knights! They're cool ... and by cool, I mean totally sweet. ~ Baron Child

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Potion              | None                      |
| ___ Potion              | O-----O-----O-----O-----O
| ___ Potion              |
| ___ Gold Needle         |
| ___ Eye Drops           |
| ___ Phoenix Down        |
| ___ Phoenix Down        |
| ___ Tent                 |
| ___ Tent                 |
| ___ Dwarven Bread        |
| ___ Hourglass           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Baron is located right next to Castle Baron.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                 | Inn           50 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Closed for now          | Closed for now             |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

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

```

When you first enter Baron, take three steps north and then head east, right

into a pot, where you'll find a POTION. Just north of the Inn, you'll find four additional pots, one of which contains a POTION. If you follow the brown path (road?) to the northeast and continue following it, you'll eventually run into a dancer, but more importantly, a path into the water. Follow it and eventually you'll go into the southeastern corner of the town, where you can find a TENT and an HOURGLASS. Go back to the dancer and you'll see a woman to the right of her. Make your way over to her and go up into the trees. There's a small hidden area inside the trees (go east into the trees) that will lead to a grassy area where you'll find a PHOENIX DOWN, PHOENIX DOWN and a GOLD NEEDLE.

Inside the Inn you'll find a POTION just southwest from the Innkeeper (it's inside the pot). Go north from the Inn area and you'll see an enclosed area with three chests. Press A while facing the swords on the wall and a door will open, giving you access to a DWARVEN BREAD, a TENT and some EYE DROPS.

Just north of the Item Shop you'll find the path of the Devil's Road, which is currently inaccessible. Down the stairs you'll find the Training Room, which you can use if you're new to this game. Also, Namingway is in here. Namingway can change your name if you so wish (I never wanted to do so really), but you can if you wish.

The Weapon and Armor Shops are currently closed, but the Item Shop is open for business. I'd suggest spending your 480 Gil on some extra Potions and a Phoenix Down or two, and perhaps an additional Tent. Whatever you feel you need.

Once you're ready to go, head outside and begin your journey.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |   | | | D E L I V E R Y                                           |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | B A R O N   A R E A                                         |
|  |      | | O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| |                                     | Recommended Level : 20 | ^[WALK.003] |
|          |                                     O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Baron region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|------------------|----|-----|-----|-----|-----|-----|----------|
| --- | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| --- | 002 | Helldiver | 18 | 21 | 0 | 0 | 5 | 40 | Throw |
| --- | 003 | Floating Eyeball | 20 | 20 | 0 | 0 | 9 | 42 | Throw |
| --- | 004 | Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 | None |


```

|      None              |      Absorb              |
|                        |      None                |
|                        |                          |
O-----O-----O-----O

```

The Mist Dragon has two main attacks: its physical attack and the Cold Mist attack. Its physical attack is crap but the Cold Mist can easily shave off anywhere between 25-40 HP. However, Cold Mist is only a counter-attack that the Mist Dragon will use when you attack it in its Mist form.

Attack while the Mist Dragon is in its Dragon form and stop attacking when its in the Mist form. If you need to heal up via Potions, feel free to do so.

The Mist Dragon isn't that hard and will go down within one or two Mist formations.

Once you've defeated the Mist Dragon, exit to the north.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | D E L I V E R Y                                           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | M I S T                                                     |
| |      | | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | | | Recommended Level : 20 | ^[WALK.005] | |
| |      | | | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

KAIN WILL LEAVE THE PARTY SOON. UNEQUIP HIM BEFORE ENTERING MIST.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Mist is located just east from where you exit the Mist Cave.

Once you enter the town, a scene will occur and you'll be thrust into a battle. You can't win, so fight with all your might, but don't bother using any valuable Potions.

When Cecil awakes, Kain is gone and this girl is with him. Cecil fights alone for a little while, so keep that in mind when entering battles.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | D E L I V E R Y                                           |

```

```

| | | | | O-----O
| | |/\| | | K A I P O ,   O A S I S   O F   T H E   D E S E R T   |
| | | | | O-----O-----O-----O
| |__/\__| | | | Recommended Level : 20 | ^[WALK.006] | |
| | | | | O-----O-----O-----O
O-----O

```

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

~ Never! ~ Cecil

~ Then you shall die! ~ General

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| None                    | None                   |
O-----O-----O-----O

```

Kaipo is just northeast of Mist. Follow the path until the green ends and the desert begins. When you reach the end of the green path, go north about 10-15 squares and then east. You should run right into Kaipo.

When you enter the town, Cecil will automatically go to the Inn. Watch the scene and get ready for a fight:

```

O-----O-----O-----O
| BOSS - General                                     #021 |
O-----O-----O-----O
| HP ..... 221 | Weakness |
| Strength ..... 26 | None |
| Defense ..... 2 | |
| Magic ..... 0 | Resistance |
| Magic Defense ..... 12 | None |
| | | |
| Gil ..... 80 | Absorb |
| EXP ..... 398 | None |
| | | |
| Type | |
| None | |
| | |
| Treasures | |
| None | |
| | |
O-----O-----O-----O

```

```

O-----O-----O-----O
| BOSS - Baron Soldier (x3)                         #020 |
O-----O-----O-----O
| HP ..... 27 | Weakness |
| Strength ..... 20 | None |
| Defense ..... 0 | |
| Magic ..... 0 | Resistance |
| Magic Defense ..... 4 | Confuse |
| | | |
| Gil ..... 54 | Absorb |
| EXP ..... 157 | None |
| | | |
| Type | |

```


5) Retrieve the Sand Ruby from the Antlion Cave

6) Return to Kaipo and cure Rosa

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |  | | | S A N D   R U B I E S   F O R   R O S A                   |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | K E E P I N G   R Y D I A   S A F E                       |
|  |    | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| | |                                     | Recommended Level : 25 | ^[WALK.051] |
|  |    | | |                                     | O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

First thing you'll want to do is get Rydia OUT of the front row. She starts with a mere 30 HP and will go down easily if she takes full damage. In addition to that, I swear she has a giant "KICK MY ASS" sign on her because it seems like EVERY enemy wants to attack her.

In any case, use the "Order" selection on the Main Menu to switch her to the second or fourth slot (Cecil is in the third slot).

Also, you'll want to get Rydia the best equipment available since she can definitely use the extra defense. But that's a story for the next section.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |  | | | S A N D   R U B I E S   F O R   R O S A                   |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | K A I P O ,   O A S I S   O F   T H E   D E S E R T       |
|  |    | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| | |                                     | Recommended Level : 25 | ^[WALK.052] |
|  |    | | |                                     | O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

~ We found a girl from Baron lying unconscious just outside of town. The poor thing's been afflicted with desert fever. She just keeps muttering the name "Cecil" over and over. ~ Woman in Kaipo

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

You resume your quest in Kaipo.

```
O-----O-----O-----O
| Weapon Shop           | Armor Shop           | Inn           50 Gil |
O-----O-----O-----O
| Rod ..... 100 | Leather Cap ..... 100 |
| Staff ..... 160 | Clothes ..... 50 |
| Bow ..... 220 | Leather Garb ..... 200 |
| Iron Arrow ..... 10 | Iron Ring ..... 100 |
O-----O-----O-----O
```

```
O-----O
| Item Shop           |
O-----O
| Potion ..... 30 |
| Phoenix Down ..... 100 |
| Gold Needle ..... 400 |
| Maiden's Kiss ..... 60 |
| Eye Drops ..... 30 |
| Antidote ..... 40 |
| Tent ..... 100 |
| Gysahl Greens ..... 50 |
O-----O
```

You'll find an old friend here in Kaipo. Exit the Inn and go to the northeast part of town and enter the lone building here. Inside you'll find Rosa, sick from the effects of the desert fever. However, there's nothing you can do for Rosa ... right now, that is.

From where you saw Rosa, exit the building and go to the building just southwest (it has no door), and search the pots next to it to find an ETHER.

Rydia comes equipped with a Rod, Leather Cap, Leather Garb and an Iron Ring. You're thinking "Man that stuff sucks" right now, aren't you? And you'd be right, since her equipment is pretty low-grade. Nonetheless, it's about as good as you're going to get for now (spending 160 Gil on a Staff is really a waste), so just take it with a grain of salt and move on.

On the other hand, you'll be getting another party member soon, and he comes pretty poorly equipped. Buying a Leather Cap and Iron Ring will benefit this character that will be joining you in a moment.

```
O-----O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | O-----O-----O-----O
| | | | | S A N D   R U B I E S   F O R   R O S A |
| | | | | O-----O-----O-----O
| | |/\| | | K A I P O   A R E A |
| | | | | O-----O-----O-----O
| | _/\_ | | | Recommended Level : 25 | ^[WALK.053] |
| | | | | O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O
| Item Checklist           | Equipment Checklist   |
O-----O-----O-----O
```

```

O-----O-----O
| None           | None           |
O-----O-----O

```

This section covers monsters found in the Kaipo region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|----------------|----|-----|-----|-----|-----|-----|----------|
| ___ | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| ___ | 005 | Insectus | 28 | 20 | 1 | 0 | 8 | 49 | None |
| ___ | 006 | Desert Sahagin | 20 | 20 | 0 | 0 | 17 | 70 | Ice |
| ___ | 007 | Flying Eyes | 40 | 21 | 3 | 0 | 18 | 74 | Throw |
| ___ | 008 | Hundlegs | 60 | 11 | 3 | 0 | 20 | 79 | Throw |
| ___ | 009 | Sand Worm | 75 | 16 | 2 | 10 | 22 | 82 | None |

This area is a good place to level up Rydia, who starts out at Level 1. Get her a few levels and a few spells will come to her. In addition, she gets more MP, great for, y'know, casting spells.

```

O-----O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O
| | | | | S A N D   R U B I E S   F O R   R O S A |
| | | | | O-----O-----O
| | |/\| | U N D E R G R O U N D   W A T E R W A Y |
| | _ _ | O-----O-----O-----O-----O
| | _/\_ | | | Recommended Level : 25 | ^[WALK.054] |
| | _ _ | | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist           | Equipment Checklist |
O-----O-----O
| ___ Potion              | ___ Shadow Blade   |
| ___ Potion              | ___ Hades Helm     |
| ___ Potion              | ___ Hades Gloves   |
| ___ X-Potion            | ___ Hades Armor    |
| ___ Ether               | ___ Ice Rod        |
| ___ Ether               | ___ Feathered Cap  |
| ___ Dry Ether           | ___ Iron Ring      |
| ___ Maiden's Kiss      | O-----O-----O
| ___ Phoenix Down       |
| ___ Tent                |
| ___ Bomb Fragment      |
| ___ Antarctic Wind     |
| ___ Hourglass           |
| ___ Hermes' Shoes      |
| ___ 580 Gil (total)    |
O-----O

```

The Underground Waterway is due north of Kaipo. Just head straight north from Kaipo and when you hit the mountains, jag slightly to the east. You'll see the entrance to the Underground Waterway sitting in the mountains.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-------------|-----|-----|-----|-----|-----|-----|------------|
| ___ | 010 | Red Mousse | 35 | 15 | 254 | 0 | 36 | 134 | Fire |
| ___ | 011 | Gigantoad | 47 | 11 | 2 | 0 | 24 | 89 | Ice |
| ___ | 012 | Zombie | 52 | 13 | 2 | 0 | 31 | 112 | Fire, Holy |
| ___ | 013 | Vile Shell | 58 | 11 | 1 | 0 | 28 | 101 | Lit |
| ___ | 014 | Toadgre | 59 | 11 | 1 | 0 | 34 | 127 | Ice |
| ___ | 015 | Sahagin | 64 | 18 | 2 | 0 | 38 | 136 | Lit |
| ___ | 016 | Killer Fish | 65 | 11 | 1 | 0 | 30 | 119 | Lit |
| ___ | 017 | Tiny Mage | 69 | 19 | 2 | 3 | 63 | 132 | None |
| ___ | 018 | Water Bug | 125 | 16 | 3 | 0 | 76 | 225 | Lit |
| ___ | 019 | Alligator | 175 | 22 | 2 | 0 | 95 | 236 | Ice |

== Waterway - South ==

Head straight north to pick up a POTION and a MAIDEN'S KISS. Backtrack to the entrance and head west across the bridge. Jag south a bit to nab a TENT, then go north across the bridge and talk to the Old Man there. After the dialogue, Sage Tellah will join your party.

With Tellah in your party, you'll want to stick him in the back row. I suggest placing him in Slot 4, right underneath Cecil. Also, if you bought the Leather Cap and Iron Ring earlier, you can equip those on Tellah as well. They'll fill the blank areas on his equipment and boost his stats.

Once you're ready to move on, you can go to the next floor, which is due north from where he joined you. However, if you cross the bridge to the east, you can follow the path and descend into the water. From there, you can go up the waterfall and pick up the IRON RING in the chest there. Head back down the small waterfall and head west until you reach a waterfall that's three spaces wide. Go into the middle of it and you'll find an X-POTION, a DRY ETHER and a PHOENIX DOWN. The first two are extremely rare at this point in the game, and you probably shouldn't use them unless you're in an extreme pinch.

Head back to where you met Tellah and head north, enter the doorway to reach the next floor.

== Underground Waterway - B2 ==

Head north across the bridge and descend into the water. Head slightly southwest and up some steps to find a POTION. Hop back into the water and continue south and up a different set of steps. Continue on west and pick up the ETHER, then head south across the bridge and follow the path into a door.

Inside, Tellah will give you a crash course on Save Points. I highly suggest utilizing this Save Point considering you get a freebie Tent use.

Upon exiting the room, go east across the bridge and head north to get an ICE ROD. Head south, descending into the water, and head slightly east and up into the door, which leads to the next floor.

== Underground Waterway - B3 ==

Follow the path. When it splits, head east and follow the path to pick up 580 GIL and a BOMB FRAGMENT. Go back to the split and head west and into the door.

== Underground Waterway - B2 ==

Head north and take the POTION sitting in the chest. Continue north but stop one step south from the steps. Head west into the wall and follow the path to

find a FEATHERED CAP. Backtrack and head into the next area.

== Underground Waterway - North ==

Follow the path north and follow the west stairs down to pick up an ETHER and an ANTARCTIC WIND. Backtrack and cross the bridge, but don't go into the next area quite yet. Head south to pick up the HOURGLASS and the SHADOW BLADE (you should equip the Shadow Blade on Cecil right away). Backtrack and enter the next area.

== Overworld ==

You'll reappear on the Overworld. Use a Tent and Save if you need to. Proceed to the northern cavern to continue.

== Waterfall ==

Well, you can only go one way, and that's down.

== Sunken Lake - B2 ==

Follow the path around until you see steps going down. Pick up the HADES HELM and the HADES GLOVES (both of which you should stick on Cecil straight away), then go back up and keep going around, into the door.

== Sunken Lake - B1 ==

Follow the path east and pick up the HADES ARMOR and HERMES' SHOES. Be sure to equip Cecil properly before jumping into the upcoming battle. Once you're ready to go, follow the path north and around. Go towards the waterfall and you'll face:

| | | | |
|---------------------|------|-----------------|----------|
| O-----O | | | |
| BOSS - Octomammoth | | | #193 |
| O-----O | | | |
| HP | 2350 | Weakness | |
| Strength | 22 | Lightning | Darkness |
| Defense | 0 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 25 | Poison | Blind |
| | | Silence | Pig |
| Gil | 500 | Mini | Toad |
| EXP | 1200 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| None | | Absorb | |
| | | Holy | |
| | | | |
| O-----O | | | |

Believe it or not, Octomammoth only has its physical attack, but that's more than enough to be a burden if you don't hurry because Octomammoth is faster than most of your crew.

Cecil should attack physically; Tellah and Rydia should both utilize Thunder spells and Cure as needed.

Octomammoth's HP can be "seen" through its tentacles. As its tentacles go away, you can determine how much HP Octomammoth has left. Also, Octomammoth isn't very hard, but can be tricky.

Once you defeat Octomammoth, exit via the waterfall where its tentacles were.

```
O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O
| | | | | | S A N D   R U B I E S   F O R   R O S A                       |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | D A M C Y A N   C A S T L E                                 |
| |   |   | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 25 | ^[WALK.055] |
|           |                                     O-----O-----O-----O-----O
O-----O
```

~ You spoony bard! ~ Tellah

TELLAH LEAVES THE PARTY SOON. UNEQUIP HIM BEFORE ENTERING DAMCYAN CASTLE.

```
O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O
| ___ Potion              | ___ Ruby Ring            |
| ___ Ether               | ___ Feathered Cap       |
| ___ Antidote            | ___ Crossbow             |
| ___ Eye Drops           | ___ 20 Holy Arrows      |
| ___ Gold Needle         | ___ 10 Iron Arrows      |
| ___ Phoenix Down       | O-----O-----O-----O-----O
| ___ Tent                |
O-----O
```

Damcyan is just north of where you exit the Underground Waterway. However, on your way there, a scene occurs. Go inside Damcyan Castle to assess the damage.

== Damcyan Castle ==

Head inside the castle and go up the stairs to the north.

== Damcyan Castle - First Floor ==

Head north and up the stairs.

== Damcyan Castle - Second Floor ==

Head north and take the TENT from the chest. Then head to the south end of the room and take the stairs up.

== Damcyan Castle - Third Floor ==

SPECIAL NOTE - Before you do anything ... move Tellah to the front row. Due to one of the glitches in the NA or JP 1.0 versions of this game, the scene won't advance unless Tellah connects with a certain number of hits. This glitch was

fixed in the EU and JP 1.1 versions so that the scene advances after a certain number of attacks, not the number of hits. If you have either the EU or JP 1.1 version, feel free to disregard this message.

Head north and watch a scene. Tellah will leave the party. In his place, Edward will join. Once the scene completes, you'll find yourself outside of Damcyan Castle inside the Hovercraft.

Land the Hovercraft with the A button and head back inside the castle. Before you head inside the castle walls, step outside and follow the east wall to find a small building. Enter it and talk to the guard and he'll disappear. To the west of the guard lies a switch embedded in the wall. Use it and enter the doorway that it opens. Inside you can slip through the walls to pick up the RUBY RING, FEATHERED CAP and CROSSBOW. Exit the dungeon area but don't exit the room. There's a stairway in the southwest corner, so take it.

Downstairs, you'll find a POTION, ANTIDOTE, EYE DROPS, ETHER, PHOENIX DOWN and a GOLD NEEDLE in the chests and an IRON ARROW (x10), HOLY ARROW (x10) and a HOLY ARROW (x10).

Once you're done, you'll probably want to stick Edward in the back row. I put him in Slot 4, where Tellah was.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | S A N D   R U B I E S   F O R   R O S A   |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | D A M C Y A N   A R E A   |
| |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | | | Recommended Level : 25 | ^[WALK.056] |
|   |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Damcyan region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|----------------|----|-----|-----|-----|-----|-----|----------|
| ___ | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| ___ | 004 | Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 | None |
| ___ | 006 | Desert Sahagin | 20 | 20 | 0 | 0 | 17 | 70 | Ice |
| ___ | 008 | Hundlegs | 60 | 11 | 3 | 0 | 20 | 79 | Throw |
| ___ | 009 | Sand Worm | 75 | 16 | 2 | 10 | 22 | 82 | None |
| ___ | 017 | Tiny Mage | 69 | 19 | 2 | 3 | 63 | 132 | None |

Considering you JUST got the Hovercraft, there's really no reason for you to even see a battle. The Hovercraft protects you from random battles.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | S A N D   R U B I E S   F O R   R O S A |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | A N T L I O N   C A V E |
| | _ _ _ | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _/\_ | | | | | Recommended Level : 25 | ^[WALK.057] |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Sand Ruby | ___ Lamia Harp |
| ___ Potion | O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Potion |
| ___ Potion |
| ___ Ether |
| ___ Gold Needle |
| ___ Phoenix Down |
| ___ Tent |
| ___ Antarctic Wind |
| ___ Spider's Silk |
| ___ Emergency Exit |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Using the Hovercraft, head northeast from Damcyan Castle. You'll see some small rocks in the water that the Hovercraft can go over. Head east over the rocks, but not too far (about 10 spaces east). Go south and you'll see a small opening in the mountains.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|-----|-----|-----|-----|-----|-----|----------|
| ___ | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| ___ | 009 | Sand Worm | 75 | 16 | 2 | 10 | 22 | 82 | None |
| ___ | 022 | Domovai | 37 | 15 | 0 | 0 | 48 | 184 | None |
| ___ | 023 | Yellow Jelly | 55 | 16 | 254 | 0 | 33 | 144 | Lit |
| ___ | 024 | Basilisk | 90 | 15 | 2 | 0 | 30 | 110 | None |
| ___ | 025 | Leshy | 130 | 18 | 2 | 144 | 42 | 157 | None |
| ___ | 026 | Adamantoise | 190 | 20 | 1 | 0 | 46 | 234 | Ice |

== Antlion Cave - B1 ==

Head west across the small bridge and pick up the SPIDER'S SILK. Take the nearby steps and jag to the east to pick up a POTION. Head south, keeping close to the west wall, and then around to grab a TENT and another POTION. Backtrack to the entrance.

Back at the entrance, head southeast and take some steps up and cross the bridge. Continue north and take the GOLD NEEDLE. Head south and down some other steps, then head north up the middle path to nab a POTION. Head all the way south and down the stairs.

== Antlion Cave - B2 ==

Head south, following the path, picking up the ANTARCTIC WIND. You'll see a door slightly west of where you picked up the Antarctic Wind. Go inside and you can pick up a LAMIA HARP for Edward. It can Confuse an enemy and has a higher attack than his current Dreamer's Harp.

Anyways, head back out and follow the path north, going inside the doorway to go back to B1.

== Antlion Cave - B1 ==

Follow the path into the door. You'll find an EMERGENCY EXIT, an ETHER and a PHOENIX DOWN, not to mention the Save Point that's in here too. Rest and save if you so need and return to B2.

== Antlion Cave - B2 ==

Head west and up the steps to get a POTION. Make your way west to pick up a SPIDER'S SILK. Head south and down the steps, continuing down the next set of stairs.

== Antlion Cave - B3 ==

There's nothing for you to do here except go straight south and face:

```

O-----O
| BOSS - Antlion                                     #194 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 1100 | Weakness | | |
| Strength ..... 11 | None | | |
| Defense ..... 3 | | | |
| Magic ..... 0 | Resistance | | |
| Magic Defense ..... 11 | Poison | Blind | |
| | | Silence | Pig | |
| Gil ..... 800 | Mini | Toad | |
| EXP ..... 1500 | Petrify | Death | |
| | | Berserk | Confuse | |
| Type | Sleep | Paralyze | |
| None | Curse | | |
| | Slowing Petrify | | |
| Treasures | | | |
| None | Absorb | | |
| | None | | |
| | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

If you attack the Antlion physically, it will counter a random character with its Counter Horn attack. Other than that, its physical attack is not strong at all.

Using Rydia's Chocobo summon and Cecil's Dark Wave will illicit no counter-attacks from the Antlion. Also, Rydia's Chocobo summon is most likely the hardest hitting spell in her arsenal. Edward should use Potions to keep Cecil's HP from falling too low, or he can use his Heal ability to distribute a Potion amongst the entire team.

Keep this process and the Antlion will go down, netting you the SAND RUBY.

If you've been following this document, you have the Emergency Exit found in

this area; use it to leave quickly.

```
O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | O-----O-----O-----O-----O
| | | | | | S A N D   R U B I E S   F O R   R O S A                   |
| | | | | O-----O-----O-----O-----O
| | |/\| | | K A I P O ,   O A S I S   O F   T H E   D E S E R T       |
| |   | | O-----O-----O-----O-----O
| |_/\_| |                                     | Recommended Level : 25 | ^[WALK.058] |
|         |                                     O-----O-----O-----O
O-----O
```

SWITCH EDWARD TO THE FRONT ROW BEFORE TALKING TO ROSA.

```
O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O
| None                    | None                      |
O-----O-----O-----O-----O
```

To get back to Kaipo, you don't have to go back through the cave (besides, you can't). Using the Hovercraft, head back in the general direction of Damcyan Castle and head southwest from there. You'll find more rocks to go over, which will lead you towards the Kaipo area. Once you hit land again, head southeast and land right outside of Kaipo.

```
O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                | Inn           50 Gil |
O-----O-----O-----O-----O
| Rod ..... 100 | Leather Cap ..... 100 |
| Staff ..... 160 | Clothes ..... 50 |
| Bow ..... 220 | Leather Garb ..... 200 |
| Iron Arrow ..... 10 | Iron Ring ..... 100 |
O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O
| Item Shop              |
O-----O-----O-----O-----O
| Potion ..... 30 |
| Phoenix Down ..... 100 |
| Gold Needle ..... 400 |
| Maiden's Kiss ..... 60 |
| Eye Drops ..... 30 |
| Antidote ..... 40 |
| Tent ..... 100 |
| Gysahl Greens ..... 50 |
O-----O-----O-----O-----O
```

Hopefully you remember that Rosa is lying in the northeast house (I mean, it's not like she moved or anything). Talk to her and select the Sand Ruby. After the impending scene, Rosa will join your party.

That evening, Edward will have troubles of his own. He'll fight a stronger Sahagin monster on his own (leaving him in the front row will allow his attacks to connect). Simply keep Edward's HP above 30-40 and you'll be fine. If by

Continue east and enter the other doorway.

== Mt. Hobs - Summit ==

Head east and take the HOLY ARROW. Continue north and you'll initiate a scene. Edward recognizes the man as one of Fabul's monks, and it looks like he's in trouble, so get ready to face:

```

O-----O
| BOSS - Mom Bomb                                     #195 |
O-----O
| HP ..... 11000 | Weakness |
| Strength ..... 30 | Darkness |
| Defense ..... 1 | |
| Magic ..... 5 | Resistance |
| Magic Defense ..... 9 | Poison Blind |
| | | Silence Pig |
| Gil ..... 1200 | Mini Toad |
| EXP ..... 1900 | Petrify Death |
| | | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| None | Absorb |
| | None |
| | |
O-----O
```

Mom Bomb's physical attack can hit rather hard. My 200-300 HP characters were being hit for 40-75 HP, so watch out!

Your attack pattern should consist of Rydia summoning Chocobo, Cecil either attacking or using his Dark Wave, Rosa healing or using her Aim ability, Edward either using his Heal ability or attacking (Singing doesn't work since Mom Bomb is immune to nearly all status effects) and Yang using his Power ability for double damage.

I suggest having Cecil just attack normally since the Dark Wave will be a drain on his HP. Also, I used to suggest in previous versions of this document that you take off Yang's Fire Claw; don't do so.

After you deal a few thousand damage, Mom Bomb will transform into a larger version of itself. Despite this, your tactics shouldn't change. Eventually Mom Bomb will explode, damage your entire party and split into three Bombs and three Gray Bombs. The Gray Bombs are the larger threat, so I suggest taking them out first, then the Bombs. Neither enemy has an exploitable weakness, so simply deal with them individually.

The biggest threat in this entire battle is Mom Bomb's explosion. However, as long as you keep your HP high, you shouldn't have a problem.

Once you've defeated Mom Bomb, continue north into the next area.

== Mt. Hobs - East ==

The path here is straightforward. Just continue on and exit this area.

```

O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
|  |  |  |  | O-----O-----O-----O-----O
|  |  |  |  | P R O T E C T   T H E   W I N D   C R Y S T A L !   |
|  |  |  |  | O-----O-----O-----O-----O
|  |  |/\|  |  | F A B U L   A R E A   |
|  |  _  \  _  |  | O-----O-----O-----O-----O
|  |  _  \  _  |  | | Recommended Level : 30 | ^[WALK.102] |
|  |  _  \  _  |  | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O-----O
| None                    | None                    |
O-----O-----O-----O-----O

```

This section covers monsters found in the Fabul region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|------------|-----|-----|-----|-----|-----|-----|-------------|
| ___ | 022 | Domovai | 37 | 15 | 0 | 0 | 48 | 184 | None |
| ___ | 027 | Bomb | 55 | 19 | 2 | 0 | 76 | 361 | None |
| ___ | 029 | Gray Bomb | 111 | 36 | 4 | 0 | 105 | 445 | None |
| ___ | 031 | Cockatrice | 149 | 24 | 1 | 0 | 82 | 275 | None |
| ___ | 032 | Gargoyle | 160 | 28 | 2 | 0 | 90 | 315 | Holy, Throw |
| ___ | 034 | Gatlinger | 115 | 28 | 2 | 0 | 53 | 335 | None |

There's a Chocobo Forest just northeast from Fabul, hidden in the mountains. Go there if you need to store some items.

```

O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
|  |  |  |  | O-----O-----O-----O-----O
|  |  |  |  | P R O T E C T   T H E   W I N D   C R Y S T A L !   |
|  |  |  |  | O-----O-----O-----O-----O
|  |  |/\|  |  | F A B U L   |
|  |  _  \  _  |  | O-----O-----O-----O-----O
|  |  _  \  _  |  | | Recommended Level : 30 | ^[WALK.103] |
|  |  _  \  _  |  | O-----O-----O-----O-----O
O-----O

```

ROSA LEAVES THE PARTY SOON. UNEQUIP HER BEFORE TALKING TO THE KING OF FABUL.

```

O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O-----O
| ___ Potion              | None                    |
| ___ Tent                | O-----O-----O-----O
| ___ Bomb Fragment       |
| ___ Antarctic Wind     |

```

| | | | | |
|---------------------------|-----------------------|------|---------------------|------------------|
| | _____ Rage of Zeus | | | |
| | _____ Bacchus's Cider | | | |
| O-----O | | | | |
| | | | | |
| O-----O-----O-----O-----O | | | | |
| | Armor & Weapon Shop | | Item Shop | Inn 100 Gil |
| O-----O-----O-----O-----O | | | | |
| | Fire Claw | 350 | Potion | 30 |
| | Ice Claw | 450 | Phoenix Down | 100 |
| | Thunder Claw | 550 | Gold Needle | 400 |
| | Demon Helm | 980 | Maiden's Kiss | 60 |
| | Demon Armor | 3000 | Eye Drops | 30 |
| | Demon Gloves | 800 | Antidote | 40 |
| O-----O Tent | | | | |
| | | | 100 | |
| | | | Gysahl Greens | 50 |
| | | | O-----O | |

== Fabul Castle ==

When you first arrive in Fabul, head north and into the castle.

== Fabul Castle - First Floor ==

You'll see the Inn to the west (which includes the Item Shop) and the dual swords to the east (which is the Armor & Weapon Shop). Use them as you need, or continue on north to the next floor.

== Fabul Castle - Second Floor ==

There's a door to the south end of this room. Take it.

== Fabul Castle ==

There is a door to the east and a door to the west. Take the west door.

== West Tower ==

Inside here, you'll find a POTION, BOMB FRAGMENT and an ANTARCTIC WIND in the chests and a RAGE OF ZEUS in one of the pots. If you head up to the second floor, you'll find Namingway. The third floor houses a woman, who is introduced as Yang's Wife. Keep her in mind because she WILL play an important role later on.

Once you're ready, exit the West Tower and enter the East Tower.

== East Tower ==

There's nothing on the first floor. On the second floor you'll find a BACCHUS'S CIDER in one of the pots. On the third floor you'll find a TENT in the chest.

Exit the East Tower and return to the middle section.

== Fabul Castle - Second Floor ==

Back inside, take the north exit.

== Fabul Castle - Throne Room ==

Head north and you'll run into the King of Fabul. You might want to save before you approach the steps before him, as the upcoming battles might drain

you more than you think.

You have the option to defend Fabul. Answering "No" will give you more time to prepare, so feel free to use it if you need more time to equip your crew.

Keep in mind that you will fight the battles with Cecil, Yang and Edward alone. You may want to move Edward up front, or leave him in back and continually have him use his Heal ability. The choice is yours. Answer "Yes" to the King when you're ready to fight.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | P R O T E C T   T H E   W I N D   C R Y S T A L !           |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | F A B U L                                           |
| |    | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 30 | ^[WALK.104] |
|         |                                     O-----O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                      |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Here's how the battles will play out. You will fight a certain set of enemies, and then a scene will occur. I've laid out the battle order and strategies for each one. They're NOT hard, so they really don't constitute a Mini-Boss box. With that out of the way, here's the battles:

~ Battle #1 - Captain + Baron Warrior (x2) ~

This is like the battle back in Kaipo. Kill off one Baron Warrior, then the Captain, then the other Baron Warrior. Leaving the Captain all by his lonesome will result in him using his Retreat command, which results in less Gil and less EXP (unless you're doing a Low Level Game).

~ Battle #2 - Leshy + Domovai + Sahagin ~

These are low grade enemies that you should have zero troubles with. The Domovai has 37 HP, the Leshy has 130 and the Sahagin has 64 HP. Hardly a challenge.

~ Battle #3 - Captain + Baron Warrior (x2) ~

See Battle #1

~ Battle #4 - Gargoyle ~

Chances are you've faced one before. It only has 160 HP, so take it down and continue.

~ Battle #5 - Leshy + Domovai + Sahagin ~

See battle #2

~ Battle #6 - Captain + Baron Warrior (x2) ~

See Battle #1

After it's all said and done, you'll have one final battle. Don't bother trying to win, since it's impossible. This lone enemy can do well over 3000-4000 damage to Cecil alone. Don't worry, even though you get defeated, it's not Game Over, the story will continue. But Rosa DOES get kidnapped, so that's why you should've unequipped her before talking to the King of Fabul. She loses all the equipment you have on her when you meet her next.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O
| | | | | | P R O T E C T   T H E   W I N D   C R Y S T A L !           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | F A B U L   A F T E R M A T H                               |
| |   _   | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 30 | ^[WALK.105] |
|           |                                     O-----O-----O-----O
O-----O
```

EVERYONE LEAVES THE PARTY EXCEPT CECIL SOON. UNEQUIP THEM ALL BEFORE BOARDING THE SHIP FOR BARON.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Ether               | ___ Demon Shield             |
| ___ Hermes' Shoes       | ___ Deathbringer             |
| ___ Spider's Silk       | O-----O-----O-----O
O-----O
```

== Crystal Room ==
Exit to the south.

== Fabul Castle - Throne Room ==
Take the HERMES' SHOES to the southwest inside the pot. Go to the east side of the Throne Room and step on the switch to open up a new path; it will lead you to a SPIDER'S SILK, DEMON SHIELD and an ETHER.

Exit to the south.

== Fabul Castle - Second Floor ==
Head down the stairs to the south.

== Fabul Castle - First Floor ==
For all your hard work, you get a FREE night's stay at the Inn. Sweet! Go to

the Inn and cherish your free ONE night's stay (you get a few of them during the game, but not too many).

== East Tower - Third Floor ==

You will automatically reappear in the King's Room. He will also give you the DEATHBRINGER sword for free!

Once you're done talking to the King, exit Fabul and you'll see a ship waiting for you just east of Fabul. Unequip EVERYONE before you board the ship, as they will all leave your party soon. For great justice, you can go to the Chocobo Forest just northeast from Fabul and store their items there. Or you could wait and give some of them to Palom and Porom, but whatever. Just unequip them all.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | B O R N   O F   D A R K N E S S   A N D   L I G H T   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | | Recommended Level : 35 | ^[WALK.150] |
| |   | | | O-----O-----O-----O-----O-----O-----O-----O
| |_/\_| | |
|   |   |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Leviathan attacks your party and sends them flying to the far ends of the planet. Even if you thought things couldn't get any worse, the Dark Sword Cecil currently wields will be ineffective against Golbez's evil. Now then, the only way to truly defeat Golbez is to venture to Mount Ordeals, where an ancient secret awaits. Nothing can stand in your way, except for thousands of mindless monsters who would eat Cecil alive on his own. All you'd need is a little help to get you by, so what are you waiting for?

Here's the outline of what events will occur in this section:

- 1) Travel to Mysidia and enlist the aid of two mages
- 2) Make your way through Mount Ordeals
- 3) Defeat Scarmiglione atop Mount Ordeals
- 4) Shed your darkness on Mount Ordeals and follow the path of the Paladin
- 5) Return to Mysidia and learn about the legend of the dragon

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | B O R N   O F   D A R K N E S S   A N D   L I G H T   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | M Y S I D I A   |
| |   | | O-----O-----O-----O-----O-----O-----O-----O
```

~ Before I did not have the courage to go against the king's orders... ~ Cecil
 ~ Apologizing won't bring back those who have already died. ~ Mysidian Elder

| | |
|----------------|---------------------|
| Item Checklist | Equipment Checklist |
| None | None |

From where you reappear, head east and into Mysidia.

| | | | |
|-------------------------|---------------------------|-----|---------|
| Weapon Shop | Armor Shop | Inn | 200 Gil |
| Ice Rod 220 | Wizard's Hat 700 | | |
| Flame Rod 380 | Gaia Gear 500 | | |
| Healing Staff 480 | Silver Armlet 650 | | |
| Crossbow 700 | Light Shield 700 | | |
| Holy Arrow 20 | Light Helm 4000 | | |
| | Knight's Armor 8000 | | |
| | Gauntlets 3000 | | |

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

Before you do ANYTHING in Mysidia, listen to this. Mysidia is possibly the ONLY place in Final Fantasy history where you'll want to disregard Travel Note #2: "TALK TO EVERYONE!!" In case YOU have forgotten, Cecil invaded Mysidia and took their Water Crystal at the beginning of the game ... rather forcefully for that matter. For the record, the inhabitants of Mysida have NOT forgotten ... and they're holding a grudge against Cecil for it. Talking to certain NPCs will result in them casting nasty status effects on you, such as Poison, Toad or Pig. To prevent this problem in the first place, refrain from talking to all the denizens of Mysidia, or memorize the "bad citizens" locations. Here they are, for your viewing pleasure.

- 1) Black Mage east of Mysidia's entrance - Casts Toad on you
- 2) Black Mage inside the Inn (behind the bar) - Poisons you
- 3) Dancer inside the Inn (to the east of the previous BM) - Casts Pig on you

From the entrance of Mysidia, simply head straight north until you reach the village Elder. Talk to him and he will assign you your next task: Go to Mount Ordeals and become a Paladin. Only then will the Elder trust you. Cecil can't possibly go it alone, so the Elder assigns two of Mysidia's finest mages to assist you: Porom the White Mage and Palom the Black Mage.

With two new additions to your party, I suggest you keep your lineup like so:

```

      Porom/Palom
Cecil
      Palom/Porom
[blank]
      [blank]

```

The reason I suggest having two front row slots is because the next addition to your team will be a spellcaster, who should go in the back row. Also, it doesn't matter where Palom and Porom are, as long as they're in the back row. By default, Palom will be in the top slot and Porom will be in the middle.

With these new mages in your party, you can make good use of the items being sold in the Armor Shop. Palom and Porom can wear the Wizard's Hat, Gaia Gear and Silver Armllet. If you have the cash on hand, you should also purchase the Light Shield, Light Helm, Knight's Armor and the Gauntlets for the Paladin who will be joining your team later. If you REALLY have Gil to burn, purchase an extra Wizard's Hat, Silver Armllet and even a Flame Rod for the next mage that will be joining your party.

For weaponry, the Flame Rod and Healing Staff are good choices for Palom and Porom. With everything said and done, head outside and east towards Mount Ordeals.

If you want some figures, here you are:

Palom: 2230 Gil for a Wizard's Hat, Gaia Gear, Silver Armllet and Flame Rod.

Porom: 2330 Gil for a Wizard's Hat, Gaia Gear, Silver Armllet and Healing Staff. Keep in mind that Porom will not be able to attack since the Healing Staff, well... heals the person it hits.

Next Mage: 1730 Gil for a Wizard's Hat, Silver Armllet and Flame Rod.

Cecil: 15700 for the Light Shield, Light Helm, Knight's Armor and Gauntlets.

TOTAL: 21990 Gil

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | B O R N   O F   D A R K N E S S   A N D   L I G H T       |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | M Y S I D I A   A R E A                               |
| |      | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 35 | ^[WALK.152] |
|          |                                     O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Mysidia region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|------------|-----|-----|-----|-----|-----|-----|----------|
| ___ | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| ___ | 004 | Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 | None |
| ___ | 017 | Tiny Mage | 69 | 19 | 2 | 3 | 63 | 132 | None |
| ___ | 022 | Domovoi | 37 | 15 | 0 | 0 | 48 | 184 | None |
| ___ | 031 | Cockatrice | 149 | 24 | 1 | 0 | 82 | 275 | None |
| ___ | 034 | Gatlinger | 115 | 28 | 2 | 0 | 53 | 335 | None |
| ___ | 037 | Zu | 941 | 32 | 0 | 0 | 489 | 432 | Throw |

Its bestiary entry doesn't tell you this, but the Zu can be easily killed by the Deathbringer, which you got from the King of Fabul. USE IT.

```

O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O
| | | | | B O R N   O F   D A R K N E S S   A N D   L I G H T |
| | | | | O-----O
| | |/\| | | M O U N T   O R D E A L S |
| | | | | O-----O-----O-----O-----O
| | _/\_ | | | | Recommended Level : 35 | ^[WALK.153] |
| | | | | O-----O-----O-----O-----O
O-----O

```

DARK KNIGHT CECIL WILL LEAVE THE PARTY SOON. UNEQUIP HIM RIGHT AFTER YOU DEFEAT SCARMIGLIONE FOR THE SECOND TIME.

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| ___ Potion | ___ Sword of Legend |
| ___ Potion | O-----O
| ___ Ether |
| ___ Ether |
O-----O

```

Mount Ordeals is far to the east of Mysidia. Don't worry about the enemies being hard, since (as you can see above) they're really easy.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|------------|-----|-----|-----|-----|-----|------|------------|
| ___ | 012 | Zombie | 52 | 13 | 2 | 0 | 31 | 112 | Fire, Holy |
| ___ | 028 | Spirit | 86 | 25 | 1 | 6 | 5 | 28 | Holy |
| ___ | 030 | Skeleton | 135 | 26 | 2 | 0 | 126 | 238 | Fire, Holy |
| ___ | 033 | Bloodbones | 210 | 34 | 3 | 0 | 169 | 315 | Fire, Holy |
| ___ | 038 | Soul | 200 | 28 | 3 | 0 | 165 | 460 | Holy |
| ___ | 039 | Ghoul | 222 | 32 | 3 | 0 | 179 | 505 | Fire, Holy |
| ___ | 040 | Revenant | 250 | 36 | 1 | 0 | 186 | 575 | Fire, Holy |
| ___ | 041 | Lilith | 466 | 46 | 3 | 0 | 272 | 2703 | Fire |
| ___ | 042 | Skullnant | 200 | 42 | 1 | 0 | 100 | 50 | Fire, Holy |

Mount Ordeals is the place where Paladins are born. Too bad none of the people who went there survived.

== Mt. Ordeals - Entryway ==

Follow the path and you'll encounter some flames, which Palom takes care of with the greatest of ease. It's really too bad that Porom simply gives him a *whack*. I miss the old days of *POW*, but that's just me. Watch the scene that ensues.

After the scene is complete, continue following the path, skipping the steps and continuing on to pick up the POTION. Now go back and up the steps, going a little bit to the east to pick up another POTION. Continue onwards and upwards to head into the next area.

== Mt. Ordeals - Station Three ==

Follow the path until a familiar face appears. After another puny *whack* from Porom, Tellah will rejoin your team. Tellah will also show up in Slot #4, which is in the front row. You'll want to move him to the back row so he doesn't take as much damage. After you're done, here's how your party lineup should look:

```
      Palom
Cecil
      Porom
[blank]
      Tellah
```

Continue on to the next area (it's to the east).

== Mt. Ordeals - Station Seven ==

Head west and skip the first path north and continue on to pick up an ETHER. Backtrack and head north along the path and continue on and up the next two sets of steps. Make your way back west, but don't forget to jag south and pick up the other ETHER. Continue west to the next area.

== Mt. Ordeals - Summit ==

Head north but sidetrack east to rest and save. Continue on north and you'll run into a boss:

```
O-----O
| BOSS - Scarmiglione                                     #213 |
O-----O-----O-----O
| HP ..... 3500 | Weakness | |
| Strength ..... 19 | None | |
| Defense ..... 2 | | |
| Magic ..... 15 | Resistance | |
| Magic Defense ..... 0 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 2000 | Mini Toad | |
| EXP ..... 3200 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
```

| | |
O-----O-----O

Scarmiglione is accompanied by four Skullnants, so you'll have to take care of them as well. Scarmiglione will eventually yell "Tear them apart" and the Skullnants will attempt to do exactly that. Scarmiglione can also cast Thunder as a regular attack or a counter-attack.

The Skullnants are weak against Fire, so have Tellah and Palom have away with the Fire (or even Fira if Palom has it) spells. In addition, Scarmiglione will take tons of damage from magic as well as Cecil's Dark Sword.

Porom should be kept on permanent healing duty. If she has Cura, have her use it every turn and Scarmiglione's Thunder spells will be rendered ineffective, no matter how fast he can cast them.

Scarmiglione will go down pretty easily, but don't think it's over yet.

After Scarmiglione is dead, SWITCH YOUR LINEUP using the "Row" option. If the past battle left you hurting, you DO have the option to go back to the nearby Save Point to rest and save again (I actually recommend this no matter how the battle left you).

When you're all ready to move on, continue west across the bridge and prepare to face:

O-----O
| BOSS - Scarmiglione #214 |
O-----O
| HP 3523 | Weakness |
| Strength 46 | Fire Holy |
| Defense 1 | Throw |
| Magic 31 | |
| Magic Defense 22 | Resistance |
| | Poison Blind |
| Gil 2500 | Silence Pig |
| EXP 3600 | Mini Toad |
| | Petrify Death |
| Type | Berserk Confuse |
| Undead | Sleep Paralyze |
| | Curse |
| Treasures | Slowing Petrify |
| None | |
| | Absorb |
| | Ice |
O-----O

You will start this fight in a "Back attack!" formation; if you switched your lineup like I said, you're already good to go.

Scarmiglione will attack with a new and deadlier array of attacks. His physical attack can Poison its target, so if you have some Antidotes along, use them. In addition, his physical attack is much stronger than before, so keep a close eye on your team's HP.

As an Undead, Scarmiglione will take extra damage from Fire spells and take damage from Cure spells. I suggest against using Cure (or Cura) against him and

instead just attack with Fire. If you have Palom use his "Bluff" ability a few times, his Fire spells will be supercharged and do a lot more damage. Cecil should attack normally and Porom should keep healing, although you'll want her to focus on the character who is damaged.

I normally reserve Tellah for his Esuna spell, in case you have no Antidotes or run out. Otherwise, you may want to keep him on healing duty.

Even though Scarmiglione's Undead incarnation is significantly tougher, he should still go down fairly easily if you keep up the spellcasting and attacking.

Once Scarmiglione is defeated (again), continue west and UNEQUIP CECIL OF ALL HIS DARK KNIGHT EQUIPMENT. Once you have done so, approach the larger stone structure.

After the scene plays, a battle will begin. If you try to attack, the words "A true paladin will sheathe his sword" will appear. In case you don't know what to do, simply stand still or heal yourself. Dark Cecil will eventually die off. You CAN defeat him the hard way, but it defeats the point of this test and it requires a lot of Hi-Potions.

At any rate, Tellah will also remember all his old spells as well, so he'll now be able to play with a full deck. He also remembers Meteor, only he doesn't have enough MP to cast it, making it useless at this point.

Cecil is reborn as a Paladin and is now able to equip the Light Shield, Light Helm, Knight's Armor and Gauntlets you purchased back in Mysidia (if you opted to purchase them). The Sword of Legend is stronger against the undead monsters than the Deathbringer ever was, making it more effective against the monsters in this area.

DON'T FORGET TO SWITCH YOUR ROWS BACK TO WHERE THEY BELONG. CECIL IS STILL IN THE BACK ROW IF YOU HAVEN'T CHANGED IT YET.

You'll have to walk ALL the way back to the entrance and exit Mount Ordeals. The trip out is significantly easier now that Cecil has a weapon to defeat the Undead monsters with. Also, it's a good opportunity to level Cecil up somewhat. However, the trip from Mount Ordeals to Mysidia is NOT as jolly since you've lost your most effective weapon against the Zu, which was the Lightbringer.

== Mt. Ordeals - Summit ==

Head east from the stones and south to the doorway.

== Mt. Ordeals - Station Seven ==

Head east and down the steps. Continue south and into the doorway.

== Mt. Ordeals - Station Three ==

The path here is straightforward, so head southwest and into the next doorway.

== Mt. Ordeals - Entryway ==

Another straightforward area; head south and out of Mount Ordeals.


```

O-----O-----O-----O
| Thunder Rod ..... 700 | Twist Headband ..... 450 |
| Healing Staff ..... 480 | Kenpogi ..... 4000 |
| Fire Claw ..... 350 | Silver Armlet ..... 650 |
| Ice Claw ..... 450 O-----O
| Thunder Claw ..... 550 |
O-----O

```

```

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

```

There's not much to do here except go into the Pub and advance the story. In the Inn, you'll see a familiar face. When you talk to him, he'll sic his two lapdogs on you. They go down fairly easily, but keep in mind they can cast Mini on your teammates, and they can also hit your party way harder after they do.

After you beat them, you'll fight Yang. He will usually only attack you with his Kick ability, which can easily do anywhere between 100-150+ damage to your weaker spellcasters. Cecil should be fine unless he's at low HP, but keep all your characters healed and have Palom use Bluff and then cast a spell, which will deal some major damage to Yang. If you have Bio, that will work better than most of your other spells. Yang will eventually go down, and he'll rejoin your party. You'll get a free night at the Inn, and a scene will occur after that. You'll also receive the BARON KEY.

With Yang in your party, here's the lineup I choose:

```

    Palom
Cecil
    Porom
Yang
    Tellah

```

If you've been following this document, this will be the default.

Now then, with the Baron Key in hand, you can open up the Armor & Weapons Shop in Baron.

Inside the Armor & Weapon Shop, if you go towards the table in the southeast corner, you can slip one space south of the table and slip around to those chests behind the counters. You'll find a RAGE OF ZEUS and 2000 GIL in the chests that await you.

If you sold Yang's Claws or forgot to unequip them, he may need some now. Invest in them if you need. Also, if you have the Gil, the Kenpogi is a good set of armor for Yang. If you 16,000 Gil to burn, feel free to get four of them, but it's hardly necessary.

If you go to Cid's House (the northwest house), you'll find Cid's daughter who is (obviously) concerned about Cid's well-being. He went to the castle days ago

and still hasn't returned.

If you try to get into the castle through the front door, you can't. They don't even attack you, what the hell is up with that? You CAN get in through the Old Waterway. You know that lone door on the west side of town? Use the Baron Key on that and go in. Before you go down the stairs, go into the indent in the east wall and keep heading east to pick up 1000 Gil. NOW feel free to go down the stairs to reach ...

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T O   P I L F E R   A N   A I R S H I P                   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | O L D   W A T E R W A Y                               |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _/\_ | | | Recommended Level : 40 | ^[WALK.202] |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Hi-Potion           | ___ Ancient Sword       |
| ___ Ether               | O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Rage of Zeus       |
| ___ Hermes' Shoes      |
| ___ Hourglass          |
| ___ Spider's Silk      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

You don't need directions to the Old Waterway, do you?

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-------------|-----|-----|-----|-----|-----|-----|----------|
| ___ | 013 | Vile Shell | 58 | 11 | 1 | 0 | 28 | 101 | Lit |
| ___ | 016 | Killer Fish | 65 | 11 | 1 | 0 | 30 | 119 | Lit |
| ___ | 019 | Alligator | 175 | 22 | 2 | 0 | 95 | 236 | Ice |
| ___ | 043 | Splasher | 180 | 30 | 3 | 0 | 145 | 430 | None |
| ___ | 044 | Hydra | 257 | 44 | 2 | 0 | 209 | 607 | Lit |
| ___ | 045 | Baron Guard | 280 | 40 | 3 | 26 | 230 | 710 | None |
| ___ | 046 | Electrofish | 284 | 40 | 2 | 0 | 214 | 640 | Throw |
| ___ | 047 | Gigas Gator | 292 | 38 | 2 | 0 | 218 | 660 | Ice |
| ___ | 048 | Death Shell | 380 | 42 | 2 | 0 | 165 | 460 | Lit |
| ___ | 049 | Flood Worm | 638 | 42 | 0 | 0 | 219 | 690 | Lit |

The Old Waterway is filled with tons of hidden passages. Fear not friends, for you are equipped with the greatest weapon of all: Action's FAQ. ^_^

== Old Waterway - B4 ==

Yeah. You start out on B4, how odd is that?

Start out south and follow the path. Once you hit a break in the path, go south to pick up a HI-POTION, ETHER and a RAGE OF ZEUS. Continue around to get back

on the normal path. Go north and follow the path, ignoring the steps that lead into the water, and onwards until you reach the next area.

== Old Waterway - B3 ==

When you follow the path, it might seem like it leads to a dead end. However, by walking into the south wall, you can make your way to another area and grab the HOURGLASS waiting for you. In this small area, hit the south wall again and feel your way around until you make your way into an area with a SPIDER'S SILK waiting for you (it's north of where you emerge).

From the square where you get the Spider's Silk, take one step south and then one step east. You should "jump" to the southeast area. Head into the water and into the southeast wall. You'll emerge to the northern room.

In the northern room, head up the steps and take the HERMES' SHOES. Head back into the water and continue northeast until you see a set of rocks. They'll make a path into the wall, where you should go. You'll end up on the other side of the wall, where you can go north and into the next area.

== Old Waterway - B2 ==

It seems like that giant rock structure should serve some purpose. It doesn't. Just follow the path and go up the steps, but don't enter the next area quite yet. You'll see a chest just west from your current position, so go into the wall and follow the path around until you find an ETHER. Backtrack and continue north into the next area.

== Old Waterway - B1 ==

Go north and take the west path to enter the door. You'll find a Save Point inside. However, there's more to this area than meets the eye. See those rocks to the right of you? Walk into the wall just north of them and head east to grab the ANCIENT SWORD. The Ancient Sword has a lower attack than the Sword of Legend, but it CAN curse the enemy. I prefer to stick with the Sword of Legend because it works well for what Cecil is built to do, which is hit stuff.

Save and exit this area. Heading all the way east will reveal another path to the north, which leads to Castle Baron.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E                               |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | T O   P I L F E R   A N   A I R S H I P                                       |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | C A S T L E   B A R O N                                                       |
| |      | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 40 | ^[WALK.203] |
|          |                                     O-----O-----O-----O-----O-----O
O-----O
```

~ Your who? Oh, you must mean the old duffer who refused to surrender this kingdom. ~ King of Baron

PALOM AND POROM LEAVE THE PARTY SOON. UNEQUIP THEM AFTER DEFEATING BAIGAN.

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| None                    | None                    |
O-----O-----O

```

You'll end up in Baron's moat. From where you enter, go west and then south. At the southwestern corner of the moat, there's a small entrance which will lead you right into Baron Castle. Which brings up the question of WHY that tiny opening is there in the first place. Wouldn't it just BEG enemies to infiltrate the castle? Oh well, what do I know?

From where you enter, you remember where Cecil's room is, right? It's in the West Tower and you can rest there for a whopping for ZERO GIL. If you neglected to use a Tent back at the Save Point, you can do so here.

Once you're all rested up, make your way to the center of the castle. Baigan will stop you and assist you, but he's not all what he's cracked up to be. Make sure you're prepared to face:

```

O-----O-----O
| BOSS - Baigan                                     #196 |
O-----O-----O
| HP ..... 4444 | Weakness | |
| Strength ..... 58 | None | |
| Defense ..... 1 | | |
| Magic ..... 9 | Resistance | |
| Magic Defense ..... 11 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 3000 | Mini Toad | |
| EXP ..... 4800 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | | |
O-----O-----O

```

```

O-----O-----O
| BOSS - Right Arm / Left Arm                       #197 / 198 |
O-----O-----O
| HP ..... 444 | Weakness | |
| Strength ..... 58 | None | |
| Defense ..... 2 | | |
| Magic ..... 9 | Resistance | |
| Magic Defense ..... 0 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 0 | Mini Toad | |
| EXP ..... 10 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | | |
O-----O-----O

```

Baigan's arms do most of his dirty work (wow, that just sounds dirty), and they will regenerate if you simply destroy them. Baigan can also attack (although I question how that would really work). Also, if you decide to cast a spell on Baigan, he will cast Reflect on himself, rendering all future spells targeting him bad for your team. The Right Arm can use the Vampire ability, so you'll have to keep a very close eye on your HP if and when it strikes. Also, the Left Arm can cast Haste, so keep an eye out for that.

Cecil should attack normally and Yang should exploit his Power ability. Porom and Tellah should be on healing duty, which leaves Palom. You can use Baigan's auto-Reflect ability to Palom's advantage by using Bluff a few times and then using one strong spell (Bio works exceptionally well).

Once you've casted your Black Magic spell, I suggest having Palom switch over to healing duty. Also, keep in mind that Palom and Porom's "Twin" ability will NOT cut through the Reflect barrier and will hit one of your own teammates, so don't use it after you're done.

I find it worthy to note that if you need MP for Tellah, he has the Osmose spell, so you can use it against one of the Arms for free MP and no detrimental effects on your team.

Keep up the attacks and Baigan will go down eventually. Baigan's arms are separate entities from him, so you'll have to defeat them after Baigan is gone. Don't worry, they ONLY have 444 HP, so they shouldn't even be a problem if you killed off Baigan.

With Baigan gone, you'll most likely want to heal up back at Cecil's Room. Unfortunately there is no way to save your game right now, unless you backtrack ALL the way back to the Old Waterway.

From where you defeated Baigan, you may want to remove Palom and Porom's armor and weapons if you want to keep them. They will fight the next boss battle without equipment, but they should be fine. You may also choose to leave their equipment on; the choice is yours.

I suggest equipping Yang with any Ice or Thunder Claws you may have, more on the Ice side than the Thunder. Head towards the Throne Room and talk to the King, but get ready to face:

| BOSS - Cagnazzo | #215 |

| | | | |
|---------------------|------|-----------------|----------|
| HP | 5312 | Weakness | |
| Strength | 44 | Ice | |
| Defense | 2 | | |
| Magic | 29 | Resistance | |
| Magic Defense | 48 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4000 | Mini | Toad |
| EXP | 5500 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |

| | | | | |
|--------|------|--------|--------|--------|
| | None | | Absorb | |
| | | | None | |
| | | | | |
| O----- | | O----- | | O----- |

Cagnazzo is one of the Four Elemental Fiends. He can attack physically and draw up "torrents of water" from the ground to guard himself. If you leave him alone after this, he will use Tsunami, which can easily lop off 200-300 HP per character. Needless to say, you do NOT want this to happen. Cagnazzo can also use Haste on himself.

First things first. Use a Thunder spell (even a plain old Thunder spell will do the job) to get rid of Cagnazzo's water torrents. This will prevent him from using Tsunami. If Cagnazzo doesn't have his water torrents up, use Blizzard spells because somehow they do more damage.

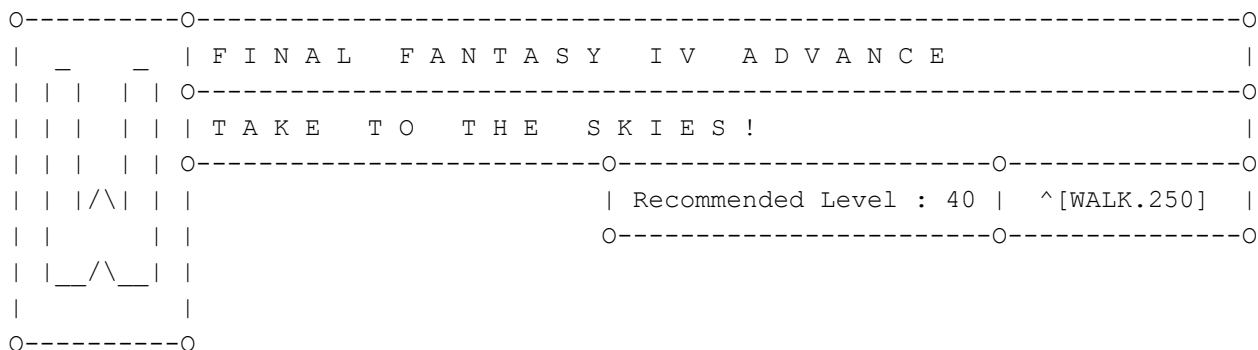
Cecil should attack normally and Yang should use his Power ability with an Ice Claw equipped (two if you have them). I should note that Yang's Thunder Claw will NOT disperse Cagnazzo's water torrents.

Palom and Tellah should use their strongest Blizzard/Thunder spells, depending on Cagnazzo's status, as given above. Porom should be on constant healing duty.

The spells you cast are more powerful than the physical attacks, so if you need to circumvent someone to use Ethers or Hi-Potions, have Cecil and/or Yang do so instead of leaving a mage to do so.

With this expert strategy, Cagnazzo should go down soon enough. :)

Watch the scene that ensues as Palom and Porom leave your party. Which leads me to my next game related question. If the doors are wood, how come they couldn't just burn them down with a Fire spell? Psh, whatever. Watch the scenes that ensue.



Cid joins your team as Palom and Porom leave. In case you really want to know, everything in this section is totally optional. Divert your attention if you wish, or just skip ahead to section [WALK.300] if you really want.

Here's the outline of what events will occur in this section:

- 1) Rework your team to compensate for the character changes
- 2) Head back to Mist for items

- 3) Head to Agart for items and Bestiary entries
- 4) Head to Mythril for items and Bestiary entries
- 5) Head to Eblan Castle for items

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | T A K E   T O   T H E   S K I E S !                       |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | A B O U T   T H I S   S E C T I O N                       |
| |   | | | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | |                                     | Recommended Level : 40 | ^[WALK.251] |
|         | | |                                     O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

As I said earlier, this entire section is totally optional. With the Enterprise at your command, the world is yours for the taking! If you wish, you can head straight for Troia like Kain instructs you to do, or you can continue following this section and hit all the nifty little hot spots and pick up some great equipment. If you opt to jump ahead, head to section [WALK.300], but don't forget the carat (^) in there.

If you have been following this document, Cid will default to the back row. I suggest you change your lineup so that Tellah (the lone spellcaster) is in the back row and the three fighters (Cid, Cecil and Yang) are in the front row. Here's how I set up my party:

```

Cid
    Tellah
Cecil
    [blank]
Yang

```

Cid is a rather strange character. He has high HP and can wear heavy armor, but he can't use Shields since his Hammer weapons forbid the use of Shields. Also, you will want to re-equip Cid right off the bat since he doesn't come with any real equipment.

You'll reappear in the Enterprise just outside of Baron.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O

```

```

| | | | | TAKE TO THE SKIES ! |
| | | | | O-----O
| | |/\| | | M I S T |
| | | | | O-----O-----O-----O
| |_/ \_| | | Recommended Level : 40 | ^[WALK.252] |
| | | | | O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O
| ___ Bomb Fragment | ___ Gold Hairpin |
| ___ Bomb Fragment | ___ Clothes |
| ___ Bomb Fragment | ___ Ruby Ring |
O-----O ___ Rod of Change |
O-----O

```

In case you forgot where Mist is, it's due north from Baron. It got cut off during the earthquake, but it's open to you now that you have the Enterprise.

```

O-----O-----O-----O
| Weapon Shop | Armor Shop | Inn 50 Gil |
O-----O-----O-----O
| Whip ..... 3000 | Bard's Tunic ..... 70 |
| Dancing Dagger..... 5000 O-----O
O-----O

```

```

O-----O
| Item Shop |
O-----O
| Items are not sold in Mist |
O-----O

```

The weapons and items here are useless to you now. But the Dancing Dagger can be thrown by Edge later on in the game. However, there's some items here you should get, especially if you want a "perfect" game.

From the entrance of Mist, go to where you first saw Rydia. From there, go into the house to the north. Walk into the fireplace and when you hit the wall, head east to pick up a GOLD HAIRPIN, CLOTHES and a RUBY RING. That's not it in this house though. Go east through the wall and follow the path. Just south of the previous chests you'll find the ROD OF CHANGE.

Go back to the area where you met Rydia again. Head to the east and pick up a BOMB FRAGMENT hidden in the bushes.

Head to the Armor & Weapon Shop in the southern part of town. To the east you will see some trees that lead to a dead end. Or do they? Go into the trees and continue on to find a BOMB FRAGMENT and a BOMB FRAGMENT. That's all in Mist for now, so you can head outside and go back to Baron for the next area.

```

O-----O-----O-----O
| _ _ | FINAL FANTASY IV ADVANCE |
| | | | | O-----O
| | | | | TAKE TO THE SKIES ! |
| | | | | O-----O

```


Bestiary, or head back to Baron for your next visit. If you choose to return to Baron, jump ahead to [WALK.255] (don't forget the carat).

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |    | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |    | | | T A K E   T O   T H E   S K I E S !                       |
|  | |    | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | A G A R T   A R E A                                         |
|  |      | | | O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| | |                                     | Recommended Level : 40 | ^[WALK.254] |
|  |      | | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

This section covers monsters found in the Agart region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|------|-----|-----|-----|-----|------|----------|
| ___ | 071 | Roc Baby | 50 | 60 | 2 | 0 | 81 | 1004 | Throw |
| ___ | 073 | Roc | 500 | 66 | 3 | 0 | 150 | 1404 | None |
| ___ | 074 | Mors | 695 | 60 | 4 | 0 | 253 | 1504 | None |
| ___ | 085 | Ironback | 100 | 74 | 4 | 0 | 233 | 1077 | None |
| ___ | 094 | Black Lizard | 792 | 64 | 4 | 16 | 43 | 1298 | Ice |
| ___ | 100 | Fiery Hound | 1221 | 68 | 3 | 0 | 244 | 1708 | Ice |

These enemies are stronger and tougher so fight with care. The Mors is a particularly tough enemy, as it will use its Renew ability to heal itself completely. To beat it, simply target it once with Tellah's highest-level spell.

At this point in the game, your team may not be strong enough to simply hack and slash away. You'll have to either fight with extreme caution or simply come back later.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |    | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |    | | | T A K E   T O   T H E   S K I E S !                       |
|  | |    | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | M Y T H R I L                                               |
|  |      | | | O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| | |                                     | Recommended Level : 40 | ^[WALK.255] |
|  |      | | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

| | | |
|----------------|---------------------|--------|
| -----O | -----O | -----O |
| Item Checklist | Equipment Checklist | |
| -----O | -----O | -----O |
| ____ 5000 Gil | ____ Mythril Staff | |
| -----O | ____ Mythril Knife | |
| | -----O | -----O |

Mythril is a tricky little place to find. From Baron, head about halfway between Baron and Mist. From there, head east until you see a small string of islands. Mythril is among them (it's the one with the town on it).

If you're having trouble, try heading directly north from Mount Ordeals. If that doesn't work for you, try heading directly south from Fabul. If you need help finding either place, try using the map, accessible through the Sight spell.

| | | | |
|---------------------------|---------------------------|--------|---------|
| -----O | -----O | -----O | -----O |
| Weapon Shop | Armor Shop | Inn | 500 Gil |
| -----O | -----O | -----O | -----O |
| Mythril Staff 4000 | Mythril Shield 1000 | | |
| Mythril Knife 3000 | Mythril Helm 3000 | | |
| Mythril Hammer 8000 | Mythril Armor 17000 | | |
| Mythril Sword 6000 | Mythril Gloves 2000 | | |
| -----O | -----O | -----O | -----O |

| | |
|------------------------|--------|
| -----O | |
| Item Shop | |
| -----O | -----O |
| Maiden's Kiss 60 | |
| Mallet 80 | |
| Diet Food 100 | |
| -----O | -----O |

Before you go shopping, you may want to pick up some better stuff for your characters. Go to the east side of town and sift through the grass to find a MYTHRIL STAFF, which Tellah can use. In the grass to the north, you can find 5000 GIL in the west grass and a MYTHRIL KNIFE in the east grass. Congrats, I just saved you 7000 Gil, and you're even 5000 Gil ahead.

Mythril has some excellent items. The Mallet and Diet Food in the Item Shop haven't been sold before. In addition, all the items in the Armor and Weapons shops are new. You should definitely upgrade your arsenal if you have the Gil to do so.

Cid and Cecil can use the Mythril Shield, Helm, Armor and Gloves, but keep in mind that Cid can't carry a Hammer and Shield at the same time, so you should only buy one shield for Cecil. You have a Mythril Staff and Knife, but the Hammer and Sword are excellent purchase choices, as their extra attack power will really help you out later on. If and when you purchase the Mythril Hammer, do NOT sell your old Wooden Hammer. It'll come in handy later on.

You can either head back to Baron or stick around Mythril and fill out your Bestiary.

```

| | | | | O-----O
| | | | | TAKE TO THE SKIES ! |
| | | | | O-----O
| | |/\| | MYTHRIL AREA |
| | | | | O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 40 | ^[WALK.256] |
| | | | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O-----O
| None | None |
O-----O-----O-----O-----O

```

This section covers monsters found in the Mythrill region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|-----|-----|-----|-----|-----|-----|-----------|
| ___ | 050 | Twin Snake | 108 | 46 | 0 | 0 | 222 | 720 | Ice, Holy |
| ___ | 051 | Treant | 335 | 52 | 1 | 2 | 148 | 687 | Fire |
| ___ | 052 | Cait Sith | 342 | 50 | 2 | 0 | 252 | 820 | Holy |
| ___ | 053 | Hell Needle | 398 | 40 | 3 | 0 | 220 | 700 | None |
| ___ | 054 | Death Flower | 440 | 24 | 2 | 0 | 210 | 650 | Fire |

These guys are definitely easier than the monsters you found around Agart. Use their weaknesses to your advantage and you should do fine. Also, they give out some nice cash, so if you're looking to buy that Mythrill Armor, this is definitely the easiest place to get some fast cash.

```

O-----O-----O-----O-----O
| _ _ | FINAL FANTASY IV ADVANCE |
| | | | | O-----O-----O-----O-----O
| | | | | TAKE TO THE SKIES ! |
| | | | | O-----O-----O-----O-----O
| | |/\| | ELBAN CASTLE |
| | | | | O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 40 | ^[WALK.257] |
| | | | | O-----O-----O-----O-----O
O-----O

```

WARNING: ELBAN CASTLE HAS HIGH-LEVEL MONSTERS WAITING IN THREE OF THE CHESTS. THESE FIGHTS ARE WINNABLE, BUT ARE EXTREMELY TOUGH. KEEP YOUR HP AND MP FULL AT ALL TIMES.

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O-----O
| ___ Hi-Potion | ___ Sleep Blade |
| ___ Hi-Potion | ___ Blood Lance |
| ___ Hi-Potion | ___ Mute Arrow |
| ___ Ether | O-----O-----O-----O-----O
| ___ Ether |
| ___ Cottage |
| ___ Silver Apple |

```

```
| ____ Emergency Exit      |
| ____ Bacchus's Cider    |
| ____ Hermes' Shoes     |
| ____ Silver Hourglass   |
| ____ Bomb Core          |
| ____ Coeurl's Whisker   |
| ____ Alarm Clock        |
| ____ Unicorn Horn       |
| ____ 10000 Gil           |
O-----O
```

Back at Baron, head south until you hit Agart, then continue west until you reach a giant tower. Don't worry, you'll be defeating that later, but for now you should land the Enterprise south of the giant tower. Eblan Castle is located slightly southeast from the tower.

This area will become of more use later on when you get the hook attached to the Enterprise. For now, just go into Eblan Castle for loads of treasures and tough monsters all around.

SPECIAL NOTE: A grateful viewer (who unfortunately doesn't have a GameFAQs or GameSpot username) has informed me that you can use an Hourglass item to cast Stop on all the enemies. He also notes that you'll have plenty of time to squeeze off all your attacks before the Stop effect wears off.

I'm treating Eblan Castle like a dungeon for a reason. It's confusing to navigate and has some difficult monsters that basically constitute boss battles at this point in time.

== Eblan Castle ==

Head straight north into the middle of the castle.

== Eblan Castle - First Floor ==

Head straight north and stop when you see the chest. Go straight into the wall to pick up a HI-POTION. Continue on to the next floor.

== Eblan Castle - Second Floor ==

You can't get these chests for now. Continue on.

== Eblan Castle - Throne Room ==

Direct your attention (and your character) straight into the throne. This may seem strange later on because there's a KING and QUEEN, so logically speaking there should be two thrones, not one.

Head east straight through the wall and you'll hit a set of stairs.

== Eblan Castle - Second Floor ==

Take the UNICORN HORN and the ALARM CLOCK from the chests you can easily get at. To get the third chest, slip into the south wall next to the chest and follow the wall to pick up a COTTAGE.

Head back upstairs.

== Eblan Castle - Throne Room ==

Head back to the throne and head through the west wall to head down a different set of stairs.

== Eblan Castle - Second Floor ==

You can easily take another free UNICORN HORN and an ALARM CLOCK. Head back upstairs.

== Eblan Castle - Throne Room ==

Exit the Throne Room to the south.

== Eblan Castle - Second Floor ==

Head south to the first floor.

== Eblan Castle - First Floor ==

Head south and back outside the castle.

== Eblan Castle ==

Head east and down the steps, then north and into the East Tower.

== East Tower - First Floor ==

Don't go up the stairs quite yet. Go hit the north wall and go left, straight into the wall. Make your way around to grab the COEURL'S WHISKER. The other chest is temporarily inaccessible, so head up the stairs.

== East Tower - Second Floor ==

Take one step right and hit the switch to open the door. Now take one step south to sidestep around the stairs and go through the door. Take the EMERGENCY EXIT and the HI-POTION in the west chests. Grab a HERMES' SHOES from the right pot, then continue on and take a HI-POTION from the chest you can get at. Don't jump into the hole quite yet.

Head east from the pots and into the wall and follow the hidden path to face off against:

| | |
|------------------------|----------------|
| O-----O | |
| BOSS - Lamia | #098 |
| O-----O | |
| HP 1200 | Weakness |
| Strength 72 | None |
| Defense 4 | |
| Magic 0 | Resistance |
| Magic Defense 16 | Sleep Paralyze |
| | |
| Gil 143 | Absorb |
| EXP 2029 | None |
| | |
| Type | |
| Insect | |
| | |
| Treasures | |
| Lamia Harp | |
| Ruby Ring | |
| Light Curtain | |

| | | |
|------------------------|------------|------|
| Angel Arrow | | |
| | | |
| 0-----0-----0 | | |
| -----0 | | |
| BOSS - Coeul (x2) | | #091 |
| 0-----0-----0 | | |
| HP 598 | Weakness | |
| Strength 72 | None | |
| Defense 3 | | |
| Magic 0 | Resistance | |
| Magic Defense 17 | Mini Toad | |
| | | |
| Gil 345 | Absorb | |
| EXP 2759 | None | |
| | | |
| Type | | |
| Insect | | |
| | | |
| Treasures | | |
| Unicorn Horn | | |
| Coeurl's Whisker | | |
| Cat Claw | | |
| | | |
| 0-----0-----0 | | |

You may have faced these enemies outside of Agart already. All three of these bastards can hit HARD. The Lamia alone might make a tricky boss battle, but then there's two Coeurls along for the ride. The Lamia can Confuse members of your team and the Coeurls are capable of inflicting Paralyze or instantly KO-ing a member with their Blaster attack.

I suggest that your main spellcaster (Tellah) remain on the defensive, casting Cure-type spells continually. The other teammates should attack the enemies one at a time.

An alternate strategy is to have Tellah use his highest powered magic spells and have everyone else on healing duty (using Hi-Potions). I find it worthy to note that Tornado works rather well as well, so you can easily pick off the enemies one by one.

In your victory, you'll obtain a BLOOD LANCE and any other potential treasures that the enemies might drop.

Once you've collected your treasures, drop down the hole to advance.

== East Tower - First Floor ==

You'll land just west of a chest containing a SILVER HOURGLASS. Take it and go south to hit a hidden set of stairs.

== Underground Passage ==

Follow the path and you'll find three chests containing an ETHER and another ETHER. Before you open the other chest, make sure you're FULLY HEALED UP. I also highly suggest you save outside. Once you open the chest, you'll face:

0-----0-----0

| BOSS - Steel Golem | | #075 |
|---------------------|------|------------|
| HP | 1950 | Weakness |
| Strength | 86 | Ice |
| Defense | 4 | |
| Magic | 0 | Resistance |
| Magic Defense | 21 | Poison |
| | | Blind |
| | | Silence |
| | | Mini |
| Gil | 445 | Toad |
| | | Death |
| EXP | 703 | |
| | | Absorb |
| Type | | None |
| Giant | | |
| Treasures | | |
| Gaia Hammer | | |
| Giant's Gloves | | |

| BOSS - Skuldier (x4) | | #107 |
|----------------------|------|------------|
| HP | 740 | Weakness |
| Strength | 74 | Fire |
| Defense | 3 | Holy |
| Magic | 0 | Resistance |
| Magic Defense | 18 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 116 | Mini |
| | | Toad |
| EXP | 1577 | Death |
| | | Berserk |
| | | Confuse |
| | | Sleep |
| Type | | Paralyze |
| Undead | | Curse |
| | | Darkness |
| Treasures | | Absorb |
| None | | None |

Watch out! The Steel Golem can put a character to sleep with nothing but its physical attack. In addition, the Skuldiers can Curse any character that they strike as well. Not to mention that their attacks are rather brutal as well. Not as brutal as the Mad Ogres, but brutal nonetheless.

One well placed Firaga spell will take out the Skuldiers. After that, another well placed Blizzaga spell should take care of the Steel Golem. The trick is to keep Tellah alive long enough to pull off both spells.

Have everyone else healing with Hi-Potions and have Cecil use his Cover ability on Tellah for extra protection.

Victory will net you a SLEEP BLADE and any other potential treasures.

Backtrack to the entrance of this room and head north up the stairs.

Well, the first thing you'll want to do is head west and straight into a "dead end". There's a hidden set of stairs there.

== West Tower - First Floor ==

All there is to do is take the BOMB CORE and head south back upstairs.

== West Tower - Second Floor ==

In one of the pots you'll find a BACCHUS'S CIDER. You'll see a gap between the pots to the south. Enter them into a hidden path and follow it to take 10000 GIL and a MUTE ARROW from the chests.

If you're still alive and you're reading this, congratulations! You've officially obtained all the treasures in Eblan Castle. Pat yourself on the back. No, seriously, this place is tough.

At any rate, now you can continue back on your main quest. And I assure you it will be a LOT easier with the stuff you just picked up.

Once you're set to go, head back to Baron. It's time to get the next Crystal.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   E A R T H   C R Y S T A L   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | | Recommended Level : 40 | ^[WALK.300] |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | |
| | | | | | |
| | | | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Troia houses the Earth Crystal; it is the final crystal Golbez requires before his plan for global domination is able to continue. Even though Golbez probably has the firepower necessary to take it himself, he's decided to coerce Cecil into obtaining it for him. Retrieving the Earth Crystal will get Rosa back, but it will also allow Golbez to continue with his plan. Rest assured, it's far more complicated than that. At any rate, it's time to head out and get the Crystal, whether you like it or not.

Here's the outline of what events will occur in this section:

- 1) Head to Troia Castle to learn about the Earth Crystal
- 2) Meet a friend of yours in Troia Castle
- 3) Re-equip your team in Troia for the Magnetic Cave
- 4) Enter the Chocobo Forest and pick up a Black Chocobo
- 5) Make your way through the Magnetic Cave and take the Earth Crystal from the Dark Elf
- 6) Enter the Tower of Zot and face off against Barbariccia

7) Loot Baron's treasures when you return there

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   E A R T H   C R Y S T A L                       |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | T R O I A   C A S T L E                               |
| |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |_/\_| |                                     | Recommended Level : 40 | ^[WALK.301] |
|       | |                                     O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

WARNING: You MUST meet an old friend of yours here. You will not be able to defeat the Dark Elf unless you meet him.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Hi-Potion          | ____ Ruby Ring           |
| ____ Hi-Potion          | ____ Ruby Ring           |
| ____ Ether              | ____ TWIN HARP ***       |
| ____ Ether              | O-----O-----O-----O-----O
| ____ Tent               |                           |
| ____ Tent               |                           |
| ____ Bacchus's Cider    | *** Seriously, you NEED this item
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Troia Castle is far to the northwest from Baron. Head straight north from Baron until you see a large set of rocks in the water (the ones you can pass over by using the Hovercraft). From there, go west until you see a giant waterfall, a castle and a town just south of the castle. This is where you need to be. There is a whole ONE space where you can land. Move your ship around and try to land on it. Then head inside the castle.

Take the path north into the castle. Follow the red carpet, but don't go up the steps quite yet. Take the east door and follow the path around outside and into another door. You'll find three sets of stairs.

The left set of stairs is useless for now. The middle set of stairs will lead you to a small room where you can find a BACCHUS'S CIDER in a pot. The right set of stairs will lead you to a switch and four doors. Press the switch in the middle of the room to open up one door where you'll find a TENT and a TENT. The next doors contain the following items: HI-POTION, HI-POTION, ETHER, ETHER, RUBY RING and a RUBY RING.

Go back to the red carpeted area and take the west door. Follow the path around and into the door. Inside here you'll find an old friend. Edward will give you the TWIN HARP, since he is incapable of fighting right now.

Head back to the red carpeted area. Go north and you'll find the eight Clerics who really do nothing more than inform you of the situation.

There's nothing else to do right now, so exit Troia Castle and head south into Troia.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   E A R T H   C R Y S T A L   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T R O I A   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | | Recommended Level : 40 | ^[WALK.302] |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

~ You want me to dance for you? As if! I'm a guard, not a dancer! ~ Troia Guard

~ This armor lacks strength, but affords excellent mobility. It's also very fashionable! ~ Troia Guard

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Ether               | None                       |
| ___ Dry Ether           | O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Decoy               |                             |
| ___ 1000 Gil            |                             |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Troia is just south of Troia Castle. Seriously.

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop             | Armor Shop                 | Inn      400 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Wooden Hammer ..... 80 | Leather Cap ..... 100 |
| Great Bow ..... 2000 | Feathered Cap ..... 330 |
| Fire Arrow ..... 30 | Clothes ..... 50 |
| Ice Arrow..... 30 | Leather Garb ..... 200 |
| Thunder Arrow ..... 30 | Ruby Ring ..... 1000 |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

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

```

There's only four treasures to obtain here. Find the Inn and head east from there, down into the water. From the entrance to the water, take the path to the west and follow it to the north. You'll find another set of steps that lead up into a dead end. Follow it into the trees and around until you reach a small meadow. In there, you'll find a DECOY, an ETHER, a DRY ETHER and 1000 GIL. That

is all the treasures in Troia, so now focus on your shopping.

Anything metal will weigh you down in the Magnetic Cave. Silver and Iron Armlets count as metal, but Ruby Rings do not. Cecil's Gauntlets are also considered to be metal, as is his sword, shield, just about every armor piece that Cecil or Cid can wear could probably be considered metal. Yang's Claws seem like they should be metal, but they don't weigh you down like a sword would. Here's a list of equipment that is or is not considered to be "metallic" in nature. Keep in mind, it ONLY contains equipment that I had in my inventory at this time:

| Metallic | Non-metallic |
|-----------------|---------------------------------|
| Mythril Staff | Fire Claw |
| Mythril Sword | Thunder Claw |
| Sword of Legend | Rod of Change |
| Mythril Hammer | Healing Staff |
| Mythril Shield | Wooden Hammer |
| Mythril Helm | Great Bow |
| Mythril Armor | All Arrows (except Iron Arrows) |
| Mythril Gloves | Feathered Cap |
| Silver Armlet | Wizard's Hat |
| Iron Armlet | Gold Hairpin |
| Knight's Armor | Leather Garb |
| Iron Arrows | Gaia Gear |
| Dancing Dagger | Kenpogi |
| | Ruby Ring |
| | ALL equipment sold in Troia |
| | Clothes |

Send me more items via email if you want. You'll get full credit, of course. I think I got them all, but I may have missed some.

If you don't have the proper non-metallic equipment, you can always purchase some from the shops in Troia. Cid can either wield a Bow or his Wooden Hammer, if you still have it. Cecil can't use a hammer, so you'll have to slap a Bow on him. Be sure to put the Bow in his left hand and the arrows in his right. At any rate, make your purchases and get ready to leave.

The building northwest from the Item Shop holds an exclusive club that houses an exquisite dancing troupe. However, for 10,000 Gil, the Membership Pass is hardly worth the price. If you REALLY want to check it out, save before you buy the Pass, and then reset your game after viewing the show.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _      _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | T H E     E A R T H   C R Y S T A L                       |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | T R O I A   A R E A                                         |
| |      | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 40 | ^[WALK.303] |
|          |                                     O-----O-----O-----O-----O
O-----O
```

O-----O-----O-----O-----O-----O-----O-----O-----O

```

| Item Checklist           | Equipment Checklist     |
O-----O-----O
| None                     | None                   |
O-----O-----O

```

This section covers monsters found in the Troia region.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|-----|-----|-----|-----|-----|-----|-----------|
| ___ | 050 | Twin Snake | 108 | 46 | 0 | 0 | 222 | 720 | Ice, Holy |
| ___ | 051 | Treant | 335 | 52 | 1 | 2 | 148 | 687 | Fire |
| ___ | 052 | Cait Sith | 342 | 50 | 2 | 0 | 252 | 820 | Holy |
| ___ | 053 | Hell Needle | 398 | 40 | 3 | 0 | 220 | 700 | None |
| ___ | 054 | Death Flower | 440 | 24 | 2 | 0 | 210 | 650 | Fire |

These are the same enemies that are found around Mythril. They shouldn't be tough at all.

```

O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O
| | | | | T H E   E A R T H   C R Y S T A L |
| | | | | O-----O-----O
| | |/\| | | C H O C O B O   F O R E S T |
| | | | | O-----O-----O-----O-----O
| | |/\| | | | Recommended Level : 40 | ^[WALK.304] |
| | | | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| None                     | None                   |
O-----O-----O

```

The Chocobo Forest is just north of Troia. However, it's not in a nice 9-square pattern like it normally is. It looks like a right triangle. At any rate, enter it and look for a blue-ish looking Chocobo. Talk to it and you'll see "Black chocobo, giddyup!" and you will have yourself a Black Chocobo.

To get to the Magnetic Cavern, simply go south a little bit and then east on your new Black Chocobo. The entrance to the Magnetic Cavern is somewhat hidden away in the mountains. Land your chocobo in the forest and enter the cave.

```

O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O
| | | | | T H E   E A R T H   C R Y S T A L |
| | | | | O-----O-----O
| | |/\| | | M A G N E T I C   C A V E |
| | | | | O-----O-----O-----O-----O

```


~ GAH! What is this torturOUS sound? ~ Dark Elf

WARNING! IF YOU HAVE NOT TALKED TO EDWARD IN TROIA CASTLE, YOU CANNOT DEFEAT THE DARK ELF!

Yeah ... I gave up trying to hide that spoiler since I get too many emails about it.

In case you're just joining me, the Magnetic Cavern will weigh down any and all characters who have "metallic" equipment on. See section [WALK.302] for more info on what counts as "metallic" and what doesn't. Equip your team to comply with the list.

Also, if you go in with all your metal equipment and go into a battle, it's an automatic Game Over. Trust me on this, I fell to the same fate myself and lost about an hour of game time. :(

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| ___ Hi-Potion           | ___ Fairy Claw         |
| ___ Ether                | O-----O             |
| ___ Ether                |                         |
| ___ Emergency Exit      |                         |
| ___ Unicorn Horn        |                         |
| ___ 2000 Gil             |                         |
| ___ Earth Crystal       |                         |
O-----O
  
```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-------------|-----|-----|-----|-----|-----|------|-------------|
| ___ | 050 | Twin Snake | 108 | 46 | 0 | 0 | 222 | 720 | Ice, Holy |
| ___ | 052 | Cait Sith | 342 | 50 | 2 | 0 | 252 | 820 | Holy |
| ___ | 053 | Hell Needle | 398 | 40 | 3 | 0 | 220 | 700 | None |
| ___ | 055 | Draculady | 270 | 38 | 2 | 21 | 195 | 810 | Fire, Holy |
| ___ | 056 | Cave Naga | 285 | 40 | 3 | 5 | 201 | 740 | Holy |
| ___ | 057 | Mind Flayer | 300 | 44 | 3 | 0 | 232 | 1000 | None |
| ___ | 058 | Cave Bat | 334 | 42 | 3 | 0 | 151 | 598 | Holy, Throw |
| ___ | 059 | Ogre | 865 | 60 | 2 | 0 | 240 | 800 | Holy |

These monsters are significantly tougher, mostly because you can't rely on your strongest armor and weapons for this dungeon.

== Magnetic Cave - B1 ==

From the entrance, go on the east bridge and go all the way east to pick up a HI-POTION. Backtrack across the bridge and take the path south. Continue following the path here. Eventually you'll reach another area and you'll see another chest with a UNICORN HORN. Take it and head down the stairs you see close by.

== Magnetic Cave - B2 ==

Start off by going west and you'll eventually reach a break in the path. Take the path north and when the path breaks again, take the west path and keep on

going to reach an ETHER. Backtrack to the bridge and follow it north. After you get off the bridge, head east slightly and into the door. Inside here you'll find two chests that contain 2000 GIL and an ETHER. Head back outside the door and continue west until you see another set of stairs.

== Magnetic Cave - B3 ==

Just southwest of where you enter is a door that contains a Save Point. Use it if you need to, then head outside of this room and head south across the bridge. The area you will eventually reach has another door for you to enter. Upon entering it, you can find three chests that contain a HI-POTION, a SPIDER'S SILK and an HOURGLASS. Exit this area and head west. When you reach the next area, head north between the stone pillars and into the doorway.

Inside here, head directly north to get a FAIRY CLAW. Then head southwest to descend to the next floor.

== Magnetic Cave - B4 ==

There's a bridge west of where you enter. Take it and when you reach the area with torches, you can head east and use another Save Point if you need.

Once you're good to go, head back to the torches and continue north, but not into the door yet. You should see a chest to your left; you have to go right and around to pick up an EMERGENCY EXIT. Now backtrack and enter the doorway.

== Crystal Room ==

Head north to face the Dark Elf. The first time around you won't win. Period. If you didn't talk to Edward back at Troia Castle, it's Game Over.

If you DID talk to Edward like you should have, you will see a scene with him. Afterwards, your party will back up one step. TAKE THIS MOMENT TO RE-EQUIP YOUR TEAM WITH THE PROPER EQUIPMENT. Don't worry about healing because your team's HP will be restored to full.

When you're ready, talk to the Dark Elf again and prepare to face:

| | | | |
|---------------------|-------|-----------------|----------|
| O-----O | | | |
| BOSS - Dark Elf | | | #199 |
| O-----O-----O-----O | | | |
| HP | 23890 | Weakness | |
| Strength | 18 | Holy | |
| Defense | 0 | | |
| Magic | 1 | Resistance | |
| Magic Defense | 254 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4000 | Mini | Toad |
| EXP | 1000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| None | | Absorb | |
| | | None | |
| | | | |
| O-----O-----O-----O | | | |

The Dark Elf can slap you with Pig status or cast Tornado on you. Keep an eye out for these two major attacks.

I highly suggest saving Tellah's MP for now unless you NEED to heal. Simply attack with your physical attacks. Once you've dealt enough damage, the real boss will emerge:

| BOSS - Dark Dragon | | #200 |
|--------------------|------|-----------------|
| HP | 3927 | Weakness |
| Strength | 80 | Holy |
| Defense | 1 | |
| Magic | 15 | Resistance |
| Magic Defense | 254 | Blind |
| | | Silence |
| | | Pig |
| | | Mini |
| Gil | 5000 | Toad |
| EXP | 6000 | Petrify |
| | | Death |
| | | Berserk |
| | | Confuse |
| | | Sleep |
| Type | | Paralyze |
| | | Curse |
| None | | Slowing Petrify |
| | | |
| Treasures | | Absorb |
| None | | None |
| | | |

The Dark Dragon can hit your team pretty hard with his physical attack. For me, he KO'ed Tellah with one hit. In addition, his Dark Breath attack can also deal well over 200 damage to all characters.

It's time to whip out the big guns. Have Yang use his Power attack and have Cecil and Cid attack normally. Tellah use any spell you deem necessary. Keep in mind that the Dark Dragon isn't weak to any element Tellah has right now AND the Dark Dragon has a sky-high Magic Defense. I suggest Tellah stick to healing duty.

If you find that you are REALLY getting your ass kicked, you can utilize the Tornado spell for a quick and easy win. It's totally cheap, but gets the job done.

The Dark Dragon isn't terribly hard and suffers from a low DEF and low HP. You shouldn't have any problems killing it.

With the Dark Elf dead, take the EARTH CRYSTAL and walk out. Once you've exited the Crystal Room, you should be able to Teleport out (thanks to numerous users for letting me know about this).

At any rate, take your Black Chocobo back to the forest and head back to Troia Castle.

```

| | | | | T H E   E A R T H   C R Y S T A L   |
| | | | | O-----O
| | |/\| | | T R O I A   C A S T L E   |
| | | | | O-----O-----O-----O
| |_/\_| | | | Recommended Level : 40 | ^[WALK.306] |
| | | | | O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| ___ Hi-Potion           | ___ Great Bow          |
| ___ Hi-Potion           | ___ Fire Arrow         |
| ___ Ether               | ___ Fire Arrow         |
| ___ Ether               | ___ Ice Arrow          |
| ___ Dry Ether           | ___ Ice Arrow          |
| ___ Dry Ether           | ___ Thunder Arrow      |
| ___ Elixer              | O-----O-----O-----O
| ___ Remedy              |
| ___ Remedy              |
| ___ Echo Herbs          |
| ___ Echo Herbs          |
| ___ Silver Apple        |
O-----O-----O-----O

```

Troia Castle is southwest from the Chocobo Forest.

Return to the Clerics and a scene will occur. Talk to the Clerics and one of them will tell you that you can take the treasures in their ex-dungeon. These treasures are on the eastern side of the castle. If you remember where the three staircases were, you should take the left one and then talk to the guard standing there. You couldn't get in before because she knew that the Clerics hadn't given you access.

After talking to the dancer ... I mean ... guard ... head inside the door and around until you hit the stairs. Downstairs you will find a plethora of chests containing: HI-POTION, HI-POTION, REMEDY, REMEDY, ETHER, ETHER, DRY ETHER, DRY ETHER, ELIXER, SILVER APPLE, ECHO HERBS, ECHO HERBS, a GREAT BOW, FIRE ARROW, FIRE ARROW, ICE ARROW, ICE ARROW and a THUNDER ARROW.

If you wish, you can revisit Edward and watch an additional scene.

You can visit Troia and restock your inventory if you need. However, Hi-Potions aren't sold in Troia and you have a large area coming up. Once you embark the Enterprise, a scene will occur and you will automatically be taken to the next area.

```

O-----O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | O-----O-----O-----O
| | | | | T H E   E A R T H   C R Y S T A L   |
| | | | | O-----O-----O-----O
| | |/\| | | T O W E R   O F   Z O T   |
| | | | | O-----O-----O-----O
| |_/\_| | | | Recommended Level : 40 | ^[WALK.307] |
| | | | | O-----O-----O-----O

```

O-----O

TELLAH WILL LEAVE THE PARTY SOON. UNEQUIP HIM BEFORE ENTERING THE FINAL LEVEL.

THE CHESTS IN THIS AREA LOOK DIFFERNTLY THAN NORMAL. KEEP THAT IN MIND.

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| None                     | ___ Flame Mail         |
O-----O-----O
|                         | ___ Flame Sword        |
|                         | ___ Hell Claw          |
|                         | ___ Flame Shield       |
|                         | ___ Gaia Hammer        |
|                         | ___ Sage's Surplice    |
O-----O-----O

```

You will automatically enter the Tower of Zot.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|-----|-----|-----|-----|-----|------|------------|
| ___ | 060 | Purple Bavarois | 105 | 52 | 254 | 0 | 50 | 750 | Fire |
| ___ | 061 | Puppet | 256 | 56 | 3 | 15 | 180 | 800 | Fire |
| ___ | 062 | Sorceress | 350 | 50 | 2 | 47 | 329 | 1551 | None |
| ___ | 063 | Black Knight | 360 | 64 | 2 | 0 | 175 | 840 | Fire, Holy |
| ___ | 064 | Centaur Knight | 380 | 58 | 2 | 0 | 172 | 860 | None |
| ___ | 065 | Gremlin | 410 | 56 | 3 | 31 | 275 | 1221 | None |
| ___ | 066 | Soldieress | 425 | 60 | 3 | 0 | 200 | 1050 | None |
| ___ | 067 | Puppeteer | 473 | 56 | 3 | 35 | 195 | 1000 | None |
| ___ | 068 | Ice Lizard | 480 | 62 | 2 | 0 | 289 | 1331 | Fire |
| ___ | 069 | Cold Beast | 520 | 64 | 3 | 3 | 276 | 1441 | Fire |
| ___ | 070 | Hell Turtle | 700 | 72 | 4 | 0 | 224 | 920 | Ice |

The Tower of Zot is a technologically advanced place and the enemies here reflect that technological superiority. The monsters in here are harder as well. You have been warned.

== Tower of Zot - First Floor ==

From where you regain control, head northwest and follow the path. When you reach the top of the area, head west to pick up a FLAME MAIL, which Cecil can equip immediately. Head all the way east and head up to the next floor.

== Tower of Zot - Second Floor ==

Head south and when the pathbreaks, head west and follow the path, keeping an eye out for a small break in the wall to the south of you (before you are able to go north). Take it and continue making your way south and you'll reach the bottom of this area.

Head west and take the first path north, continuing on until you reach a chest. Open it up to face:

```

O-----O-----O
| MINIBOSS - Fiery Hound                                #100 |
O-----O-----O
| HP ..... 1221 | Weakness |
| Strength ..... 68 | Ice |
| Defense ..... 3 | |

```

| | | | |
|---------------------|------|------------|---|
| Magic | 0 | Resistance | |
| Magic Defense | 22 | Mini Toad | |
| Gil | 244 | Absorb | |
| EXP | 1708 | Fire | |
| Type | | | |
| None | | | |
| Treasures | | | |
| Fire Arrow | | | |
| Bomb Fragment | | | |
| Bomb Arm | | | |
| Red Fang | | | |
| | | | |
| 0----- | 0 | ----- | 0 |

The Fiery Hound can be a formidable opponent. It can use Flame, which attacks all teammates. It can also attack you physically for some nasty damage.

In all honesty, the Fiery Hound isn't that much of a challenge. One well placed Blizzara or Blizzaga spell will destroy it. However, it can be a challenge if you leave it alone. It can also kill off your team if you're not careful. Just defeat it quickly and move on.

You will obtain a FLAME SWORD and any other potential treasures.

I suggest equipping the Flame Sword on Cecil immediately. Head south and around west, then north and go into the next area.

== Tower of Zot - Third Floor ==

Going south will yield two paths, one to the north and another to the south. The north path is significantly longer than the south, so take the south path. Follow the south path until you reach the far east part of the map. Then head north and around until you reach the next area. That's right, there's no chests to be stolen by your team.

== Tower of Zot - Fourth Floor ==

The path here is pretty straightforward for most of this floor. When the path breaks, take the path north to see three different paths leading to three different doors. If you wish to take the chests, keep reading. If you want to skip ahead, jump to the **CONTINUE** marker.

Take the left door for now.

== Tower of Zot - Fifth Floor ==

You'll see a chest to the east. Pick it up for a HELL CLAW, which Yang should equip right away. From there, head west and follow the path around, and you'll eventually encounter another chest containing a FIRE SHIELD. Backtrack all the way down to the previous level.

== Tower of Zot - Fourth Floor ==

From the place where the path splits, take the middle door.

== Tower of Zot - Fifth Floor ==

There's only one thing to do here. Take the GAIA HAMMER and head back.

== Tower of Zot - Fourth Floor ==

From the place where the path splits, take the right door.

== Tower of Zot - Fifth Floor ==

There's only one chest here. Take the SAGE'S SURPLICE and head back downstairs.

== Tower of Zot - Fourth Floor == **CONTINUE**

Take the path back south and then continue on east. You'll eventually hit the next floor.

== Tower of Zot - Fifth Floor ==

Head south and look out for a door. It'll lead to a Save Point, which you may want to take advantage of. When you continue on your way, you'll be ambushed by the Magus Sisters:

```

O-----O
| BOSS - Sandy                                     #201 |
O-----O-----O-----O-----O
| HP ..... 2591 | Weakness | |
| Strength ..... 30 | None | |
| Defense ..... 1 | | |
| Magic ..... 11 | Resistance | |
| Magic Defense ..... 11 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 3000 | Mini Toad | |
| EXP ..... 2500 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| Mage | Curse | |
| | | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | | |
O-----O-----O-----O-----O

```

```

O-----O
| BOSS - Cindy                                     #202 |
O-----O-----O-----O-----O
| HP ..... 4599 | Weakness | |
| Strength ..... 36 | None | |
| Defense ..... 2 | | |
| Magic ..... 11 | Resistance | |
| Magic Defense ..... 11 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 3000 | Mini Toad | |
| EXP ..... 2500 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| Mage | Curse | |
| | | Slowing Petrify | |
| Treasures | | |

```

| | | | | | | |
|---|---------------------|------|--------|-----------------|----------|--|
| | None | | Absorb | | | |
| | | | None | | | |
| | | | | | | |
| 0 | ----- | 0 | ----- | 0 | | |
| | | | | | | |
| 0 | ----- | 0 | ----- | 0 | | |
| | BOSS - Mindy | | | #203 | | |
| 0 | ----- | 0 | ----- | 0 | | |
| | HP | 2590 | | Weakness | | |
| | Strength | 30 | | None | | |
| | Defense | 1 | | | | |
| | Magic | 10 | | Resistance | | |
| | Magic Defense | 0 | | Poison | Blind | |
| | | | | Silence | Pig | |
| | Gil | 3000 | | Mini | Toad | |
| | EXP | 2500 | | Petrify | Death | |
| | | | | Berserk | Confuse | |
| | Type | | | Sleep | Paralyze | |
| | Mage | | | Curse | | |
| | | | | Slowing Petrify | | |
| | Treasures | | | | | |
| | None | | | Absorb | | |
| | | | | None | | |
| | | | | | | |
| 0 | ----- | 0 | ----- | 0 | | |

Just so you know, Sandy is the tall one, Cindy is the fat one and Mindy is the tiny one. Just so you know.

Sandy will cast Reflect on Cindy and then Mindy will reflect a -ra level spell off of Cindy. That is the Sister's Delta Attack. The second time, Sandy's Reflect will Reflect off of her and onto one of your teammates, making healing a pain in the ass. Also, Cindy has the power to revive her sisters.

Cindy should be your primary target. When the battle starts, act fast and Tellah MIGHT be able to pull off a well-placed Firaga spell on Cindy's ass before Sandy casts Reflect on her. After Sandy casts Reflect, all spells directed towards Cindy are completely useless and will only serve to harm your own team. Keep attacking Cindy with your physical attacks and have Tellah heal whoever needs it, whether he uses Hi-Potions or Cure spells.

Once Cindy goes down, you are free to take down the other sisters at your leisure. Keep in mind that Sandy might cast various spells like Confuse, Berserk, etc. on you and Mindy can still cast hurtful spells at you like Fire, Thunder, etc. However, there's really not much of a threat without Cindy there. And for some reason, I've never had Mindy re-cast a -ra level spell on me.

As long as you focus on Cindy first, the battle isn't too terribly hard. It's tricky, but the entire battle plan pivots on Cindy's existence. Remove her from the picture and the battle is a cinch.

Return to the Save Point and save/heal if the battle left you hurting. When you are ready to go, head north from where you fought the Sisters and to the next floor.

== Tower of Zot - Sixth Floor ==
 TELLAH LEAVES SOON. UNEQUIP HIM SO YOU CAN REUSE HIS EQUIPMENT.

Watch the scene that will unfold. I find it funny how Tellah uses 115 MP when he only has 90 to begin with (Bio=20, Firaga=30, Thundaga=30, Blizzaga=30). And then he casts Meteor, a 99 MP spell, which brings Tellah to a total of 214 MP consumed. He has 90 MP maximum. What's wrong with this picture?

At any rate, Tellah will leave your party. Talk to Kain because the door is locked. Eventually, Rosa and Kain will join you. BEFORE YOU TAKE ANOTHER STEP, make sure you equip Rosa and Kain accordingly. Rosa's equipment still sucks (she only has the Prisoner's Garb on) and Kain's equipment can be upgraded if you have and kept the Blood Lance from Eblan.

Here was my party setup by default:

```

Cid
      Kain
Cecil
      Rosa
Yang
  
```

Even though you have four frontline fighters, Kain can stay in the back row. His "Jump" ability is just as useful no matter what row he's in, so simply leave him where he is. Rosa should stay where she is, but put some better armor on her, and a weapon as well. The best armor for her is probably the armor you had on Tellah. If you still have the Great Bow that Cecil should've had back in Troia, put that on her, as well as some decent arrows.

Now then, if you're all healed up and readily equipped and ready to go, head south and prepare for another boss battle:

```

O-----O
| BOSS - Barbariccia                                     #216 |
O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 8636 | Weakness | | | |
| Strength ..... 82 | None | | | |
| Defense ..... 0 | | | | |
| Magic ..... 63 | Resistance | | | |
| Magic Defense ..... 12 | Poison | Blind | | |
| | | Silence | Pig | | |
| Gil ..... 5500 | Mini | Toad | | |
| EXP ..... 9000 | Petrify | Death | | |
| | | Berserk | Confuse | | |
| Type | Sleep | Paralyze | | |
| None | Curse | | | |
| | Slowing Petrify | | | |
| Treasures | | | | |
| None | Absorb | | | |
| | None | | | |
| | | | | |
O-----O-----O-----O-----O-----O-----O-----O
  
```

Barbariccia, in her normal form, doesn't have many attacks. I only encountered her normal physical attack while in her normal form. However, leave her be and she'll wrap herself in a whirlwind (kinky). In this form, she can hit you with the Tornado spell or her Ray ability, which will slap a character with Slowing Petrify. She can also use these two attacks in tandem (meaning one right after the other).

When Barbariccia enters her whirlwind form, only Kain's Jump ability will break it up. All other attacks will either miss completely or hit for low damage (one

exception is Rosa with her Aim ability). Even if Kain misses with his Jump attack, he will still break up Barbariccia's whirlwind form.

When Barbariccia is NOT in her whirlwind form, you should break out everything you've got. Cecil and Cid should attack normally and Yang should use his Power ability. Kain should continue to Jump (since it deals more damage anyways) and Rosa should heal as needed. Chances are she won't have Curaja like Tellah, but she should at least have Cura and possibly Curaga, which should be more than sufficient for the job.

If someone is hit with Tornado, I suggest you heal them up with a Hi-Potion as soon as you can, even diverting an attacker like Cecil if you need. If someone is hit with Ray, you can get rid of it with the Esuna spell.

The biggest challenge is to keep Barbariccia OUT of her whirlwind form. If you can do that, all she can do is attack you physically, which you can easily handle.

Barbariccia should go down with little problems, as long as you continue to break up her whirlwind form.

After Barbariccia dies, you will be Teleported back to Baron.

```
O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  |  |  | | O-----O-----O-----O-----O-----O-----O
|  |  |  | | T H E   E A R T H   C R Y S T A L                       |
|  |  |  | | O-----O-----O-----O-----O-----O-----O
|  |  |/\| | | B A R O N   C A S T L E                               |
|  |  _  _  | O-----O-----O-----O-----O-----O-----O
|  |  _/\_  | |                                     | Recommended Level : 40 | ^[WALK.308] |
|  |  _  _  | |                                     | O-----O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O
| ___ Ether               | None                     |
| ___ Ether               | O-----O-----O-----O
| ___ Ether               |
| ___ Ether               |
| ___ Elixer              |
| ___ Phoenix Down       |
| ___ Phoenix Down       |
| ___ Tent                |
| ___ Tent                |
| ___ Bacchus's Cider     |
| ___ Bacchus's Cider     |
| ___ Hermes' Shoes      |
| ___ Hermes' Shoes      |
| ___ Unicorn Horn        |
| ___ Unicorn Horn        |
| ___ Magma Rock          |
O-----O
```

You will automatically reappear in Baron Castle.

Kain will give you the MAGMA ROCK item, but he doesn't know where to use it.

Back at Baron Castle, there's plenty of new chests for you to loot. Return to where you met Baigan and continue east and down the stairs.

Downstairs, head south and you'll see a switch in the wall. Open it and enter the door. Follow the path and you'll run into six chests containing an ETHER, ETHER, UNICORN HORN, UNICORN HORN, PHOENIX DOWN, and a PHOENIX DOWN. Backtrack to where you opened the door and head south outside.

Outside, head north through the open gate and into the East Tower. On the first floor you will find four chests that contain a BACCHUS'S CIDER, BACCHUS'S CIDER, HERMES' SHOES and HERMES' SHOES. To get the far left chest, you'll have to descend the stairs and then re-ascend them. Take the stairs down.

Downstairs you will find an ELIXER in one of the pots. Continue on and you'll reach a throne with a message from the real King of Baron, who has long since passed on. Return to the first floor and head upstairs.

On the second floor, you will find a HI-POTION and a HI-POTION in the chests and nothing in the pots. Head upstairs and on the third floor you will find an ETHER, TENT and a TENT in the chests and another ETHER in one of the pots.

There is nothing more to do in Baron. Head outside and you'll find the Enterprise conveniently waiting for you. :)

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |  | | | T H E   D A R K   C R Y S T A L S                       |
|  | |  | | | O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | |                                     | Recommended Level : 40 | ^[WALK.350] |
|  | |   | | |                                     O-----O-----O-----O
|  | |/\_ | | |
|  | |   | | |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

Ceding the Earth Crystal should have sealed Cecil and company's doom. Even though Golbez now has the four Crystals, his task is not quite complete. Coming back to his senses, Kain informs Cecil that there are EIGHT Crystals, not FOUR like we were led to believe. Inside the planet lie the four Dark Crystals; yes, the Dark Crystals are underground. Leaving you to ponder just HOW you can get down there ...

Here's the outline of what events will occur in this section:

- 1) Head to Agart and use the Magma Rock to obtain access to the underworld
- 2) Make your way to the Dwarf Castle and secure their Dark Crystal
- 3) Infiltrate the Tower of Babel and take back the other Crystals

- 4) Return to Baron to get some help
- 5) Head to Eblan to find another path into the Tower of Babel
- 6) Face off against Rubicante
- 7) Return to the Dwarf Castle to have the Falcon plated

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   D A R K   C R Y S T A L S                       |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | A G A R T                                             |
| |      | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                                     | Recommended Level : 40 | ^[WALK.351] |
|          | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None                    | None                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Agart is directly south of Baron. Simply board the airship and fly south until you see a small town sitting by a giant mountain.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Weapon Shop            | Armor Shop                | Inn          50 Gil |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Rod ..... 100 | Iron Shield ..... 100 |
| Staff ..... 160 | Iron Helm ..... 150 |
| Spear ..... 60 | Iron Armor ..... 600 |
| Boomerang ..... 3000 | Iron Gloves ..... 130 |
| Bow ..... 220 | Iron Ring ..... 100 |
| Crossbow ..... 700 O-----O-----O-----O-----O-----O-----O-----O-----O
| Iron Arrow ..... 10 |
| Holy Arrow ..... 20 |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

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

```

All treasures can be found back at section [WALK.253] ... all ONE of them.


```

O-----O
| MINIBOSS - Calco                                     #204 |
O-----O
| HP ..... 1369 | Weakness |
| Strength ..... 54 | None |
| Defense ..... 0 | |
| Magic ..... 31 | Resistance |
| Magic Defense ..... 11 | None |
| | |
| Gil ..... 500 | Absorb |
| EXP ..... 1000 | None |
| | |
| Type | |
| None | |
| | |
| Treasures | |
| None | |
| | |
O-----O

```

```

O-----O
| MINIBOSS - Brina                                     #205 |
O-----O
| HP ..... 369 | Weakness |
| Strength ..... 54 | None |
| Defense ..... 1 | |
| Magic ..... 31 | Resistance |
| Magic Defense ..... 11 | Poison Blind |
| | | Silence Pig |
| Gil ..... 500 | Mini Toad |
| EXP ..... 1000 | Petrify Death |
| | | Berserk Confuse |
| Type | | Sleep Paralyze |
| None | | Curse |
| | | Slowing Petrify |
| Treasures | |
| None | Absorb |
| | None |
| | |
O-----O

```

This battle takes place against three Calco dolls and three Brina dolls. If you want their Bestiary entries, all you need do is defeat AT LEAST one Calco and one Brina.

I'm not going to stick a strategy here because the Calco and the Brina aren't overly difficult. They can hit hard, but all you need to do is keep Rosa on healing duty. If you're quick about the whole deal, you can actually take out all six dolls before they Unite. Otherwise, if you take out three of one doll type or five of the dolls, they will "Unite" and form:

```

O-----O
| BOSS - Calcobrena                                     #206 |
O-----O
| HP ..... 5315 | Weakness |
| Strength ..... 106 | None |
| Defense ..... 2 | |
| Magic ..... 41 | Resistance |
| Magic Defense ..... 25 | Poison Blind |
| | |
O-----O

```



```

| ____ Magazine          |
| ____ Cottage          |
| ____ Cottage          |
| ____ Cottage          |
| ____ Bacchus's Cider  |
| ____ Silver Hourglass |
| ____ Gysahl Greens    |
| ____ Gysahl Greens    |
| ____ Gysahl Greens    |
O-----O

```

```

O-----O-----O-----O-----O
| Weapon Shop          | Armor Shop          | Inn      600 Gil |
O-----O-----O-----O-----O
| Dwarf Axe ..... 15000 | Fire Shield ..... 1250 |
| Great Bow ..... 2000 | Flame Mail ..... 30000 |
| Dark Arrow ..... 40 | Sage's Miter ..... 2000 |
| Flame Sword ..... 14000 | Sage's Surplice ..... 1200 |
| Fire Lance ..... 11000 | Rune Armlet ..... 2000 |
O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O
| Item Shop (stationary) | Item Shop (moving) |
O-----O-----O-----O-----O
| Gold Needle ..... 400 | Phoenix Down ..... 100 |
| Maiden's Kiss ..... 60 | Potion ..... 30 |
| Mallet ..... 80 | Hi-Potion ..... 150 |
| Diet Food ..... 100 | Tent ..... 100 |
| Echo Herbs ..... 30 | Cottage ..... 500 |
| Eye Drops ..... 30 | Dwarven Bread ..... 100 |
| Antidote ..... 40 | Gysahl Greens ..... 50 |
| Cross ..... 100 | Remedy ..... 5000 |
O-----O-----O-----O-----O

```

If you used the Rydia+Cecil-only method to defeat Golbez, you might want to spend the 600 Gil to bring everyone else back from KO and back to full health.

From the Throne Room, head south one to go to the first floor. Everything will be in relation to here.

== Dwarf Castle - First Floor ==
Head east from here and go up the stairs.

== Dwarf Castle - Second Floor ==
Here you'll find the Armor and Weapon shops. Rydia can make good use of the Sage's Miter and Sage's Surplice. If you have the cash to burn, you can also buy a Flame Mail for Kain. In addition, the Dark Arrows are an improvement over anything else you have, so you may want to get a set for Rosa and maybe Rydia as well. Between the two shops you can visit another area.

== Lali Ho Pub ==
You'll find a dancer in here and nothing more. Or so you think. In the corner, you'll see a small crack in the floor. Head east through it and you'll visit -

== Dev Team Office ==
Yep. You can hang out with the devs and run into random battles with some of the devs from FINAL FANTASY IV (as in, the original FINAL FANTASY IV, when the game originally came out in 1991). Cool, huh? There's another set of stairs that will lead you to the Break Room. Inside, you'll find a MAGAZINE if you

search the bookcase. If you read the Magazine . . . well . . . do it for yourself and see. ;)

Exit this area and go back to the Lali Ho Pub and then return to the Second Floor. From the Second Floor, head east and up the stairs.

== East Tower - First Floor ==

You'll find a DWARF AXE at the north end of this room. Go up the stairs.

== East Tower - Second Floor ==

There is a BACCHUS'S CIDER in one of the left pots. Go to the south part of the room and then go west into the wall. You'll find the Cider in a pot about halfway up the screen. Head upstairs.

== East Tower - Third Floor ==

This area is somewhat complicated, so read closely. Head all the way west to pick up a POWER ARMLET. Take two steps east and head north. When you hit the wall, head east, picking up the ETHER along the way. Take two steps east and then south three steps and then east farther to pick up the SILVER HOURGLASS. Head back west three steps and then south one step. From there, you can circle around the steps and pick up the ELIXER at the bottom of the area. Head ALL the way back to the First Floor (the area south of the Throne Room).

== Dwarf Castle - First Floor ==

Head west from here and go up the stairs.

== Dwarf Castle - Second Floor ==

In case you haven't been around for the rest of this section, this is where the Item Shops and the Inn are. There's 5000 GIL in the pot next to the Item Shop. Take the southwestern stairs and go into the next area.

== West Tower - First Floor ==

Nothing here to do except take the stairs into the next area.

== West Tower - Second Floor ==

This is where stuff starts getting complicated. It seems that there's no items in the pots, but in the southwestern corner, you can slip into the wall (it's the wall beside the pot). In one of the pots in this "new" area, you'll find a BACCHUS'S CIDER. Take the stairs up to the next level.

== West Tower - Third Floor ==

This area is definitely tricky to maneuver around. Read carefully.

Take four steps west and pick up the HI-POTION. Take two steps back east and then go north three steps. Take three steps west and then follow the path around. When you reach the northeastern corner, take three steps south and then go west and pick up the ELIXER.

From the Elixer, take one step east back into the wall. Then take one step south and then start heading east, following the path. You can pick up the ETHER and talk to Namingway along the way if you so wish. From Namingway (you should be one step south of Namingway), take one step west, south four steps,

east four steps (don't forget to pick up the BLACK BELT along the way), then follow the jagged path to reach the first chest. Circle around and head back down the stairs.

From here, you can head back to the Inn area (Dwarf Castle - Second Floor). I'll meet you back there.

== Dwarf Castle - Second Floor ==

In the northeastern corner of this area, you'll find a set of stairs. Take it.

== Dwarf Castle - B1 ==

The first area you see (if you're following my FAQ and entered from the west side) is the Infirmary. Useless for now, but it'll become a story area later in the game. East of the Infirmary is a dwarf in front of a bookcase, and he'll let you through into the next area. However, head farther east and you'll see two dwarves and a large square area. If you have some Gysahl Greens, you can summon the Fat Chocobo. If you don't have any Gysahl Greens, head east and look inside all the pots to find some GYSAHL GREENS, GYSAHL GREENS and some more GYSAHL GREENS.

At any rate, summon the Fat Chocobo if you need, then talk to the dwarf in front of the bookcase. Follow the path north, then west and down to the next area.

== Dwarf Castle - B2 ==

Follow the path head east when you see a path heading that way. You will find three chests containing a COTTAGE, COTTAGE and a COTTAGE. Return to the split in the path and make your way to the southwest corner to find some stairs.

== Dwarf Castle - Base ==

There's no chests down here, but there is a pot that'll restore your HP and MP (it can be found far to the west). Take the stairs to the south of the pot and head outside.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | T H E   D A R K   C R Y S T A L S   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | D W A R F   C A S T L E   A R E A   |
| |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |_/\_| | | | Recommended Level : 40 | ^[WALK.354] |
|   |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ None              | ____ None                |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

This section covers monsters found in the Dwarf Castle area.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|----------------|-----|-----|-----|-----|-----|------|----------|
| ___ | 076 | Goblin Captain | 199 | 56 | 0 | 0 | 45 | 1930 | None |
| ___ | 077 | Armadillo | 325 | 58 | 4 | 0 | 194 | 1555 | None |
| ___ | 078 | Magma Tortoise | 435 | 70 | 3 | 0 | 234 | 1666 | Ice |
| ___ | 094 | Black Lizard | 792 | 64 | 4 | 16 | 43 | 1298 | Ice |

You could build up a few levels if you need. Especially since Rydia's stats are probably really low at this point in the game.

```

O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O
| | | | | | T H E   D A R K   C R Y S T A L S   |
| | | | | | O-----O
| | |/\| | | T O W E R   O F   B A B E L   |
| |   | | O-----O-----O-----O-----O
| |_\/_| | | | | Recommended Level : 40 | ^[WALK.355] |
|   | | | O-----O-----O-----O-----O
O-----O
    
```

YANG WILL LEAVE THE PARTY SOON. UNEQUIP HIM BEFORE STOPPING THE CANON.

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| ___ Hi-Potion | ___ Cat Claw |
| ___ Hi-Potion | ___ Ice Brand |
| ___ Ether | ___ Ice Lance |
| ___ Dry Ether | ___ Killer Bow |
| ___ Phoenix Down | ___ Ice Arrow |
| ___ Antarctic Wind | ___ Ice Arrow |
| ___ Arctic Wind | ___ Green Beret |
| ___ Dr. Lugae's Key | ___ Ice Armor |
O-----O ___ Ice Shield |
O-----O-----O
    
```

The Tower of Babel is northwest from the Dwarf Castle. There's really only one path to follow, so take it. Once you see the tanks, you'll know that you're almost there. If you really get lost, you can use a Dwarven Bread or the Sight spell.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|-----|-----|-----|-----|-----|------|----------|
| ___ | 067 | Puppeteer | 473 | 56 | 3 | 35 | 195 | 1000 | None |
| ___ | 076 | Goblin Captain | 199 | 56 | 0 | 0 | 45 | 1930 | None |
| ___ | 084 | Mystery Egg *** | ? | ? | ? | ? | ? | ? | ? |
| ___ | 086 | White Mousse | 298 | 66 | 254 | 0 | 384 | 1808 | Ice |
| ___ | 087 | Naga | 320 | 66 | 4 | 5 | 150 | 1118 | None |
| ___ | 088 | Evil Doll | 388 | 64 | 3 | 0 | 269 | 1408 | None |
| ___ | 089 | Medusa | 490 | 64 | 4 | 0 | 225 | 1208 | None |
| ___ | 090 | Fiery Knight | 579 | 76 | 4 | 0 | 300 | 1708 | Ice |
| ___ | 093 | Chimera | 700 | 80 | 3 | 0 | 228 | 1708 | None |

| | | | | | | | | | |
|-----|-----|--------------|------|-----|---|---|-----|------|------|
| ___ | 100 | Fiery Hound | 1221 | 68 | 3 | 0 | 244 | 1708 | Ice |
| ___ | 101 | Security Eye | 1425 | 112 | 0 | 0 | 380 | 2008 | None |
| ___ | 104 | Stone Golem | 2560 | 84 | 4 | 0 | 238 | 2908 | Ice |

*** The Mystery Egg only has 1 HP, but it will hatch into a monster when you strike it.

This area has lots of Fire-based monsters. Rydia's Blizzard spells will most definitely come in handy, as well as the Ice Brand sword you'll find in this area.

The Tower of Babel is where Golbez is holding his 7 Crystals. The time has come for you to strike and take them!

== Babel Tower - First Floor ==

Go north until the path splits. Head west and pick up an ICE ARROW and another ICE ARROW south of it. Go back to the path split and take the path around to find an ETHER. Backtrack to the path split and head north.

== Babel Tower - Second Floor ==

Head west and take the GREEN BERET. Continue south and you'll see a door. Enter it and fight the Monsters inside the chest for the ICE BRAND. I highly suggest that Cecil equip this immediately for extreme damage against all the Fire-based monsters in this area.

Exit the room, continue northeast and enter the door there. Open the chest and fight the monsters inside for the ICE LANCE, which you should equip on Kain.

Exit this room and head northwest to go into the next area.

== Babel Tower - Third Floor ==

Head west and north to pick up the CAT CLAW, which Yang should equip straight away. Backtrack to the entrance and continue east; you'll see a chest to the southeast so head north and around to pick up a HI-POTION. From here you'll see a door to the west, so head around but before you enter it, head southwest and pick up the PHOENIX DOWN in the chest. Now head into the door.

== Babel Tower - Fourth Floor ==

Head west and take the KILLER BOW from the chest (if you have a Great Bow currently equipped, the Killer Bow is better), then head all the way east to pick up an ANTARCTIC WIND. Return to the previous floor via the same way you came in.

== Babel Tower - Third Floor ==

Take the path all the way north and continue west. Follow it around and you'll hit another door.

== Babel Tower - Fourth Floor ==

This is a different area than before. Enter the west door; use the Save Point if you need. Back outside, head north along the path between the two doors and head east across the bridge. After crossing, head south and enter the first door. You'll find a chest that contains Monsters and an ICE ARMOR. The second door has nothing inside.

After taking the Ice Armor, return to the small bridge and you'll see a door to the east. Inside you'll find another chest with Monsters and an ICE SHIELD. Back outside, head north through the small path and continue west to find the exit.

== Babel Tower - Fifth Floor ==

Head south and east; take the path north for an ARCTIC WIND contained inside the chest you passed earlier. Backtrack to the main path and continue east. Skip the small path north (but remember it for later) and continue east.

Once you're on the east side, head north along the green tiles and follow the path southeast for a HI-POTION. Backtrack and continue north to reach the exit.

== Babel Tower - Sixth Floor ==

Head west and enter the door.

== Babel Tower - Seventh Floor ==

Start by heading east and into the door to find a Save Point (I suggest using it). Backtrack to the entrance and head south as far as you can go. Head west to take a DRY ETHER. Continue east to enter the next area.

== Babel Tower - Eighth Floor ==

Follow the path here and you'll eventually run into Dr. Lugae, the "brains" of Golbez's operation. :)

A fight will ensue:

```

O-----O
| BOSS - Doctor                                     #209 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 4936 | Weakness | | |
| Strength ..... 18 | None | | |
| Defense ..... 0 | | | |
| Magic ..... 0 | Resistance | | |
| Magic Defense ..... 11 | Poison | Blind | |
| | | Silence | Pig | | |
| Gil ..... 2000 | Mini | Toad | |
| EXP ..... 5500 | Petrify | Death | |
| | | Berserk | Confuse | | |
| Type | | Sleep | Paralyze | |
| None | | Curse | | | |
| | | Slowing Petrify | | | |
| Treasures | | | | |
| None | Absorb | | | |
| | None | | | | |
| | | | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O
| BOSS - Barnabas                                     #210 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 4832 | Weakness | | |
| Strength ..... 86 | None | | |
| Defense ..... 0 | | | |
| Magic ..... 31 | Resistance | | |
| Magic Defense ..... 11 | Poison | Blind | |

```


| | | | |
|---------------------|-------|-----------------|----------|
| Defense | 1 | | |
| Magic | 7 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4000 | Mini | Toad |
| EXP | 10101 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Mech | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| Dr. Lugae's Key | | Absorb | |
| | | None | |
| | | | |
| O-----O-----O | | | |

Dr. Lugae will eventually transform into his true form. He can use Sleeping Gas to put your teammates to sleep. He can also use his Poison Gas to poison your entire team at once. He can also use his Beam attack to do some damage to any given character. His Laser attack will do supreme damage to one character. Also, he has a Flame Thrower attack that will damage your entire team at once, but I never had it do too much damage. For some reason, he also has a Panacea "attack" that heals all status effects on your team.

To take Lugae down, have Kain Jump, Cecil attack, Yang can either Power up or have Rosa cast Berserk on him. Rydia should cast Bio and Rosa should use Cura or Curaga as you need. Lugae will go down sooner than you think, especially since Bio can do well over 1000 damage, and Yang might be able to hit 1000 damage as well.

When Lugae goes down, you'll have to stop the canon from annihilating the dwarves. Head back south and then northeast to head down a level.

== Babel Tower - Seventh Floor ==

Head southwest and then north to go down to the next level. Use the Save Point if Dr. Lugae left you hurting. Continue downstairs.

== Babel Tower - Sixth Floor ==

Head east and into the next door.

== Babel Tower - Fifth Floor ==

YANG IS GOING TO LEAVE SOON. UNEQUIP HIM BEFORE ENTERING THE CENTER AREA.

Head south and then west slightly and take the north path. Before you go into the center door, take off all of Yang's equipment. Then use Dr. Lugae's Key to open up the door and watch the scene. You'll fight three Goblin Captains, which are NOT hard by any standard (seriously, if you get beaten by them, I would definitely question how you even got THIS far in the game). Take them down and watch the next scene.

There's nothing else to do except exit this area. The hard way, of course. Head south and then northwest to find the exit.

== Babel Tower - Fourth Floor ==

Head east across the bridge, then back west across the southern bridge. Take the east door (or the west door if you need to rest and save).

== Babel Tower - Third Floor ==

Take the path to the west and around. The exit is in the center area of this room.

== Babel Tower - Second Floor ==

Head all the way southwest, and then north. Enter the door.

== Babel Tower - First Floor ==

Head south and watch the scene. You'll eventually regain control of the Enterprise. Watch the following scenes.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | T H E   D A R K   C R Y S T A L S                           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | C A S T L E   B A R O N                                   |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | |                                     | Recommended Level : 40 | ^[WALK.356] |
| | |  | | | |                                     O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Airship Hook        | ___ None                       |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

You'll reappear right outside of Agart, so head north to find Castle Baron.

In case you don't know, Cid's men are the ones wearing blue outfits with brown overalls. They're on the east side of Castle Baron. Talk to either one and a scene will occur. You now have the hook attached to the Enterprise.

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | T H E   D A R K   C R Y S T A L S                           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | C A V E   O F   E B L A N                                   |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | |                                     | Recommended Level : 40 | ^[WALK.357] |
| | |  | | | |                                     O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O
```

O-----O-----O-----O-----O-----O-----O-----O-----O

| Item Checklist | Equipment Checklist |
|-----------------------|---------------------|
| -----O | -----O |
| ____ Potion | ____ Blood Sword |
| ____ Potion | O-----O |
| ____ Hi-Potion | |
| ____ Hi-Potion | |
| ____ Hi-Potion | |
| ____ Ether | |
| ____ Dry Ether | |
| ____ Elixer | |
| ____ Elixer | |
| ____ Gold Needle | |
| ____ Remedy | |
| ____ Phoenix Down | |
| ____ Phoenix Down | |
| ____ Phoenix Down | |
| ____ Tent | |
| ____ Cottage | |
| ____ Shuriken | |
| ____ Shuriken | |
| ____ Bomb Core | |
| ____ Silver Hourglass | |
| ____ Spider's Silk | |
| O-----O | |

Before you can venture to the Cave of Eblan, you need to go pick up your hovercraft. In case you forgot, it's far to the northeast of Baron, just outside of Mt. Hobs. In case you forgot where Mt. Hobs is, cast the Sight spell and look for it on the minimap.

After you pick up the hovercraft, it's easiest to just head northwest from Mt. Hobs to get to Eblan. You can head north from Mt. Hobs until you hit Mysidia, and then head west until you see another land mass. Eblan is in this area, as is the Tower of Babel.

At any rate, land the hovercraft and then the Enterprise. Take the hovercraft west across the rocks until you see an opening. The Cave of Eblan is in there.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|------|-----|-----|-----|-----|------|-------------|
| ___ | 033 | Bloodbones | 210 | 34 | 3 | 0 | 169 | 315 | Fire, Holy |
| ___ | 058 | Cave Bat | 334 | 42 | 3 | 0 | 151 | 598 | Holy, Throw |
| ___ | 075 | Steel Golem | 1950 | 86 | 4 | 0 | 445 | 703 | None |
| ___ | 077 | Armadillo | 325 | 58 | 4 | 0 | 194 | 1555 | None |
| ___ | 085 | Ironback | 100 | 74 | 4 | 0 | 233 | 1077 | None |
| ___ | 094 | Black Lizard | 792 | 64 | 4 | 16 | 43 | 1298 | Ice |
| ___ | 106 | Bloody Bat | 439 | 56 | 3 | 0 | 262 | 1977 | Fire, Throw |
| ___ | 107 | Skuldier | 740 | 74 | 3 | 0 | 116 | 1577 | Fire, Holy |

The Cave of Eblan is filled with monsters and a ninja clan that was supposedly extinct.

== Eblan Cave - B1 ==

Head south and across the bridge. Continue south, but don't enter the path to the southwest quite yet. Head northeast and cross the two bridges, then head south to take the VAMPIRE FANG. Head north and follow the steps into the water.

Inside the water, continue as far north as you can, then west into the wall.

Pick up the SHURIKEN from the chest and then continue into the east wall to pick up a REMEDY. Now backtrack to the stairs you skipped earlier and enter them.

== Eblan Cave - B2 ==

Down here you'll find the Eblan settlement. They've retreated to this location because their castle was destroyed. You'll also find some shops here:

```
O-----O-----O-----O
| Weapon Shop          | Armor Shop          | Inn      700 Gil |
O-----O-----O-----O
| Power Staff ..... 2000 | Ice Shield ..... 10000 |
| Ice Brand ..... 26000 | Ice Armor ..... 35000 |
| Ice Lance ..... 21000 | Black Robe ..... 10000 |
| Kunai ..... 4000 O-----O
| Boomerang ..... 3000 |
| Killer Bow ..... 3000 |
| Poison Arrow ..... 70 |
O-----O
```

```
O-----O
| Item Shop          |
O-----O
| Gold Needle ..... 400 |
| Maiden's Kiss ..... 60 |
| Mallet ..... 80 |
| Diet Food ..... 100 |
| Echo Herbs ..... 30 |
| Eye Drops ..... 30 |
| Antidote ..... 40 |
| Cross ..... 100 |
O-----O
```

If you need some better armor, you can purchase it here. You shouldn't need to buy any weapons for, well, most anyone. I had Rosa with the Killer Bow, and you MIGHT want to get one for Rydia, if you wish to spend the Gil. Also, the Poison Arrows are an exceptional purchase, as their attack power is fairly better than the Dark Arrow. If you have an extra 13860 Gil, you may wish to buy 99 for Rosa and Rydia each.

Edge comes equipped with dual Kunai's, and a Boomerang will actualll LOWER his attack, so DON'T buy either one, since it's just a waste of Gil.

When you're done, head west and into the far west door. You can find two pots that contain a POTION and a POTION inside them (one is on the far east and the other is on the far west of this room). After you've picked them up, backtrack a bit and take the path to the north.

== Path to Tower of Babel ==

Grab the ETHER in the chest and continue along the path. Pick up the TENT at the north end of the area. Before continuing, you'll notice a jag in the wall. Enter it and follow the path. When you pop out, head south for a HI-POTION. Backtrack to the main path and head north.

== Path to Tower of Babel ==

Head north until you reach a rock set, then head northeast and up some steps to find a chest with a BOMB CORE. Backtrack south and stop at the set of three

rocks. Go into the southeast wall and follow it farther southeast to pick up the SHURIKEN. Backtrack through the wall and head south into the next area.

== Path to Tower of Babel ==

Before nabbing the chests before you, head east and into the wall. You will emerge between two chests, where you can obtain an ELIXER and an ELIXER. Backtrack through the wall and take the HI-POTION, COTTAGE and HI-POTION in the three chests. From there, continue southeast until you reach an east-west split in the path. Head west to pick up the SPIDER'S SILK, then head east to take the SILVER HOURGLASS, PHOENIX DOWN and PHOENIX DOWN. Continue north to the next area.

== Path to Tower of Babel ==

Start by entering the Save Room just east from the entrance. Inside, enter the small gap in the northeast corner and slip through the wall to fight some monsters for the BLOOD SWORD. Exit the Save Room (preferably after saving).

Outside of the Save Room, head northwest and you'll find a chest with a GOLD NEEDLE. Head back to the entrance of this area and head straight north. You'll run into Edge, the Prince of Eblan, fighting Rubicante. Watch the scene here. Once you regain control, hit the south wall and then head west to pick up a DRY ETHER. Head north and you'll run into the next area ...

```

O-----O-----
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E      |
| | |  | | O-----
| | |  | | | T H E   D A R K   C R Y S T A L S                |
| | |  | | O-----
| | |/\| | | B A B E L   T O W E R                            |
| |      | O-----O-----O-----O-----
| |__/\__| |                                     | Recommended Level : 40 | ^[WALK.358] |
|         |                                     O-----O-----O-----
O-----O

```

```

O-----O-----O-----
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----
| ___ Hi-Potion           | ___ OGREKILLER         |
| ___ Hi-Potion           | ___ AHURA              |
| ___ Kiss of Lilith      | O-----O-----O-----
| ___ Silver Hourglass    |
| ___ Unicorn Horn        |
| ___ 82,000 Gil           |
O-----O-----O-----

```

You'll reach this area right after the Cave of Eblan.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|------|-----|-----|-----|-----|------|----------|
| ___ | 084 | Mystery Egg *** | ? | ? | ? | ? | ? | ? | ? |
| ___ | 091 | Coeurl | 593 | 72 | 3 | 0 | 345 | 2759 | Throw |
| ___ | 092 | Balloon | 697 | 72 | 4 | 0 | 315 | 2459 | Throw |
| ___ | 095 | Sorcerer | 1000 | 82 | 4 | 50 | 272 | 2359 | None |

| | | | | | | | | | |
|-----|-----|-----------------|------|----|---|----|-----|------|------|
| ___ | 096 | Ghost Knight | 1050 | 76 | 4 | 0 | 211 | 2559 | Holy |
| ___ | 097 | Lamia Matriarch | 1100 | 74 | 4 | 0 | 247 | 2859 | None |
| ___ | 098 | Lamia | 1200 | 72 | 4 | 0 | 143 | 2059 | Ice |
| ___ | 099 | Grudger | 1400 | 76 | 4 | 0 | 149 | 2459 | Holy |
| ___ | 102 | Mad Ogre | 2000 | 86 | 4 | 53 | 270 | 2359 | None |
| ___ | 105 | Mythril Golem | 2900 | 92 | 3 | 0 | 383 | 3659 | None |

*** The Mystery Egg only has 1 HP, but it will hatch into a monster when you strike it.

Monsters that were bosses in other places become regular enemies here, so keep a close eye on your team's health.

== Babel Tower - B1 ==

Head north and Edge will use his madd Ninja skillz to get you inside. From the point where you appear, head slightly northwest to take the UNICORN HORN. From there, go south and start following the path. When you reach the door, don't go inside quite yet. Head farther east and follow the path to take the SILVER HOURGLASS. Backtrack and enter the door.

== Babel Tower - B2 ==

Head east and follow the path. When you're on the north side of this room, keep an eye out for a bridge south. Take it and fight the monsters in the chest for the OGREKILLER axe, which either Kain or Cecil can equip (the choice is yours). Backtrack onto the path and continue following it. You'll eventually run into a door, which you should enter.

== Babel Tower - B3 ==

Follow the path and skip the first door (for now). Continue on and take the KISS OF LILITH. Now you can backtrack and take the doorway.

== Babel Tower - B4 ==

There's nothing to the west, so forget about going that way. Head east and keep following the path. Don't forget to pick up the AHURA along the way, and don't forget to put it on Edge right away. Follow the path west and into the next area.

== Babel Tower - B3 ==

Start by heading east and following the path. The orb to the south serves no purpose, so continue heading east until you see two doors. The first door leads to a Save Point, which you should use if you're low on HP or MP. Take the next door to go into the next area.

== Babel Tower - B4 ==

Nothing to do here except take the west door.

== Babel Tower - B5 ==

There's two paths, one to the east and one to the west. Take the west one and follow it. When you get the option to go north, don't do so quite yet. Head a little farther west and you'll run into three bridges to the north. Take the middle one and pick up the 82,000 GIL sitting there for you. Now you can take the path north and fight a battle.

The main point of the battle is to survive and wait until the enemies break free and are able to speak on their own. The enemies will speak to Edge and then (more or less) commit suicide. Watch the scene and then speak to Rubicante. He'll restore you to full health and then the fight begins:

```

O-----O
| BOSS - Rubicante                                     #217 |
O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 34000 | Weakness | | |
| Strength ..... 80 | None | | |
| Defense ..... 3 | | | |
| Magic ..... 16 | Resistance | | |
| Magic Defense ..... 37 | Poison Blind | | |
| | Silence Pig | | |
| Gil ..... 4000 | Mini Toad | | |
| EXP ..... 10101 | Petrify Death | | |
| | Berserk Confuse | | |
| Type | Sleep Paralyze | | |
| None | Curse | | |
| | Slowing Petrify | | |
| Treasures | | | |
| None | Absorb | | |
| | Fire | | |
| | | | |
O-----O-----O-----O-----O-----O-----O-----O

```

Don't let Rubicante's high HP fool you. There's quite a few attacks that are able to do massive damage to Rubicante. The Ice Brand for one, the Ice Lance, Edge's Flood and Rydia's Blizzara (or Blizzaga if you have it). Cast all of these while his cloak is open, otherwise you'll just heal him.

Rubicante is the Fire Elemental Lord, so as you might suspect, all of his magical attacks are fire-based. Even without fire-surpressing armor, his magic attacks are weak at best. He can cast Fira on your entire team, but it was never doing more than 60-90 damage per character. His physical attack CAN hurt you if your HP is lower than 500, but as long as you keep Rosa casting Curaga (which you should probably have by now) on the team, you'll be fine.

Keep up with your strongest attacks and Rubicante will die before you know it. After he does, watch the scene and then head north into the Crystal Room.

== Crystal Room ==
It's a trap! </Ackbar>

== Babel Tower - Eighth Floor ==
How you fall from a basement to the eighth floor is beyond me, but that's what the game says.

Head north to pick up a HI-POTION. Then head south to go into the next area.

== Babel Tower - Seventh Floor ==
There's only one main path to follow, so follow it and you'll eventually run into the next area.

== Babel Tower - Sixth Floor ==

Follow the path and once it splits, head east and follow the path, picking up the HI-POTION along the way. Then head west and into the next area.

In this area, you'll commandeer an enemy airship, which Edge will dub the "Falcon". So now you have yourself a nifty new airship. Unfortunately, you can't fly the Falcon over lava, so head to the Dwarf Castle. There's someone waiting there for you.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E                   |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |   | | | T H E   D A R K   C R Y S T A L S                               |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | | D W A R F   C A S T L E                                         |
|  |    | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| |                                         | Recommended Level : 40 |  ^[WALK.359] |
|          |                                         O-----O-----O-----O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Luca's Necklace   | None                           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

From the Babel Tower, you'll have to head straight south and then directly east to reach the Dwarf Castle. Keep in mind that you won't be able to fly over the lava freely ... yet.

You should have all the treasures from before, so just head to the Infirmary and you'll see *gasp* Cid! He'll put Mythril on your ship so you can fly anywhere in the Underworld! Awesome, eh?

Before you set out, there's one last thing you should do. Report to King Giott and you'll recieve LUCA'S NECKLACE, which is the key you require to get into the Sealed Cavern. NOW you can head outside and take off in the Falcon.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E                   |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |   | | | B E F O R E   T H E   F I N A L   C R Y S T A L               |
|  | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  | |/\| | |                                         | Recommended Level : 50 |  ^[WALK.400] |
|  |    | | | O-----O-----O-----O-----O-----O-----O-----O-----O
|  |__/\__| |                                         O-----O-----O-----O-----O-----O-----O
|          |
O-----O
```

Read this carefully because it's important: EVERYTHING IN THIS SECTION IS OPTIONAL. If you don't want to do it, you can skip ahead to section [WALK.450]

(without neglecting the carat, but you'd think it would be a given in THIS document by now, right?) and continue on with your quest; I placed all of this here because this is the prime time to perform these tasks. Keep in mind that you'll most likely want Rosa to be level 35 or higher because she'll gain the handy "Float" spell; if you've been following the bullcrap "Recommended Level" tags I've added, you should already be well beyond level 35. Unless you want to move on to the final Dark Crystal now, keep reading. :)

Here's the outline of what events will occur in this section:

- 1) Head to Tomra for treasure and new shops
- 2) Make your way through the Sylvan Cave for free loot
- 3) Make your way through the Cave of Summons for free loot
- 4) Fight your way through the Land of Summons for two new summons

```

O-----O-----
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E      |
| | |  | | O-----
| | |  | | | B E F O R E   T H E   F I N A L   C R Y S T A L      |
| | |  | | O-----
| | |/\| | | T O M R A                                          |
| |    | O-----O-----O-----O-----
| |__/\__| |                                     | Recommended Level : 50 | ^[WALK.401] |
|         |                                     O-----O-----O-----
O-----O-----

```

~ "Lali-ho" ? No, here we say howdy-ho! ~ Tomra denizen

```

O-----O-----O-----
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----
| ___ Dry Ether           | None                    |
| ___ Bomb Fragment       | O-----O-----O-----
| ___ Antarctic Wind      |
| ___ Rage of Zeus        |
| ___ Bestiary            |
| ___ 2,000 Gil           |
O-----O-----O-----

```

Tomra is southwest of the Dwarf Castle. Just head south and when you hit the wall, head southwest. Tomra is a fairly sizeable town sitting in the middle of nowhere.

```

O-----O-----O-----O-----
| Weapon Shop             | Armor Shop               | Inn      300 Gil |
O-----O-----O-----O-----
| Ahura ..... 7000 | Diamond Shield ..... 15000 |
| Chain Whip ..... 6000 | Diamond Helm ..... 10000 |
| OGREKILLER ..... 45000 | Diamond Armor..... 40000 |
| Killer Bow ..... 3000 | Diamond Gloves ..... 5000 |
| Mute Arrow ..... 3000 | Gold Hairpin ..... 20000 |
| Killer Bow ..... 100 | Diamond Armllet ..... 4000 |
O-----O-----O-----O-----

```


| Item Shop (left patron) | Item Shop (right patron) |
|-------------------------|--------------------------|
| Gold Needle 400 | Phoenix Down 100 |
| Maiden's Kiss 60 | Potion 30 |
| Mallet 80 | Hi-Potion 150 |
| Diet Food 100 | Tent 100 |
| Echo Herbs 30 | Cottage 500 |
| Eye Drops 30 | Dwarven Bread 100 |
| Antidote 40 | Gysahl Greens 50 |
| Cross 100 | Remedy 5000 |

Welcome! To lali-ho land! Err . . . howdy-ho land!

Tomra is filled with superior equipment compared to your current equipment. Case in point, the Armor Shop. The Diamond equipment is better than the Mythril you've been able to buy so far, and it even has Lightning resistance. If you can afford it, you may want to at least get a set for Cecil, and Kain if you really have Gil to burn. However, Kain will leave your party after you obtain the last Crystal, so just a forewarning there.

In the northwestern corner of town, you'll find a warehouse with tons of items. Since nobody seems to mind if you take them, feel free to do so. You'll pick up a BOMB FRAGMENT, RAGE OF ZEUS, a DRY ETHER and 2000 GIL. In the pots you'll find an ANTARCTIC WIND and a BESTIARY, which works like the Scan spell but works much better.

Buy whatever equipment you wish and then head out.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | B E F O R E   T H E   F I N A L   C R Y S T A L |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | S Y L V A N   C A V E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | Recommended Level : 50 | ^[WALK.402] |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

| Item Checklist | Equipment Checklist |
|--|--|
| <input type="checkbox"/> Hi-Potion | <input type="checkbox"/> Hell Claw |
| <input type="checkbox"/> Hi-Potion | <input type="checkbox"/> Cat Claw |
| <input type="checkbox"/> Ether | <input type="checkbox"/> Fairy Rod |
| <input type="checkbox"/> Ether | <input type="checkbox"/> Avenger |
| <input type="checkbox"/> Elixer | <input type="checkbox"/> Full Moon |
| <input type="checkbox"/> Maiden's Kiss | <input type="checkbox"/> Mage Masher |
| <input type="checkbox"/> Maiden's Kiss | <input type="checkbox"/> Elven Bow |
| <input type="checkbox"/> Maiden's Kiss | <input type="checkbox"/> Fire Arrow |
| <input type="checkbox"/> Remedy | <input type="checkbox"/> Ice Arrow |
| <input type="checkbox"/> Cottage | <input type="checkbox"/> Thunder Arrow |
| <input type="checkbox"/> Red Fang | <input type="checkbox"/> Angel Arrow |

```

| ____ White Fang           | ____ Medusa Arrow       |
| ____ Blue Fang           | O-----O
| ____ Bomb Core           |
| ____ Bestiary            |
| ____ Bestiary            |
| ____ 6000 Gil            |
O-----O

```

The Sylvan Cave is on the far northwest corner of the Underworld. Once Rosa has Float (to make this area much easier), feel free to head inside.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|------|-----|---------------|------|-----|-----|-----|-----|------|----------|
| ____ | 079 | Undergrounder | 655 | 76 | 5 | 3 | 342 | 2714 | Lit |
| ____ | 108 | Tiny Toad | 600 | 19 | 5 | 47 | 335 | 1841 | Ice |
| ____ | 109 | Bog Witch | 2960 | 98 | 4 | 223 | 598 | 3441 | None |
| ____ | 110 | Evil Dreamer | 2800 | 100 | 3 | 11 | 362 | 3141 | None |
| ____ | 111 | Mammon | 3900 | 104 | 3 | 74 | 525 | 5041 | Fire |
| ____ | 112 | Malboro | 4200 | 112 | 3 | 0 | 458 | 5461 | None |

ON EVERY FLOOR, YOU SHOULD CAST FLOAT ON YOUR TEAM TO PREVENT TAKING DAMAGE ON THE GROUND.

== Sylvan Cave - B1 ==

When you enter, take the path east and you'll run into three chests. There's only two that you can take right now, so take the ANGEL ARROW and the BESTIARY. Follow the path south from here and continue to make your way south to the next area.

== Sylvan Cave - B2 ==

The path will split here. If you want head straight to the Sylph area, skip ahead to the *CONTINUE* marker. Otherwise, keep reading.

Head around either east or west and take the next area to the north.

== Sylvan Cave - B3 ==

From here, don't move at all. Start going west through the wall and you'll go through it. Once you emerge, head north and take the HI-POTION, MAIDEN'S KISS and the FAIRY ROD. To get the Fairy Rod, you'll have to slip through the wall and get it from behind. Head back to the entrance of this area, but don't exit quite yet. Continue east and then start heading north. Press against the east wall and you'll eventually slip through it. Take the stairs here into the next area.

== Sylvan Cave - B2 ==

Follow the path around until you reach four chests. Inside them you'll find a REMEDY, a BOMB CORE, 2000 GIL and 3000 GIL, no monsters or anything. Sweet, eh?

Continue on and you'll reach five more chests. They contain a BESTIARY, an EMERGENCY EXIT, a MAIDEN'S KISS, another MAIDEN'S KISS and an ETHER. Head into the hole in the ground.

== Sylvan Cave - B3 ==

Head all the way north and head west when you reach the end. Step onto the pad

to teleport.

== Hidden Room ==

There's six chests in here and they're all guarded by monsters. Luckily, they are all monsters you run into normally throughout this dungeon. Fight them all and you'll find the following in the boxes: a RED FANG, WHITE FANG, BLUE FANG, FULL MOON, AVENGER and finally a MEDUSA ARROW.

The Full Moon is a good weapon for Edge and the Medusa Arrows can petrify the enemy, but their attack power is significantly less than the Poison Arrows. The Avenger increases your attack power, but it requires two hands to use, which is a definite downside to it.

At any rate, head east onto the pad and you'll exit the Cave. Head right back inside.

== Sylvan Cave - B1 ==

Head straight south and into the next area.

== Sylvan Cave - B2 == *CONTINUE*

Head all the way south and enter the door to the west.

== Sylvan Cave - B1 ==

Head east and then north from the Save Point (use it if you need). You'll see a dead-end in the wall. Slip inside and head north to pick up an ELVEN BOW. Backtrack to the entrance and head west. Don't head down to the next area yet, just head farther west and north to pick up a COTTAGE and 1000 GIL. Now you can head down to the next area.

== Sylvan Cave - B2 ==

Follow the path north and you'll run into a split in the path. Take the doorway just to the east.

== Sylvan Cave - B1 ==

Head north to pick up a few items. A FIRE ARROW, ICE ARROW, THUNDER ARROW, ETHER and HI-POTION await you in the chests. Backtrack and head back to the previous level.

== Sylvan Cave - B2 ==

Head all the way north and before you take the path to the next area here, go east into the wall (before you enter the stairs) and head south, then east. Once you are at the same level as the chest, go west and grab the MAGE MASHER (you have to fight an easy battle for it). NOW you can go down to the next level.

== Sylvan Cave - B3 ==

At first glance, it might look like there's no way to get to that chest without Floating over it or taking damage, but there IS a way. Slip through the wall and you can pick up the ELIXER by standing right next to the chest it's in. From there, continue on the path and you'll see a small building. Inside it you will find an unconscious Yang. Inside the chests you'll find a HELL CLAW and a CAT CLAW. Head up the stairs and then onto the small discolored pad to exit

this area.

There's nothing more to do here for now. You can't get back to the Overworld just yet.

```
O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O
| | | | | | B E F O R E   T H E   F I N A L   C R Y S T A L   |
| | | | | | O-----O
| | |/\| | | C A V E   O F   S U M M O N S   |
| |   _   | O-----O-----O-----O-----O
| |_/\_| | | Recommended Level : 50 | ^[WALK.403] |
|   _   | | O-----O-----O-----O-----O
O-----O
```

```
O-----O
| Item Checklist | Equipment Checklist |
O-----O
| ___ Hi-Potion | ___ Defender |
| ___ Hi-Potion | ___ Kikuichimonji |
| ___ Hi-Potion | ___ Poison Axe |
| ___ Ether | ___ Yoichi's Bow |
| ___ Ether | ___ Yoichi Arrow |
| ___ Dry Ether | O-----O
| ___ Elixer |
| ___ Phoenix Down |
| ___ Phoenix Down |
| ___ Cottage |
| ___ Bestiary |
| ___ Bestiary |
| ___ 6000 Gil |
| ___ 5000 Gil |
O-----O
```

The Cave of Summons is due west from the Dwarf Castle, residing on a tiny island in the middle of the lava. Once Rosa has Float, feel free to head inside.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|----------------|------|-----|-----|-----|-----|------|-------------|
| ___ | 001 | Goblin | 6 | 19 | 0 | 0 | 5 | 28 | None |
| ___ | 080 | Hell Flapper | 900 | 74 | 4 | 0 | 312 | 3114 | Throw |
| ___ | 113 | Belphegor | 2200 | 108 | 5 | 0 | 484 | 4088 | Holy, Throw |
| ___ | 114 | Bloody Eye | 2400 | 100 | 4 | 0 | 465 | 3444 | Throw |
| ___ | 115 | Warrior | 2900 | 104 | 4 | 0 | 575 | 4288 | None |
| ___ | 116 | Mini Satana | 3480 | 102 | 5 | 79 | 650 | 6388 | None |
| ___ | 117 | Summoner | 3600 | 104 | 5 | 60 | 475 | 3688 | None |
| ___ | 118 | Arachne | 3650 | 102 | 3 | 10 | 585 | 5388 | Ice, Throw |
| ___ | 119 | Thunder Dragon | 7600 | 124 | 4 | 0 | 342 | 2714 | Throw |

ON EVERY FLOOR, YOU SHOULD CAST FLOAT ON YOUR TEAM TO PREVENT TAKING DAMAGE ON THE GROUND.

The enemies in here are tougher than normal. The Archane likes to cast Quake,

so if you have Float on your characters, you can evade it completely. The Mini Satana likes to cast Confuse on your characters, so watch out.

Rydia informs you that she passed through here on her way to the Land of Summons. There's two very powerful summons here that'll REALLY help you on your quest.

== Cave of Summons - B1 ==

From the entrance, head east, and then north. Pick up the PHOENIX DOWN in the chest, then head east through the wall and pick up the ETHER. From where the Phoenix Down was, head all the way south to pick up a HI-POTION. After this, head west and follow the path around until you reach the next area.

== Cave of Summons - B2 ==

Make your way east, and when the path splits, head southeast to pick up a HI-POTION. From there, backtrack to the split and then head north and slightly northwest across the laval to nab a COTTAGE. Backtrack a little bit and then take the path north and follow it, right into the next area.

== Cave of Summons - B3 ==

In this area, there's a small series of paths and larger "rooms". Head west into the next room and then south into the next room. There's a secret passage in here to the west. Slip into it and head south, and exit when you see three chests that contain a HI-POTION, POISON AXE and a KIKUICHIMONJI. Yes, that word in itself is quite a mouthful, but it's also a more powerful weapon for Edge. The Poison Axe is fairly powerful, but it requires two hands to use.

At any rate, slip back into the wall and follow it around. You will eventually pop out on the other side of the area (the east side). You can find a BESTIARY and a PHOENIX DOWN to the west from it. Between the two treasure chests you will find a path north; take it, but don't step on the pad just yet. Slip into the east wall and follow the path north. Open the chest and fight the monsters for the DEFENDER Sword, which is an excellent weapon for Cecil. Backtrack to the pad and step on it to head down to the next area.

== Cave of Summons - B4 ==

You don't have to cast Float here since there's no damaging ground. Hell, there aren't even any random encounters, so feel free to wander around. Start out by heading south and then east to pick up 6000 GIL in a chest. Head straight north from the chest and look for a discolored square. Step on it to lead to a hidden area.

== Cave of Summons - B6 ==

Head north and you'll see four chests for the taking. Inside you'll find the following items: YOICHI'S BOW, YOICHI ARROW, DRY ETHER, and an ELIXER. Return south to the pad. You can step on the discolored square, but that will return you to the surface, which you don't want right now. Step back on the pad.

== Cave of Summons - B4 ==

Head east and north to pick up 5000 GIL. Start heading around, following the path, and you'll eventually reach a pad. Don't step on it just yet. Continue on this path and pick up the BESTIARY and continue just a bit farther to pick up an ETHER. Head back to the pad and you'll see a chest to the southwest. To get it, step on the pad, and then step on the pad that you come out of. You will

PHOENIX DOWN. This area also houses a Save Point.

DO NOT STAY AT THE INN! BUYING A COTTAGE IS CHEAPER! Seriously, what on earth was Square thinking when they put a Save Point and an Inn that costs 1200 Gil in the same area? Oh well, whatever.

The Library in the middle of the area is where you want to go. You can read up on the summon monsters here, but you should go down the stairs. In the next area, there's a pad for you to step on. Take it and you'll see Queen Asura on the right and King Leviathan on the left. You can't fight Leviathan yet, to talk to Asura. When you're prepared to go, talk to her and get ready for a fight:

```
O-----O
| BOSS - Asura                                     #241 |
O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 31005 | Weakness | | |
| Strength ..... 134 | None | | |
| Defense ..... 3 | | | |
| Magic ..... 69 | Resistance | | |
| Magic Defense ..... 37 | Poison Blind | | |
| | | Silence Pig | | |
| Gil ..... 0 | Mini Toad | | |
| EXP ..... 20000 | Petrify Death | | |
| | | Berserk Confuse | | |
| Type | Sleep Paralyze | | |
| Mage | Curse | | |
| | | Slowing Petrify | | |
| Treasures | | | |
| None | Absorb | | |
| | None | | |
| | | | |
O-----O-----O-----O-----O-----O-----O-----O
```

This battle will be much easier with Rosa at Level 36. Asura can cast tons of beneficial spells on herself, such as Protect, Curaga and Life. If Rosa is at Level 36, she learns the Reflect spell, which will reflect all of Asura's beneficial spells onto your team.

Before we get too far, there's a few things you should know. Asura's blue head casts Life; her red head casts Protect; her flesh-colored head casts a Cure-type spell on her.

If you don't have Reflect, this battle becomes MUCH tougher. The EASIEST way to win this battle is with Reflect in your arsenal. Just note that you won't be able to cast any offensive spells on her, so simply attack and have Rosa cast her highest level Cure spell on your team. Asura hits hard when she attacks your team, and she tends to counterattack whenever you attack her.

However, even if you don't have Reflect, there's ways to bypass the obstacle that Asura presents. Asura is immune to Silence, but her immunity can be bypassed if you use a Silence-inducing item, such as the Mute Arrows, Mage Masher or Rune Staff. However, the Rune Staff is a dropped item, meaning you will probably resort to either the Mute Arrows or Mage Masher. Have Edge equip the Mage Masher and Rydia equip the Mute Arrows. I highly suggest leaving Cecil with a strong weapon and Rosa to heal.

The only thing you HAVE to know is that Silence-inducing weapons might not hit Asura with Silence, even when you hit her with them. This could make the battle drag on longer than it needs to, so be warned.

One final note. If Asura beats the team, it's GAME OVER.

Kain should attack or Jump, Cecil should attack as should Edge. With Rosa casting her highest level Cure spell and Rydia healing or using Phoenix Downs as needed, the battle should be tough, but not impossible. Also, if you want Rydia to be able to hit Asura with a spell, you'll have to Reflect one of your own teammates and then cast the spell on them.

```
O-----O
/ User Strategy \
O-----O-----O
| What I did was to leave her alone for awhile. Have Rosa cast Blink on |
| everyone (because she rarely attacks other than countering) and having |
| everyone else going on Defense until I was all set. Don't bother Curing |
| anybody, as if you're not high enough to cast Reflect her attacks will |
| kill you in one or two hits anyways. Just keep Blink up. |
| |
| Then wait until the head turns enough to the one that uses Life. Wait |
| until she casts Life, then have Cecil, Kain or Edge (in emergencies Rydia |
| can too, but you'd want to keep Rosa for Blinks and Lifes) attack her |
| before her head switches. The heads will spin all the way around and go |
| back to the Life head. Wait until it casts Life, then repeat. Make sure |
| to keep everyone Blinked because her attacks are nasty. If you miss a |
| shot and the head turns and casts Protect, have two people attack. The |
| first hit will keep her on the protect head, and if the second hit lands |
| before she casts it again she will go back to the Life head. Keep this up |
| for awhile and she'll die. If you can kill her and she never Protects |
| herself, it'll make it a whole lot smoother. If she goes to the next |
| head and casts Curaga on herself, or you accidentally hit the Life head |
| before it casts, no big deal, just wait until it turns and she casts Life |
| again. All it means is the battle will take a few hits longer. She won't |
| really deviate at all from her normal pattern, except she might be |
| speeding up the head turning the more health she goes down, but I couldn't |
| tell. After awhile, she'll go down, and you get the summon. |
| Congratulations! |
| |
| User - Themoontiger |
O-----O-----O
```

Long story short here. Cast Blink on everyone (Edge can use Image as well), then wait for her Life head to appear and cast Life. Attack her repeatedly until her head switches again. This strategy works on timing the attacks so that Asura never casts Curaja on herself. If you don't have Reflect OR a Silence-inducing weapon, you can refer to this.

After Asura goes down, Rydia will learn the Asura summon. Since the battle most likely left you drained, you should probably go back to the Save Point and REST AND SAVE! After you're all saved and ready to go, talk to Leviathan and prepare for another boss fight:

```
O-----O
| BOSS - Leviathan #243 |
O-----O-----O
| HP ..... 50001 | Weakness |
| Strength ..... 174 | Lightning |
| Defense ..... 5 | |
| Magic ..... 34 | Resistance |
```


you land on an area and can walk east or west, you're in the wrong spot. Simply park the airship and walk north and south to get the "TSP-only" monsters.

I've read that you can obtain the "TSP-only" monsters elsewhere as well. However, the TSP is the easiest place to get them.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|------|-----|-----|-----|-----|------|----------|
| ___ | 082 | Gloomwing | 1580 | 100 | 4 | 0 | 510 | 2837 | Throw |
| ___ | 083 | Gorgon | 2250 | 134 | 4 | 0 | 248 | 3003 | None |
| ___ | 084 | Mystery Egg *** | ? | ? | ? | ? | ? | ? | ? |
| ___ | 089 | Medusa | 490 | 64 | 4 | 0 | 225 | 1208 | None |
| ___ | 091 | Coerl | 593 | 72 | 3 | 0 | 345 | 2759 | Throw |
| ___ | 103 | Green Dragon | 2200 | 88 | 3 | 3 | 368 | 4759 | None |
| ___ | 104 | Stone Golem | 2560 | 84 | 4 | 0 | 238 | 2908 | Ice |
| ___ | 129 | Crawler | 1855 | 100 | 4 | 0 | 538 | 3437 | None |
| ___ | 134 | Tarantula | 2315 | 110 | 5 | 5 | 598 | 2744 | Throw |

*** The Mystery Egg only has 1 HP, but it will hatch into a monster when you strike it.

```

O-----O-----
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----
| | | | | | T H E   F I N A L   C R Y S T A L   |
| | | | | | O-----O-----O-----O-----O-----
| | | | | | | Recommended Level : 55 | ^[WALK.450] |
| | | | | | | O-----O-----O-----O-----O-----
| | | | | | |
| | | | | | |
| | | | | | |
O-----O-----

```

Golbez currently possesses seven out of the eight Crystals. Even though Cecil and company assaulted the Babel Tower to get them back, the plan backfired and failed. Remaining now is the fourth Dark Crystal; it lies waiting in the Sealed Cavern and it's up to you to go get it. Although the Sealed Cavern should be, well, sealed ... it's only a matter of time before Golbez breaks in and takes what he wants out of it. Delaying this task any longer wouldn't be a wise idea (okay, so it's really not a matter of time, but you really wouldn't want to dink around anyways).

Here's the outline of what events will occur in this section:

- 1) Enter the Sealed Cavern and take the Crystal inside.
- 2) Return to the Dwarf Castle and find a way to get back to the surface

[The rest of these items are optional, but I suggest doing them anyways]

- 3) Obtain the Spoon ... erm ... Knife
- 4) Obtain the Excalibur
- 5) Obtain the Odin Summon

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   F I N A L   C R Y S T A L   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | S E A L E D   C A V E R N   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | _/\_ | | | | | Recommended Level : 55 | ^[WALK.451] |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Hi-Potion           | ___ Fuma Shuriken      |
| ___ Hi-Potion           | ___ Light Sword        |
| ___ X-Potion            | ___ Kotetsu            |
| ___ Ether               | ___ Black Cowl         |
| ___ Ether               | O-----O-----O-----O-----O
| ___ Ether               |
| ___ Dry Ether           |
| ___ Elixer              |
| ___ Phoenix Down       |
| ___ Phoenix Down       |
| ___ Light Curtain      |
| ___ Bell of Silence    |
| ___ Bestiary            |
| ___ Bestiary            |
| ___ Dark Crystal       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

KAIN LEAVES THE PARTY SOON. UNEQUIP HIM BEFORE YOU LEAVE THROUGH THE ENTRANCE.

The Sealed Cavern is southwest from the Dwarf Castle and just northwest from Tomra (section [WALK.401] if you've been following this document). With Luca's Necklace in hand (you should've gotten it from King Giott before you left), you're well on your way to obtaining the final Crystal.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|---------------|------|-----|-----|-----|------|-------|-------------|
| ___ | 120 | Evil Bat | 1014 | 94 | 3 | 0 | 355 | 2306 | Fire, Throw |
| ___ | 121 | Screamer | 1400 | 90 | 4 | 0 | 205 | 3082 | Throw |
| ___ | 122 | King Naga | 1480 | 88 | 3 | 0 | 238 | 3582 | None |
| ___ | 123 | Miss Vamp | 2375 | 88 | 4 | 31 | 188 | 3582 | Fire, Holy |
| ___ | 124 | Yellow Dragon | 3100 | 108 | 4 | 0 | 1500 | 28000 | None |
| ___ | 125 | Chimera Brain | 3400 | 114 | 3 | 0 | 1200 | 28000 | None |
| ___ | 126 | Trap Door | 5000 | 88 | 3 | 0 | 4500 | 30000 | None |

A few notes about this dungeon before you undertake it. There's ropes in this area that you can climb across. Simply step next to it and your character will automatically cross the rope.

In addition, there's tons of trap doors in here. They're tricky to beat and a lot of them usually lead to empty rooms. However, they're extremely good for

building your team's experience. My walkthrough will only go over the doors that have items inside, but you are more than free to destroy them all if you so wish.

```
O-----O
/ User Strategy \
O-----O-----O
| I would like to suggest a method to take down the numerous Trap Doors in |
| the Sealed Cavern easily. Simply wait for it to use "Search" on one of |
| your party members, then have Rosa cast Reflect on that member. Let the |
| other party members sit around and just defend, or simply attack (just |
| don't waste MP, or any effort for that matter). Soon the Trap Door will |
| use Ninth Dimension on the party member that it has used Search on. |
| Normally this would instantly KO that party member, but with Reflect in |
| place it will instantly KO the Trap Door instead. |
| |
| User - sNOw88 |
O-----O-----O
```

I highly recommend sNOw88's strategy since it works well, but could take some timing to get used to. On top of that, a Trap Door will usually spring a monster on you after it's defeated. Using sNOw88's strategy will bypass the monster.

== Sealed Cavern - B1 ==

Head south and across the rope. South of the rope's end is a Trap Door with a KOTETSU and an ETHER inside. Outside of the Trap Door room, there is a BESTIARY waiting to the southwest. Continue on west and across the rope. You have to fight a Trap Door to advance to the next area, so fight it and move on.

In this next area, head north slightly and take the HI-POTION. To the east is a chest that contains an ETHER. Take the exit to the south.

== Sealed Cavern - B2 ==

The left rope will lead you to a BESTIARY. Head back across the rope and start heading east. Pick up the PHOENIX DOWN and continue on this small path. You'll see a string of doors (all Trap Doors). As you're heading west, take the second one to get a LIGHT SWORD, the third one to get an ELIXER, a FUMA SHURIKEN and a LIGHT CURTAIN, the fifth door for a Save Point and the sixth door for a KOTETSU and a BLACK COWL. Continue on the small path to the west and you'll hit another Trap Door that you have to go through. Kill it and head inside.

In this area, follow the path, picking up the ETHER along the way. Continue on to the next area.

In this area, there's a HI-POTION and a PHOENIX DOWN to the right. Take the south door to continue.

== Sealed Cavern - B3 ==

Head south across the bridge, then east, skipping the rope for now. Far to the east is a chest containing a BELL OF SILENCE. Now feel free to head across the rope (don't worry, it goes underneath the area you're on, it's not broken). Once you've crossed the rope, head east and take out the Trap Door and head inside to take a DRY ETHER and an X-POTION. Head back to the rope (be careful so you don't accidentally cross it again) and go northwest to go into the next area.

== Sealed Cavern - B4 ==

There's a Save Point in here, which you should probably use, especially if you ran into any Chimera Brains or Trap Doors. Head south into the next area.

The ropes in this room do nothing. The exit is directly south of where you enter this room, so head either east or west all the way around and take the exit.

== Sealed Cavern - B5 ==

Head north and take out the Trap Door. Head inside the Crystal Room.

== Crystal Room ==

Nothing to do here except take the final Dark Crystal. Easy, right? WRONG! You have to walk ALL the way out. So start walking.

== Sealed Cavern - B5 ==

Heal up, restore your MP and get ready for a battle once you start crossing the bridge:

```

O-----O
| BOSS - Demon Wall                                     #218 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 28000 | Weakness | | |
| Strength ..... 84 | None | | |
| Defense ..... 3 | | | |
| Magic ..... 79 | Resistance | | |
| Magic Defense ..... 29 | Poison | Blind | |
| | | Silence | Pig | |
| Gil ..... 8000 | Mini | Toad | |
| EXP ..... 23000 | Petrify | Death | |
| | | Berserk | Confuse | |
| Type | Sleep | Paralyze | |
| None | Curse | | |
| | Slowing Petrify | | |
| Treasures | | | |
| None | Absorb | | |
| | None | | |
| | | | |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

This battle is a race against time. Have Kain Jump, Cecil and Edge attack, Rydia use Bio or any -ga level spell she has (I had Rydia casting Blizzaga and she was doing 3500-4000 damage). Rosa should concentrate on speeding up the team and slowing down the Demon Wall. If you need Rosa to heal your party, have her do so.

The Demon Wall will hit your characters for crap damage and also hit them with Slowing Petrify. You may not even have to heal your team for this battle

However, IF the Demon Wall gets too close to you, it'll use Crush, which will instantly KO a character. Needless to say, this is a very bad thing. You should easily be able to dispatch the Demon Wall before that happens.

As I said before, this battle is mostly a race against time more than anything. Simply go all out with the most powerful attacks you have. I even Rosa skip on healing unless you absolutely need it and instead focus on helping the others

attack.

Once you defeat the Demon wall, you simply need to walk back out. I'll meet you back at the entrance, but I suggest using a Save Point the battles leave you hurting.

== Sealed Cavern - B1 ==

Unequip Kain before you exit the area. A scene will occur and Kain will leave the party. Don't worry, he'll come back with even better equipment anyways. The team loses the Crystal, leaving Golbez with 8 and Cecil with 0. Damn, huh? Head back to the Dwarf Castle to report to King Giott.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | T H E   F I N A L   C R Y S T A L                       |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | S E A L E D   C A V E R N                               |
| |      | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 55 | ^[WALK.452] |
|          |                                     O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Drill              | None                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

A scene will occur when you head into the Throne Room. After it completes, you will be able to drill your way out of the Underworld.

Take the Falcon to the northeastern corner of the Underworld and drill your way outside. Mysidia is the next place you should go, but there's a few things to do first. You can either continue on this path or simply jump ahead to [WALK.501], and don't forget your carat (^) before the keyword.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | T H E   F I N A L   C R Y S T A L                       |
| | |  | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | Q U E S T   F O R   T H E   S P O O N                   |
| |      | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 55 | ^[WALK.453] |
|          |                                     O-----O-----O-----O
O-----O

```

~ Here, take this. Smack that no-good on then noggin for me! ~ Yang's Wife as

she gives you the FRYING PAN item

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| ___ Frying Pan          | None                     |
| ___ Knife               | O-----O-----O-----O
O-----O-----O-----O

```

WARNING: YOU MUST HAVE COMPLETED SECTION [WALK.402] AND "TALKED" TO YANG BEFORE YOU CAN ACTIVATE THIS QUEST.

There's a throwable weapon for Edge that does 9000+ damage. Useful, you say? I thought so too.

After you see Yang in the Sylph Cave, head to Fabul and talk to his wife. In case you've forgotten where she is, she's located in the west tower on the third floor. Talk to her and she will give you the mighty FRYING PAN, as well as detailed instructions on how to utilize its iron-y goodness.

Frying Pan in hand, head back to the Sylph Cave (which, in case you forgot, is located on the northeast corner of the underworld) and talk to Yang. When prompted to use an item, select the Frying Pan and your character will whang him over the head with it. Yang will awaken and a scene will occur. After it's all said and done, Rydia will learn the Sylph summon.

Head back to Fabul and talk to Yang's wife. Return the Frying Pan to her and she'll give you the Spoon! Err, wait . . . a KNIFE? What the hell is up with THAT SquareEnix? Oh well. :(

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | T H E   F I N A L   C R Y S T A L |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | Q U E S T   F O R   T H E   E X C A L I B U R |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | Recommended Level : 55 | ^[WALK.454] |
| | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| ___ Remedy              | ___ Excalibur          |
| ___ Soma Drop           | O-----O-----O-----O
| ___ Adamantite          |
O-----O-----O-----O

```

WARNING: YOU MUST HAVE COMPLETED SECTION [WALK.403] AND OBTAINED THE RAT TAIL ITEM BEFORE YOU CAN ACTIVATE THIS QUEST.

To perform this quest, you require the Enterprise and the hovercraft. Head down to Eblan and pick it up.

== Adamant Grotto ==

With the Enterprise back in your possession, head to Mythril (north of Mount Ordeals) and drop the Hovercraft, and then the Enterprise. Take the hovercraft southeast and land just outside a small cave. Head inside and talk to the small guy who wants a tail. Give him your Rat Tail and you'll receive the ADAMANTITE.

Now then, this brings up the question of just WHY this guy wishes to possess hindquarter appendages so badly, but whatever, I'm not asking questions about this and neither should you. Chances are nobody wants to know. @_@

== Kokkol's Smithy ==

With the Adamantite in your possession, head down to Kokkol's Smithy, which is due south of the entrance to the Underworld. Inside Kokkol's Smithy, head to the east side and up the stairs. There's a guy up here sleeping. Give him your Adamantite and he'll give new life to your old Sword of Legend.

Also, there's a REMEDY hidden in one of the pots here. Search around on the west side of the building and snag it. There's also a SOMA DROP hidden in the bookcase on the second floor.

To get your sword back, you need to jump aboard the Lunar Whale and take it to the moon and back. That's what completes the sword. If you've been following this document, you won't have it yet, but keep it in the back of your mind or write it down so that you don't forget about the EXCALIBUR you'll get back. :)

```

O-----O-----
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E      |
| | |  | | O-----
| | |  | | | T H E   F I N A L   C R Y S T A L                    |
| | |  | | O-----
| | |/\| | | A N   O L D   K I N G   A W A I T S                  |
| |    | O-----O-----
| |__/\__| |                                     | Recommended Level : 55 | ^[WALK.453] |
|         |                                     O-----O-----
O-----O

```

```

O-----O-----O-----
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----
| None                    | None                    |
O-----O-----O-----

```

WARNING: YOU MUST HAVE COMPLETED SECTION [WALK.404] AND OBTAINED ASURA AND LEVIATHAN BEFORE YOU CAN ACTIVATE THIS QUEST.

Cagnazzo was posing as the King of Baron, but Cecil says that the King raised Kain and him like they were his own children. This raises the question of what happened to the real King?

Truth of the matter is, he hasn't gone too far from Baron. The real King is residing in the basement and you can summon him whenever you need. However, he will test you first.

FOR THE LOVE OF ALL THINGS FINAL FANTASY, SAVE YOUR GAME BEFORE ENTERING BARON.

Head down the east tower in Baron into the basement. Since you have visited the Land of Summons like he ordered (seriously, is the all-caps warning at the beginning of this section), he will fight alongside you. Get ready to fight:

```

O-----O
| BOSS - Odin                                     #240 |
O-----O
| HP ..... 20001 | Weakness |
| Strength ..... 116 | Lightning |
| Defense ..... 5 | |
| Magic ..... 95 | Resistance |
| Magic Defense ..... 38 | Poison Blind |
| | | Silence Pig |
| Gil ..... 0 | Mini Toad |
| EXP ..... 18000 | Petrify Death |
| | | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| None | Absorb |
| | None |
| | |
O-----O

```

Remember how the Demon Wall was a race against time? Well Odin is the same way, except Odin can actually do some damage.

Killing Odin as fast as you can is the one and ONLY objective. Use any and all means necessary, Edge's Throw command is the only thing he should use. Cecil should attack normally, Rosa attacks as well, and Rydia should use Thundara, but Blizzaga will work as well. If you have Thundaga at your disposal, you can practically call it a day. Don't even worry about healing anyone at all, just make sure you kill Odin ASAP!

If Odin raises his sword, he's about to use a move called Zantetsuken on your entire team. Unless you're well over 5000-6000 HP (and thus severely over-leveled), you probably won't survive it. Try and kill him before he uses Zantetsuken.

If you are able to defeat him (which you can do with four characters), Rydia will learn the Odin summon. If you're having a lot of trouble, you might want to wait until FuSoYa joins the team to attempt this battle again.

After defeating Odin, Rydia will be able to summon him into battle and you'll be able to use him freely.

```

O-----O
| _ _ | F I N A L F A N T A S Y I V A D V A N C E |
| | | | | O-----O
| | | | | O N E B O R N O F A D R A G O N |
| | | | | O-----O-----O-----O
| | | | | | Recommended Level : 60 | ^[WALK.500] |
| | | | | O-----O-----O-----O
| | | | |
| | | | |
| | | | |
| | | | |

```

O-----O

King Giott has informed you of a legend in Mysidia; revealing it will open up the path to the moon. Leaving the planet is probably the LAST thing you'd want to do when Golbez possesses all eight Crystals. Unforgivable as it is that Golbez forcefully took Kain back under his power, you must keep moving on, Kain or no Kain. Yes, the final battle is coming and you need to be prepared for the worst. At any rate, it's time for you to fly to the moon!

Here's the outline of what events will occur in this section:

- 1) Return to Mysidia and learn about the legend of the Moon
- 2) Fly to the Moon in the Lunar Whale
- 3) Visit the Hummingway Home
- 4) Make your way along the Lunar Path and to the Crystal Palace
- 5) Enter the Cave of Bahamut and gain his support
- 6) Return to the planet and fight your way through the Giant of Babel

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | O N E   B O R N   O F   A   D R A G O N                   |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | M Y S I D I A                                           |
| |   _   | O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 60 | ^[WALK.501] |
|           |                                     O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                           |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

When you enter Mysidia, the Elder will approach you and show you the prophecy of the one "born of a dragon". He and his fellow mages will pray and the Lunar Whale will emerge. The Elder will give you some instructions, but you don't really need those with a FAQ at your side, eh? :)

The Lunar Whale is truly the stuff of champions. Never again will you need to spend the night at an Inn, or use Gysahl Greens to call the Fat Chocobo. The Lunar Whale comes equipped with it all: bunks to rest and a Fat Chocobo at the southern end of the ship.

Talk to the Crystal inside the ship to head to the Moon.

```

O-----O
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O
| | | | | | O N E   B O R N   O F   A   D R A G O N   |
| | | | | | O-----O
| | |/\| | | T H E   M O O N   +   M O O N   A R E A   |
| |     | | O-----O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 60 | ^[WALK.502] |
|     | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| None                   | None                   |
O-----O-----O-----O

```

This section covers monsters found in the Moon area.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|------|-----|-----|-----|------|------|----------|
| --- | 060 | Purple Bavarois | 105 | 52 | 254 | 0 | 50 | 750 | Fire |
| --- | 086 | White Mousse | 298 | 66 | 254 | 0 | 384 | 1808 | Ice |
| --- | 092 | Balloon | 697 | 72 | 4 | 0 | 315 | 2459 | Throw |
| --- | 127 | Lunar Virus | 980 | 102 | 5 | 0 | 1100 | 3237 | None |
| --- | 128 | Eukaryote | 1700 | 116 | 5 | 0 | 1560 | 6999 | None |
| --- | 130 | Prokaryote | 2600 | 120 | 5 | 0 | 1850 | 7999 | None |
| --- | 131 | Abyss Worm | 7000 | 128 | 4 | 15 | 310 | 6303 | Fire |
| --- | 132 | Black Flan | 1357 | 116 | 254 | 0 | 1300 | 3044 | None |
| --- | 133 | Dark Grenade | 1820 | 108 | 4 | 0 | 630 | 2644 | Throw |

When you arrive on the Moon for the first time, you'll end up on the northeast corner of the map. If you go straight south, you'll see a cave opening that leads to the Cave of Bahamut.

On the southern middle of the map, you will find the Hummingway Home.

In the middle of the map, you'll find a giant structure called the Crystal Palace. That's where your next mission objective is, but there's no way to get there since you can't land anywhere near. However, just northwest from the Crystal Palace is a cave opening and a path from the gray upper level (where you can land the Lunar Whale) and head into the cave.

But first, you might want to visit the Hummingway Home.

```

O-----O-----O-----O
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O
| | | | | | O N E   B O R N   O F   A   D R A G O N   |
| | | | | | O-----O
| | |/\| | | H U M M I N G W A Y   H O M E   |
| |     | | O-----O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 60 | ^[WALK.503] |
|     | | O-----O-----O-----O-----O
O-----O

```

O-----O

```
O-----O
| Item Checklist          | Equipment Checklist    |
O-----O
| None                    | None                   |
O-----O
```

In case you didn't read the previous section, the Hummingway Home is on the southern center part of the map. Use the Sight Spell to find it.

```
O-----O
| Item Shop              |
O-----O
| Hi-Potion ..... 150 |
| Phoenix Down ..... 100 |
| Ether ..... 10000 |
| Dry Ether ..... 50000 |
| Elixer ..... 100000 |
| Cottage ..... 500 |
| Bestiary ..... 980 |
| Gysahl Whistle ..... 20000 |
O-----O
```

The Hummingway Home is your one-stop shop on the Moon. Well okay, it's the ONLY shop on the Moon, but still, there's items here that you won't find anywhere else, at least in the main game.

Stock up on any items you need. I suggest getting at least ONE Gysahl Whistle, since the upcoming fights may or may not leave you without room in your inventory. It's an invaluable tool and at a mere 20,000 Gil, it's well worth the price. Keep in mind that a Gysahl Whistle, like the Greens, is a one-shot deal. So if you want to revisit the Fat Chocobo again, you'll have to get more than one.

Before you go dropping all your Gil on Dry Ethers, consider this. You can buy FIVE regular Ethers for the price of one Dry Ether. Even though Dry Ethers heal up more MP, it only takes roughly THREE regular Ethers to do the same job. The bottom line here is that you'd be wasting 20,000 Gil to save on a few inventory spaces. You could use that 20,000 Gil to buy Whistles instead. :)

So here's the deal. Stock up on Hi-Potions, Ethers, Phoenix Downs and some Cottages for the few Save Points. Once you're ready to go, feel free to head out.

```
O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O
| | | | | O N E   B O R N   O F   A   D R A G O N |
| | | | | O-----O
| | |/\| | | L U N A R   P A T H |
| | _ _ | | | | Recommended Level : 60 | ^[WALK.504] |
| | | | | O-----O
O-----O
```

| Item Checklist | Equipment Checklist |
|-------------------|---------------------|
| ___ Golden Apple | None |
| ___ Stardust | |
| ___ Lunar Curtain | |

In the middle of the map, you'll find a giant structure called the Crystal Palace. That's where your next mission objective is, but there's no way to get there since you can't land anywhere near. However, just northwest from the Crystal Palace is a cave opening and a path from the gray upper level (where you can land the Lunar Whale) and head into the cave.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|------|-----|-----|-----|------|------|----------|
| ___ | 060 | Purple Bavarois | 105 | 52 | 254 | 0 | 50 | 750 | Fire |
| ___ | 086 | White Mousse | 298 | 66 | 254 | 0 | 384 | 1808 | Ice |
| ___ | 092 | Balloon | 697 | 72 | 4 | 0 | 315 | 2459 | Throw |
| ___ | 128 | Eukaryote | 1700 | 116 | 5 | 0 | 1560 | 6999 | None |
| ___ | 130 | Prokaryote | 2600 | 120 | 5 | 0 | 1850 | 7999 | None |
| ___ | 131 | Abyss Worm | 7000 | 128 | 4 | 15 | 310 | 6303 | Fire |
| ___ | 132 | Black Flan | 1357 | 116 | 254 | 0 | 1300 | 3044 | None |
| ___ | 133 | Dark Grenade | 1820 | 108 | 4 | 0 | 630 | 2644 | Throw |

The Lunar Path is fairly tough path, even though it's one of the shortest areas in the game.

== Lunar Path ==

From this area, head northeast, skipping the northwest path, and fight the Monsters in the chest for a GOLDEN APPLE. This nifty item will increase any character's Maximum HP by 100. Sweet, huh? Anyways, head up the northwest path and eventually you'll see an exit. Instead of taking it, head farther east to pick up a LUNAR CURTAIN and a STARDUST. Now feel free to exit.

== Overworld ==

Head east and follow the path south to enter the second area of the Lunar Path.

== Lunar Path ==

There isn't much to this part of the path. Head west and follow the path south. You'll eventually find an exit.

== Overworld ==

Head to the west and then to the northwest. You'll eventually find the Crystal Palace.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |  | | O N E   B O R N   O F   A   D R A G O N                   |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | C R Y S T A L   P A L A C E                               |
| |    | | O-----O-----O-----O-----O-----O-----O-----O-----O

```

```

| |_/ \_| | | Recommended Level : 60 | ^[WALK.505] |
| | | | | O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| None | None |
O-----O-----O

```

Head north and you'll be greeted by an old man, a Lunarian named FuSoYa. He can explain everything about Golbez's actions to you. He will explain Cecil's past and eventually join your party.

FuSoYa is one of the best mages in the game. He starts off at level 50, with over 1 million EXP and even better, he knows every spell in the game right off the bat. Awesome, you say, right? FuSoYa's biggest downfall is his paltry 190 MP, which means you won't be able to cast all your spells to often.

If you've been following my FAQ, FuSoYa will default to the front row (since Kain was the last party member). As a spellcaster, he shouldn't be there. Here is the setup I recommend:

```

FuSoYa
Cecil
Rydia
Edge
Rosa

```

Before you leave, you'll notice two paths (east and west) just in front of the entrance to the Crystal Palace. The left one will restore your HP and remove all status effects, the right one will restore your MP. You should use them before you head out.

At any rate, head back to where you left the Lunar Whale. There's one more thing you should do on the moon before heading back to the planet.

```

O-----O-----O
| _ _ | F I N A L F A N T A S Y I V A D V A N C E |
| | | | | O-----O-----O
| | | | | O N E B O R N O F A D R A G O N |
| | | | | O-----O-----O
| | | \ / | | C A V E O F B A H A M U T |
| | | | | O-----O-----O-----O-----O
| |_/ \_| | | Recommended Level : 60 | ^[WALK.506] |
| | | | | O-----O-----O
O-----O

```

WARNING: YOU MUST HAVE COMPLETED SECTION [WALK.404] AND OBTAINED ASURA AND LEVIATHAN BEFORE YOU CAN ACTIVATE THIS QUEST.

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| None | ___ Genji Shield |
O-----O-----O ___ Genji Helm |

```

```

| ____ Genji Armor          |
| ____ Genji Gloves        |
O-----O

```

If you've been following my FAQ, the Cave of Bahamut is just west from where you left the Lunar Whale to go fetch FuSoYa. With him on your team, you're more than prepared to take on the tough bosses in this area. Not to mention the bonuses you'll reap are more than worth it for the upcoming area.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|------|-----|-----------------|-------|-----|-----|-----|-------|-------|----------|
| ____ | 144 | Selene Guardian | 4000 | 122 | 3 | 0 | 3500 | 13000 | None |
| ____ | 145 | Dark Sage | 5100 | 90 | 5 | 47 | 2400 | 17003 | None |
| ____ | 146 | Silver Dragon | 7500 | 124 | 4 | 95 | 19000 | 25000 | None |
| ____ | 147 | Gold Dragon | 8200 | 128 | 54 | 30 | 23000 | 30000 | None |
| ____ | 148 | Bone Dragon | 12000 | 142 | 3 | 0 | 6750 | 14000 | Fire |
| ____ | 151 | Giant Warrior | 14000 | 122 | 4 | 57 | 7000 | 18500 | None |

Before you begin, let me remind you that there are three mandatory boss battles in this area. There's no way to get around them and you HAVE to go through them if you want to reach Bahamut. Luckily for you, Action's FAQ/Walkthrough is on your side. That and they're all the same boss. :)

== Cave of Bahamut - B1 ==

From the entrance, head straight south to pick up the GENJI GLOVES. Backtrack to the north and take the path east. Instead of going down the obvious southern path, go north and then east through the wall to pass through it and pick up a GENJI SHIELD. Now feel free to head down the south path. You'll eventually reach a doorway to the next area.

== Cave of Bahamut - B2 ==

Head west, then follow the path north and take the GENJI ARMOR. Head all the way east to pick up the GENJI HELM. Backtrack to the middle and take the narrow path north, but beware because you'll run into:

```

O-----O
| BOSS - Behemoth                                     #155 |
O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 23000 | Weakness | | |
| Strength ..... 154 | None | | |
| Defense ..... 4 | | | |
| Magic ..... 63 | Resistance | | |
| Magic Defense ..... 254 | Poison | Blind | |
| | | Silence | Pig | |
| Gil ..... 65000 | Mini | Toad | |
| EXP ..... 57000 | Petrify | Death | |
| | | Berserk | Confuse | |
| Type | Sleep | Paralyze | |
| None | Curse | | |
| | Slowing Petrify | | |
| Treasures | | | |
| None | Absorb | | |
| | None | | |
| | | | |
O-----O-----O-----O-----O-----O-----O-----O

```

Now, if you're like me the first time I ever tried facing this guy, you're most

likely tearing your hair out and screaming "He's doing so much damage to me!"

Fear not readers. You can easily evade most, if not all, of the Behemoth's fierce counter-attacks. By casting Blink (or using Edge's Image, which he learns at Level 38), you can cast a double-image of yourself and easily evade the Behemoth's attacks. Once you've cast Blink on your team (minus Edge), feel free to attack at your leisure, but watch your characters like hawks. If they lose their Blink status, they're wide open for an attack.

Unfortunately, the Behemoth is NOT vulnerable to spells of any sort, so Rydia is more or less useless during this fight. The only real "useful" spells when fighting a Behemoth are Flare and Holy, both of which FuSoYa has, both of which he SHOULDN'T cast, due to his low MP and the fact that he should keep Blink on everyone. Also, when I casted Holy on him, he countered with Maelstrom, an attack that instantly brings everyone's HP to critical levels. Needless to say, you should avoid this. Cecil and Edge will be your main damage dealers, with FuSoYa and Rosa should keep Blink status on everyone, or heal those who need it. With the Excalibur equipped on Cecil, he should be able to do well over 2000-3000 damage (depending on your level).

Using this strategy, the Behemoth should go down with little or no damage to your team's HP/MP. This is good, since you'll be facing THREE of the bastards during this trial. Also, you'll face plenty of Behemoths in the Lunar Subterrane area, so keep this strategy in mind and face each Behemoth like it's a boss battle.

Once you've defeated the Behemoth, continue north and into the next area.

== Cave of Bahamut - B3 ==

WARNING: YOU MUST HAVE COMPLETED SECTION [WALK.404] AND OBTAINED ASURA AND LEVIATHAN BEFORE YOU CAN FIGHT BAHAMUT.

Seriously, like the giant warning at the start of this section wasn't enough of an indicator.

Head south and face a Behemoth in the first small path. After you beat him, keep following the path and prepare to face another Behemoth while heading north. After you bring him down, head farther north and heal up your HP/MP before talking to Bahamut, the figure at the top of the stairs. He will decree the final judgement:

```
O-----O
| BOSS - Bahamut                                     #242 |
O-----O
| HP ..... 45001 | Weakness |
| Strength ..... 174 | None |
| Defense ..... 1 | |
| Magic ..... 17 | Resistance |
| Magic Defense ..... 4 | Poison Blind |
| | | Silence Pig |
| Gil ..... 0 | Mini Toad |
| EXP ..... 35000 | Petrify Death |
| | | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
```



```

|      None              |      Absorb              |
|                        |      None                |
|                        |                          |
O-----O-----O-----O

```

Bahamut has a countdown from 5 to 1, after which he'll cast his mighty Mega Flare, which is easily capable of wiping out your entire team with one shot. To counter against this, have Rosa and FuSoYa cast Reflect on as many characters as they can in the countdown time. Also, if you have Light or Lunar Curtains, you can use those as well for casting Reflect. Unfortunately, Edge doesn't have an ability that allows him to Reflect himself, so you'll have to account for that as well.

With Reflect cast upon your team, you can reflect Bahamut's Mega Flare back at him for superb damage. If you can successfully cast Reflect on your entire team before the countdown ends, you can almost forget about casting it for the remainder of the battle.

Once Mega Flare has been executed, revive and Reflect any fallen teammates and then proceed to attack Bahamut with all your might. You should consider keeping an eye on your team's Reflect status, just to make sure that they're all fully covered.

I shouldn't have to say this, but if you accidentally cast Reflect on Bahamut (meaning you Reflect a party member who has Reflect and it hits Bahamut instead), DON'T try casting attack spells on him.

After Bahamut falls (or rather, win his support), feel free to cast Teleport or use an Emergency Exit and exit this area.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | O N E   B O R N   O F   A   D R A G O N                   |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | / \ | | | G I A N T   O F   B A B E L                           |
| |      | | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 60 | ^[WALK.507] |
|      | |                                     O-----O-----O-----O-----O
O-----O

```

BE WARNED. YOU CANNOT EXIT THIS AREA.

FUSOYA WILL LEAVE THE PARTY SOON. UNEQUIP HIM BEFORE FIGHTING THE CPU AND NODES.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ____ Hi-Potion          | ____ Yoichi Arrow        |
| ____ Ether              | O-----O-----O-----O-----O
| ____ Elixer             |                           |
| ____ Silver Apple       |                           |
| ____ Soma Drop          |                           |

```

| ____ Shuriken |
O-----O

Hop back into the Lunar Whale and talk to the Crystal to head back to the planet. The instant you return, you lose the ability to do a few side quests described earlier (Quest for the Spoon! is one).

At any rate, watch the scene and then enter the Giant of Babel.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|---------------|-------|-----|-----|-----|------|-------|----------|
| ___ | 135 | Beamer | 3000 | 88 | 4 | 0 | 890 | 3199 | None |
| ___ | 136 | Centaurion | 3500 | 126 | 5 | 0 | 1220 | 9699 | None |
| ___ | 137 | Mech Soldier | 4900 | 118 | 3 | 0 | 985 | 7999 | None |
| ___ | 138 | Searcher | 5500 | 138 | 4 | 0 | 900 | 15004 | None |
| ___ | 139 | Last Arm | 9500 | 138 | 5 | 0 | 338 | 8703 | None |
| ___ | 140 | Giant Soldier | 10000 | 128 | 4 | 0 | 1500 | 31000 | None |
| ___ | 141 | Mech Dragon | 18000 | 138 | 4 | 56 | 2550 | 41400 | None |

There's two enemies you should pay very close attention to. The Last Arm and Searcher enemies have Sirens for Edge to Steal. Sirens, when used, will initiate a random encounter instantly. It sounds useless, because who wants MORE random battles, right? Well, Sirens are extremely useful in the Lunar Subterrane area, where you can use one in a certain area to initiate a battle with the rare Flan Princess, which drops the extremely rare Pink Tail item, which you can swap for a legendary Adamant Armor.

The bottom line is this: Get as many Sirens as you can, around 50 or so, (but I've seen people who steal up to 1000+), especially if you're adamant about getting the Adamant Armor (ho ho, c wut i did thar?). You can steal as many Sirens as you want from one Searcher or Last Arm. Just KO everyone else and let Edge Steal all by his lonesome. As long as you don't attack a Searcher, it won't counter at all.

The Giant of Babel is rampaging across the lands and it's up to you to stop it. You start in its mouth and must make your way to its CPU.

== Mouth of the Giant ==

Make your way north and around to step on the pad.

== Neck of the Giant ==

Go south and step on the pad.

== Chest of the Giant ==

Head south, then west, picking up the SHURIKEN along the way. There's really only one path to go, so take it and eventually you'll run into a HI-POTION due north of the path you're on (keep your eyes peeled, since it's easy to miss). Also, be sure to pick up the ETHER on your way as well. Eventually you'll come to a split in the path where you can go either west or northeast. Go northeast and take the YOICHI ARROW, then backtrack and head west (skip the north path) and pick up the SIREN. Then take the north path and head into the next area.

== Stomach of the Giant ==

Immediately head north to pick up a SILVER APPLE. Backtrack and head east. When the path splits, take the east path to get a SOMA DROP. Head back and north on

the other path and then follow the path around to head to the next area.

== Inner Path of the Giant ==

There's only one path to follow, so take it. Be sure to take the Monster chest with an ELIXER in it. Continue on the path and it'll split to the west and north. Take the west path to hit a Save Point (I suggest you use it) and then go north to head into the next area.

== Stairwell of the Giant ==

Head north and prepare to face the Elemental Lords once again. This time they have teamed up to defeat you:

```
O-----O
| BOSS - Elemental Lord          #--- |
O-----O
| Scarmiglione & Rubicante      |
|   HP (combined)                60000 |
|   Weakness (Scarmiglione)      Fire / Holy |
|   Weakness (Rubicante)         Ice |
|                                 |
| Cagnazzo & Barbariccia        |
|   HP (combined)                50000 |
|   Weakness (Cagnazzo)          Lightning |
|   Weakness (Barbariccia)       Holy | <- The spell
|                                 |
O-----O
```

In case you're wondering why there's an "---" beside the # (and why this boss section looks different) it's because this boss has no Bestiary entry. However, the Bestiary Item can be used to see the stats I have placed in this section.

You have to defeat all four Elemental Lords with no breaks in between. It may sound difficult, but you have to remember that you're a LOT more powerful now than you ever were before, and you have two major offensive spellcasters on the team (FuSoYa and Rydia both). Your -ga spells can easily do 9999 damage, and each Lord (except Barbariccia) is weak against an element.

Scarmiglione comes first. Just blast him with Fire and/or Cure-based spells (although I think you should use Cure on yourself). Do NOT use Holy against Scarmiglione since it'll heal him.

Rubicante comes next. Hit him with Blizzard spells and he'll go down with few problems. Rubicante can hit you with tons of his Fire spells, but his cape doesn't seem to close at all during this battle.

Cagnazzo is after Rubicante. Use Thunder spells and he'll fall easily.

Barbariccia is last. She's always in tornado form, but this time it doesn't give her the protection it did before. Although Barbariccia has no Fire/Ice/Lightning based weakness, your physical attacks will do about the same damage as your magical attacks. The only attack you'll have to worry about is her Maelstrom, which can lower your HP to critical levels. She can also use her Ray attack, which strikes you with Slowing Petrify. Take her down and watch the scene that ensues.

When you're done, you can head back to the Save Point if you need. Whenever you're ready, head north into the next area.

== CPU of the Giant ==

If you put better equipment on FuSoYa, now's the time to unequip it. He'll fight the last battle without any armor, but he should be fine regardless. Head north and get ready for a boss:

```

O-----O
| BOSS - CPU                                     #221 |
O-----O
| HP ..... 30000 | Weakness | |
| Strength ..... 174 | None | |
| Defense ..... 4 | | |
| Magic ..... 127 | Resistance | |
| Magic Defense ..... 38 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 10333 | Mini Toad | |
| EXP ..... 50000 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | | |
O-----O

```

```

O-----O
| BOSS - Attack Node                             #220 |
O-----O
| HP ..... 3000 | Weakness | |
| Strength ..... 116 | None | |
| Defense ..... 5 | | |
| Magic ..... 47 | Resistance | |
| Magic Defense ..... 11 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 0 | Mini Toad | |
| EXP ..... 0 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | | |
O-----O

```

```

O-----O
| BOSS - Defense Node                             #219 |
O-----O
| HP ..... 3000 | Weakness | |
| Strength ..... 116 | None | |
| Defense ..... 5 | | |
| Magic ..... 47 | Resistance | |
| Magic Defense ..... 11 | Poison Blind | |
| | | Silence Pig | |
O-----O

```

| | | | |
|---------------------|---|---------|----------|
| Gil | 0 | Mini | Toad |
| EXP | 0 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing | Petrify |
| Treasures | | | |
| None | | Absorb | |
| | | None | |
| | | | |
| O-----O-----O-----O | | | |

In case you don't know, the CPU is the large node, the Attack Node is the upper small node and the Defense Node is the lower small node.

The Defense Node heals the CPU, so it should be your primary target. After it goes down, you might want to take out the Attack Node, but you shouldn't. Doing so will result in the CPU using its mighty Globe 199 attack (an instant-KO move) and then it'll restore both nodes.

To counter against this, take out the Defense Node, then the CPU, and then the Attack Node. DO NOT use spells on the CPU, since the CPU casts Reflect on itself from time to time. Focus on your physical attacks to win this battle. Rosa and FuSoYa should also concentrate on healing, since the Attack Node can still deal some fair damage.

Also, I highly suggest AGAINST using Rydia's summons since they can easily kill the nodes.

When you're done, watch the scene that follows. If you've played FINAL FANTASY IV in any of its previous forms, you'll notice something very different. You can now switch characters at the Hall of Prayers in Mysidia (it's behind the Crystal Room).

Lastly, Kain's back with the team. If you've been following this document, he will default to the back row (where you had FuSoYa). Make sure you rearrange your team setup to compensate for his return. Here's the setup I recommend:

```

Kain
      Rydia
Cecil
      Rosa
Edge

```

You'll reappear on the Moon, just southwest from the Crystal Palace. However, I suggest heading back to the planet to take care of one final thing ...

```

O-----O-----O-----O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O-----O-----O
| | | | | B E F O R E   T H E   F I N A L   B A T T L E |
| | | | | O-----O-----O-----O-----O
| | | | | | Recommended Level : 65 | ^[WALK.550] |
| | | | | O-----O-----O-----O-----O
| | | | |
| | | | |
| | | | |
| | | | |

```

O-----O

Seems that Golbez was under the control of a powerful Lunarian named Zemus. Quickly leaving with FuSoYa, Golbez has gone off to defeat Zemus on his own. All that remains now is to follow him and defeat Zemus for good. Leaving all your other teammates behind and venturing forward is the easiest way to finish the game, but there's so much more that you can do. Let's head back to the planet and get the rest of your now-available teammates up to speed.

Here's the outline of what events will occur in this section:

- 1) Fight your way through the Cave of Trials

```
O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | O-----O
| | | | | B E F O R E   T H E   F I N A L   B A T T L E   |
| | | | | O-----O
| | |/\| | C A V E   O F   T R I A L S   P R E P A R A T I O N   |
| |   | | O-----O-----O-----O-----O-----O
| |_\/_| | | Recommended Level : 65 | ^[WALK.551] |
|   | | | O-----O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| None                    | None                    |
O-----O-----O-----O
```

If you return to Mysidia and go to the Hall of Prayers (found behind the Crystal Room), you can switch your characters. If you try to leave, a mage will come and tell the Elder of a sinister cloud covering Mount Ordeals. The Elder will tell you that when the time comes to endure a new trial, a path will appear on Mount Ordeals. However, he doesn't know what it signifies.

You'll have to use the characters that aren't in your normal party in this new trial. The Cave of Trials holds some excellent weapons for all of them and tons of new armor for them. The only catch is that you must have the character in your party to obtain their weapon.

Since you can't replace Cecil in the main party, you'll have to make two trips at the bare minimum. Cid and Edward shouldn't be in the same party, since neither one is very effective without their ultimate weapon. Palom and Porom should be fine with their spells and Yang just kicks ass all around. Choose the party and head out to Mount Ordeals.

Personally, I bring everyone except Edward along for the first time. Then I switch Edward into the party for the second round. If you choose to operate differently, that's entirely up to you.

Lastly, until you get the armor found in the Cave of Trials, you'll have to buy your armor or reuse your old stuff.

```

O-----O
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O
| | | | | B E F O R E   T H E   F I N A L   B A T T L E |
| | | | | O-----O
| | |/\| | C A V E   O F   T R I A L S |
| |   | | O-----O-----O-----O-----O
| |_\/_| | | Recommended Level : 65 | ^[WALK.552] |
|   | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| ___ X-Potion           | ___ Hand of the Gods   |
| ___ Dry Ether          | ___ Seraphim's Mace    |
| ___ Megalixer          | ___ Triton's Dagger    |
| ___ Megalixer          | ___ Thor's Hammer     |
| ___ Phoenix Down      | ___ Apollo's Harp      |
| ___ Remedy             | ___ Sage's Miter       |
| ___ Remedy             | ___ Funny Mask         |
| ___ Remedy             | ___ Red Cap            |
| ___ Cottage           | ___ Coronet            |
| ___ Siren              | ___ Cat Hood           |
| ___ Siren              | ___ Grand Helm         |
O-----O ___ Courageous Suit |
| ___ Red Jacket        |                         |
| ___ Sage's Robe       |                         |
| ___ Lord's Robe       |                         |
| ___ Grand Armor       |                         |
O-----O-----O

```

Head to Mount Ordeals (east of Mysidia in case you forgot) and watch as a new path opens up before your eyes. Head inside and start the new trial.

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|----------------|------|-----|-----|-----|------|-------|-------------|
| ___ | 110 | Evil Dreamer | 2800 | 100 | 3 | 11 | 362 | 3141 | None |
| ___ | 111 | Mammon | 3900 | 104 | 3 | 74 | 525 | 5041 | Fire |
| ___ | 112 | Malboro | 4200 | 112 | 3 | 0 | 458 | 5461 | None |
| ___ | 113 | Belphegor | 2200 | 108 | 5 | 0 | 484 | 4088 | Holy, Throw |
| ___ | 114 | Bloody Eye | 2400 | 100 | 4 | 0 | 465 | 3444 | Throw |
| ___ | 115 | Warrior | 2900 | 104 | 4 | 0 | 575 | 4288 | None |
| ___ | 116 | Mini Satana | 3480 | 102 | 5 | 79 | 650 | 6388 | None |
| ___ | 117 | Summoner | 3600 | 104 | 5 | 60 | 475 | 3688 | None |
| ___ | 118 | Arachne | 3650 | 102 | 3 | 10 | 585 | 5388 | Ice, Throw |
| ___ | 119 | Thunder Dragon | 7600 | 124 | 4 | 0 | 342 | 2714 | Throw |
| ___ | 120 | Evil Bat | 1014 | 94 | 3 | 0 | 355 | 2306 | Fire, Throw |
| ___ | 121 | Screamer | 1400 | 90 | 4 | 0 | 205 | 3082 | Throw |
| ___ | 122 | King Naga | 1480 | 88 | 3 | 0 | 238 | 3582 | None |
| ___ | 123 | Miss Vamp | 2375 | 88 | 4 | 31 | 188 | 3582 | Fire, Holy |
| ___ | 124 | Yellow Dragon | 3100 | 108 | 4 | 0 | 1500 | 28000 | None |
| ___ | 125 | Chimera Brain | 3400 | 114 | 3 | 0 | 1200 | 28000 | None |

The monsters get harder as you go. Just a forewarning.

== Cave of Trials - B1 ==

Head straight north and pick up an X-POTION. Then backtrack a few steps and go into the east wall (between the two rocks) and then north into an area that contains a RED JACKET. Backtrack to the X-Potion area and head southwest. When the path splits, head north and slightly east to go into the next area.

== Cave of Trials - B2 ==

From where you enter, go northwest to pick up a REMEDY. Backtrack and head up the steps and then down the next set of steps. Instead of going up the next set of steps, simply head west and down the next set of steps. The exit is to the south, but you shouldn't go there yet. You can go up two sets of steps to the west to pick up a PHOENIX DOWN. To the southwest of this item you'll find a dead end. Or is it? Above the rock you'll find a small path in the wall that leads to a CORONET. Now feel free to exit this area.

== Cave of Trials - B3 ==

Forget about the chest for now. Head south (not southwest) and you'll see an indent in the wall. Go into it and follow it around and you'll reach an area that contains a CAT HOOD. Backtrack and start heading southwest. When you hit the southern wall, head west and then follow the path as it goes north. Take the REMEDY and then go northeast. Above the rock you'll find a path that leads to a FUNNY MASK. Backtrack to the Remedy and then go west, then south to reach the exit to this area.

== Cave of Trials - B4 ==

The exit is just east from the entrance, but there's plenty of loot to nab. Head to the east and go down the steps, then go all the way south. In one of the corners that isn't shadowed, you can slip through and take the RED CAP on the other side. If you're having trouble finding it, just try and head west in all the sections of the wall (go up one step, then west, up one step, then west, and so on).

From where you slipped through the wall, go east and pick up the COTTAGE. Since you can't go farther east, make an L (starting at the bottom right corner and going to the top left corner) and then go southeast and you'll end up almost where you were before. Head east and then north to pick up a SIREN. Head back south and then northwest and up the steps.

Before you exit this area, head east and into the wall. Make your way around the path and you'll pop out in front of a COURAGEOUS SUIT. Backtrack and exit the area.

== Cave of Trials - B5 ==

Head west quite a bit to pick up a SIREN. Backtrack to the entrance and then head north. Up the first set of steps you'll find a chest with a REMEDY. Make your way west and then up another set of steps, then east and up another set of steps. Don't exit yet, but instead head west and then north. You'll see a discolored shadow in the wall, which will lead you to a LORD'S ROBE. Head back through the wall and then go south. You'll see another discolored shadow in the wall, which will lead you to a SAGE'S ROBE. Make your way back east and then exit the area.

== Cave of Trials - B6 ==

There's a very looooong path to follow, so do so. When you reach the northwest corner, hold your position. You'll see a discoloration in the shadows of the

west wall, so slip inside and follow the path, which leads to a GRAND HELM. Before you backtrack, go south and then east to pick up a GRAND ARMOR. Now you can backtrack to the northwest corner and head southeast. When the path splits to the north and south, go south to take a DRY ETHER. Then head north to exit this area.

== Cave of Trials - B7 ==

Before you go up the first set of steps, head east and up the steps (twice) to pick up a MEGALIXER. Return to the entrance and head west and up the steps (twice) to reach another MEGALIXER. Return to the entrance and head north to reach the next area.

== Cave of Trials - B8 ==

There's two Save Point-type spots in the middle of the room. The left one is the only save point, the right one brings you back to the surface. Use them as you need. Now then, here's the general layout of the room:

Porom - T-Rex

Palom - Master Flan

Cid - Death Mech

Edward - Gigas Worm

Yang - Storm Dragon

Although you're free to take on the bosses in any order, I'll lead you through the lineup I used. I also suggest you rest AND save after each battle.

Yang is one of your biggest damage dealers and a good weapon on him will work wonders. I'd take on the Storm Dragon first since it's probably the easiest to beat.

```

O-----O
| BOSS - Storm Dragon                                     #222 |
O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 40000 | Weakness | | |
| Strength ..... 139 | Ice | | |
| Defense ..... 4 | | | |
| Magic ..... 22 | Resistance | | |
| Magic Defense ..... 33 | Poison | Blind | |
| | | Silence | Pig | |
| Gil ..... 0 | Mini | Toad | |
| EXP ..... 32000 | Petrify | Death | |
| | | Berserk | Confuse | |
| Type | Sleep | Paralyze | |
| Dragon | Curse | | |
| | | Slowing Petrify | |
| Treasures | | | |
| None | Absorb | | |
| | Fire | | |
O-----O-----O-----O-----O-----O-----O-----O

```

The Storm Dragon can hit you twice for some fairly decent damage. It can also use a Tornado or Maelstrom attack to seriously weaken you, but you can usually heal your team enough so that the Storm Dragon's next attack won't KO anyone.

The Storm Dragon has a weakness to Ice spells, so use that to your advantage. A Blizzaga spell can easily dish out 9999 damage. If you've matched Cecil up

with the Excalibur, he can dish out some hefty damage as well.

Overall, I didn't have a tough time with this battle at all. Winning the fight will net you the HAND OF THE GODS for Yang, which increases his attack and defense.

The next person I upgrade is Cid. He's another damage dealer on your team with a high HP and no weapon to match. The Death Mech is harder, but the end result is well worth it.

| | | |
|------------------------|-----------------|----------|
| O-----O | | |
| BOSS - Death Mech | #226 | |
| O-----O | | |
| HP 50000 | Weakness | |
| Strength 135 | None | |
| Defense 4 | | |
| Magic 34 | Resistance | |
| Magic Defense 54 | Poison | Blind |
| | Silence | Pig |
| Gil 0 | Mini | Toad |
| EXP 32000 | Petrify | Death |
| | Berserk | Confuse |
| Type | Sleep | Paralyze |
| Mech | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
| O-----O | | |

The Death Mech can dish out some extremely devastating attacks. It has the Globe 199 attack and the Laser, both of which are capable of dealing an instant KO to any character. In addition, he has his Piercing Laser and Flame attacks, which deal damage to all party members. However, the Death Mech is extremely slow and you should be able to cure your teammates before the next attack hits.

All -ga level spells will work equally well against the Death Mech, as will Cecil's normal attack (if you have the mighty Excalibur equipped). I had Porom cast Berserk on Cid so I wouldn't have to worry about him, and he seemed to do pretty well.

Death Mech is certainly a trickier boss, but as long as you keep your defenses up and running, you should have no troubles at all. Victory will net you the THOR'S HAMMER weapon for Cid.

FYI, I had the OGREKILLER equipped and Cid's Attack was 104. After putting Thor's Hammer on him, it jumped to 218. Just to give you a basic idea of how kickass this weapon is. :)

I decided to take the Master Flan on next.

| | | |
|--------------------|----------|--|
| O-----O | | |
| BOSS - Master Flan | #224 | |
| O-----O | | |
| HP 35000 | Weakness | |

| | | | |
|---------------------|-------|-----------------|----------|
| Strength | 135 | None | |
| Defense | 4 | | |
| Magic | 34 | Resistance | |
| Magic Defense | 54 | Poison | Blind |
| | | Silence | Pig |
| Gil | 0 | Mini | Toad |
| EXP | 32000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Mage | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| None | | Absorb | |
| | | None | |
| | | | |
| O-----O-----O | | | |

The Master Flan is guarded by two Black Flans and two White Mousses. You can't get to the Master Flan until you take out at least one of them. However, if you kill all four, the Master Flan will regenerate them with his "Re-Form" ability. Also, be warned that the Master Flan has a permanent Reflect effect on him, so all your spells will be Reflected back at you. In addition, the Master Flan can cast a spell on himself and it'll Reflect back on one of your teammates.

I find it worthy to note that the Master Flan has a wide array of spells that it can use. I was hit with Flare, among other high-level spells.

To battle this monstrosity, I suggest starting off with a Firaga spell against all the enemies. It will Reflect off the Master Flan, but it can easily take out both White Mousses (if you're lucky or overpowered, you might even take out a Black Flan). After that, have Palom take out ONE Black Flan so that only one remains. Then focus all your physical attacks on the Master Flan. After he's taken out three of the enemies, have Palom help his sister heal (via Potions).

You'll have to rely mostly on physical attacks to get the job done. However, if you've been following this guide, you already have Thor's Hammer and Hand of the Gods, not to mention the Master Flan's low HP (he has the least out of the five bosses). See? There was a good reason why I lead you the way I do. :)

Suffice it to say, the Master Flan isn't too hard. Once it goes down, take out the Black Flan that remains and take your prize, Palom's TRITON'S DAGGER.

If you're following my FAQ, the only boss left for you to fight is the T-Rex. If you want to make the fight easier right off the bat, make sure Porom casts Float on the team.

| | | | |
|---------------------|-------|------------|---------|
| O-----O-----O | | | |
| BOSS - T-Rex | | | #225 |
| O-----O-----O | | | |
| HP | 60000 | Weakness | |
| Strength | 148 | None | |
| Defense | 3 | | |
| Magic | 34 | Resistance | |
| Magic Defense | 54 | Poison | Blind |
| | | Silence | Pig |
| Gil | 0 | Mini | Toad |
| EXP | 32000 | Petrify | Death |
| | | Berserk | Confuse |

| | | |
|---------------|-----------------|----------|
| Type | Sleep | Paralyze |
| Insect | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
| O-----O-----O | | |

If you casted Float on your team, you'll be safe from the T-Rex's Earthquake, but its physical and magic attacks are no laughing matter. The T-Rex will counter elemental spells with either Flame, Ice Storm or Lightning (you shouldn't need help figuring out what elemental spell causes what counter-attack).

If Palom has Flare, casting it will NOT result in a counter-attack, so if you DO have it, I highly suggest utilizing it. Porom should use a Cure spell on the entire team. Cid and Cecil should attack normally and Yang should use his Power ability.

Lastly, keep in mind that even though he may look it, the T-Rex is NOT Undead, therefore you should avoid trying to damage it with Curaja. Besides, Porom should be using Curaja on your own team instead of the enemy.

With three ultimate weapons on your side, you're sure to dish out some major damage. The T-Rex should go down in no time and Porom should begin wielding her SERAPHIM'S MACE.

If you're following my FAQ/Walkthrough, you don't have Edward. Therefore you should walk out and go back to get him. Once you've gotten him, head back and face the final boss:

| | | |
|------------------------|-----------------|----------|
| O-----O-----O | | |
| BOSS - Gigas Worm | | #223 |
| O-----O-----O | | |
| HP 55000 | Weakness | |
| Strength 155 | None | |
| Defense 4 | | |
| Magic 34 | Resistance | |
| Magic Defense 44 | Poison | Blind |
| | Silence | Pig |
| Gil 0 | Mini | Toad |
| EXP 32000 | Petrify | Death |
| | Berserk | Confuse |
| Type | Sleep | Paralyze |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
| O-----O-----O | | |

The Gigas Worm has some pretty nasty physical attacks. In addition, it has its Vampire attack, but for the most part it sticks to its physical attack.

If you have both your White Mages along, you can have them cast Blink on your team. If you don't have two, you can just have the one casting Cure spells each

round, which is probably a better way to spend your time.

As for everyone else, you should have Cecil and any other physical fighters simply hacking and slashing away. All elemental Black Magic spells will work equally well, so take your pick and have at it.

The battle may seem like it drags on, and it really does. However, the Gigas Worm isn't difficult at all. Simply keep your curing up and hacking away and the Gigas Worm will fall, giving you (rather, Edward) the APOLLO'S HARP.

Apollo's Harp is an amazing weapon. With Edward's Lamia Harp equipped, his attack was 42. After equipping Apollo's Harp, his attack was 126. Yes, Apollo's Harp is rather powerful.

Needless to say, you're finished here. Head outside and get ready for the final battle.

```
O-----O-----
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |  | | | O-----O-----
| | |  | | | T H E   F I N A L   B A T T L E   |
| | |  | | | O-----O-----O-----O-----
| | |/\| | | | Recommended Level : 70 | ^[WALK.600] |
| |    | | | O-----O-----O-----O-----
| |__/\__| | |
|         |
O-----O-----
```

Finally, the time has come. It's time to head back to the Moon and put an end to the evil schemes of Zemus. Remind yourself to be prepared for the final battles. I suggest that you obtain the Excalibur, the Knife and all the "big" summons. On top of that, I suggest you stock up at the Hummingway Home with Hi-Potions, Ethers and Cottages (moreso the two former ones). No reason to save any Gil, so feel free to spend everything you've got.

Here's the outline of what events will occur in this section:

- 1) Return to the Crystal Palace
- 2) Fight your way through the Lunar Subterrane
- 3) Fight Zemus and defeat him!

```
O-----O-----
|  _    _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |  | | | O-----O-----
| | |  | | | T H E   F I N A L   B A T T L E   |
| | |  | | | O-----O-----O-----O-----
| | |/\| | | | C R Y S T A L   P A L A C E   |
| |    | | | O-----O-----O-----O-----
```

```

| |__/\__| | | Recommended Level : 70 | ^[WALK.601] |
| | | | | O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| None | None |
O-----O-----O

```

Inside the Crystal Palace, you'll find a door behind the area where you met FuSoYa. Inside you'll find the eight Crystals of the Moon. Talk to them if you so wish, and then step on the glass square in the middle. You will enter the Lunar Subterrane.

This FAQ/Walkthrough automatically assumes that your team consists of the final team in the original FINAL FANTASY IV, which is:

```

Kain
    Rydia
Cecil
    Rosa
Edge

```

```

O-----O-----O
| _ _ | F I N A L F A N T A S Y I V A D V A N C E |
| | | | | O-----O-----O
| | | | | T H E F I N A L B A T T L E |
| | | | | O-----O-----O
| | |/\| | | L U N A R S U B T E R R A N E |
| | | | | O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 70 | ^[WALK.602] |
| | | | | O-----O-----O
O-----O

```

This section will lead you straight to Zemus. If you want the treasures, go to section [WALK.603], and don't forget your carat (^).

```

O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O
| ___ X-Potion | ___ Artemis Arrow |
| ___ Red Fang | ___ Artemis Arrow |
| ___ Fuma Shuriken | ___ Fire Whip |
| ___ Fuma Shuriken | ___ Dragon Shield |
| ___ Fuma Shuriken | ___ Protect Ring |
| ___ Fuma Shuriken | O-----O-----O
O-----O

```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|------|-----|-----|-----|-------|-------|----------|
| ___ | 144 | Selene Guardian | 4000 | 122 | 3 | 0 | 3500 | 13000 | None |
| ___ | 145 | Dark Sage | 5100 | 90 | 5 | 47 | 2400 | 17003 | None |
| ___ | 146 | Silver Dragon | 7500 | 124 | 4 | 95 | 19000 | 25000 | None |
| ___ | 147 | Gold Dragon | 8200 | 128 | 54 | 30 | 23000 | 30000 | None |

| | | | | | | | | | |
|-----|-----|----------------|-------|-----|-----|-----|-------|-------|------------|
| ___ | 148 | Bone Dragon | 12000 | 142 | 3 | 0 | 6750 | 14000 | Fire |
| ___ | 149 | Dinozombie | 12000 | 132 | 4 | 0 | 8100 | 15000 | Fire, Holy |
| ___ | 150 | Li'l Murderer | 12000 | 174 | 3 | 143 | 10700 | 20000 | Lit |
| ___ | 151 | Giant Warrior | 14000 | 122 | 4 | 57 | 7000 | 18500 | None |
| ___ | 152 | Blue Dragon | 15000 | 144 | 4 | 0 | 40200 | 36000 | None |
| ___ | 153 | Red Dragon | 15000 | 162 | 4 | 79 | 65000 | 41500 | Ice |
| ___ | 154 | Ahriman | 25000 | 114 | 5 | 0 | 65200 | 33333 | Throw |
| ___ | 155 | Behemoth | 23000 | 154 | 4 | 63 | 65000 | 57000 | None |
| ___ | 156 | Wicked Mask | 37000 | 128 | 4 | 18 | 65000 | 50000 | None |
| ___ | 157 | Zemus's Mind | 20000 | 130 | 254 | 99 | 50000 | 65000 | None |
| ___ | 158 | Zemus's Breath | 40000 | 154 | 0 | 99 | 50000 | 60000 | None |
| ___ | 159 | Flan Princess | 20000 | 154 | 5 | 127 | 55555 | 10000 | None |

Even though you're going straight to Zemus, there's some freebie treasures you can get along the way. I'll point out the treasures you can obtain that have NO battles connected with them.

== Lunar Subterrane - B1 ==

Head to the south and take the door.

== Lunar Subterrane - B2 ==

Follow the path straight into the wall. Start your way north, but notice the chest to your left. When you're level with it, make your way west and around to pick up the FIRE WHIP. Make your way back to the main path and head north. When you hit the wall, go west and into another wall. Before you go into the door, take the DRAGON SHIELD from the chest. Now go into the door.

== Lunar Subterrane - B3 ==

Go south and into the door.

== Lunar Subterrane - B4 ==

Head all the way east and take the ARTEMIS ARROW. Then go south at the steps and then east and down another set of steps and into the door. Inside, head west and you'll see a small indent in one of the southern walls. Go into it and exit (you can take the X-POTION to the west if you wish). Outside, go to the east and down the stairs (skip the chest since it has Monsters inside).

== Lunar Subterrane - B5 ==

Head south and into the door. Follow the path north and then into the wall. Take the PROTECT RING and head east. Once you emerge, go north and into the door. Outside, go west and into the door. In here, go around and take the WHITE ROBE, then exit to the north.

Out here, head east and into the door. Take the RED FANG.

** WARNING **

If you have a Siren, use it in the room with the Red Fang. You'll instantly instigate a fight with the Flan Princess. When you fight them, they have the ability to drop the super-rare Pink Tail, which can be swapped for the Adamant Armor back at the Adamant Grotto.

** END WARNING **

Exit the room with the Red Fang and head down the stairs.

O-----O

This section will lead you to all the treasures in the Lunar Subterrane and then to Zemus. If you wish to go straight to Zemus, go to section [WALK.602], and don't forget your carat (^).

O-----O-----O

| Item Checklist | Equipment Checklist |
|--------------------|---------------------|
| ___ X-Potion | ___ Stardust Rod |
| ___ Elixer | ___ Sage's Staff |
| ___ Elixer | ___ Ragnarok |
| ___ Gysahl Whistle | ___ Holy Lance |
| ___ Golden Apple | ___ Murasame |
| ___ Red Fang | ___ Masamune |
| ___ White Fang | ___ Artemis Arrow |
| ___ Fuma Shuriken | ___ Artemis Arrow |
| ___ Fuma Shuriken | ___ Fire Whip |
| ___ Fuma Shuriken | ___ Dragon Shield |
| ___ Fuma Shuriken | ___ Crystal Shield |
| | ___ Dragon Helm |
| | ___ Crystal Helm |
| | ___ Ribbon |
| | ___ Ribbon |
| | ___ Dragon Mail |
| | ___ Crystal Mail |
| | ___ Minerva's Plate |
| | ___ Black Garb |
| | ___ Dragon Gloves |
| | ___ Crystal Gloves |
| | ___ Protect Ring |
| | ___ Protect Ring |

O-----O

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-----------------|-------|-----|-----|-----|-------|-------|------------|
| ___ | 144 | Selene Guardian | 4000 | 122 | 3 | 0 | 3500 | 13000 | None |
| ___ | 145 | Dark Sage | 5100 | 90 | 5 | 47 | 2400 | 17003 | None |
| ___ | 146 | Silver Dragon | 7500 | 124 | 4 | 95 | 19000 | 25000 | None |
| ___ | 147 | Gold Dragon | 8200 | 128 | 54 | 30 | 23000 | 30000 | None |
| ___ | 148 | Bone Dragon | 12000 | 142 | 3 | 0 | 6750 | 14000 | Fire |
| ___ | 149 | Dinozombie | 12000 | 132 | 4 | 0 | 8100 | 15000 | Fire, Holy |
| ___ | 150 | Li'l Murderer | 12000 | 174 | 3 | 143 | 10700 | 20000 | Lit |
| ___ | 151 | Giant Warrior | 14000 | 122 | 4 | 57 | 7000 | 18500 | None |
| ___ | 152 | Blue Dragon | 15000 | 144 | 4 | 0 | 40200 | 36000 | None |
| ___ | 153 | Red Dragon | 15000 | 162 | 4 | 79 | 65000 | 41500 | Ice |
| ___ | 154 | Ahriman | 25000 | 114 | 5 | 0 | 65200 | 33333 | Throw |
| ___ | 155 | Behemoth | 23000 | 154 | 4 | 63 | 65000 | 57000 | None |
| ___ | 156 | Wicked Mask | 37000 | 128 | 4 | 18 | 65000 | 50000 | None |
| ___ | 157 | Zemus's Mind | 20000 | 130 | 254 | 99 | 50000 | 65000 | None |
| ___ | 158 | Zemus's Breath | 40000 | 154 | 0 | 99 | 50000 | 60000 | None |
| ___ | 159 | Flan Princess | 20000 | 154 | 5 | 127 | 55555 | 10000 | None |

ASSUME THAT ALL CHESTS HAVE MONSTERS INSIDE. It makes this dungeon a lot easier if you count on this, even though there are some chests that do not have any monsters inside.

From the entrance, head slightly north and then go east. There's an indent in the wall you can go into that will lead you to a BLACK GARB. Backtrack and then go west from where you entered. You can slip through another wall and step on a pad.

In this next area, simply go north into the door.

== Lunar Subterrane - B2 ==

Head north and take the SAGE'S STAFF. Follow the path west and around to step on the pad.

In the next area, head all the way south and then west at the bottom of this area. Enter the doorway.

In this area, heal up your HP and MP. Also, cast Float on your team to be safe during this battle. Circle around and talk to the sword. If you want the Murasame, you'll have to fight:

| | | |
|---------------------|-------|-----------------|
| O-----O | | |
| BOSS - White Dragon | | #224 |
| O-----O | | |
| HP | 32700 | Weakness |
| Strength | 156 | None |
| Defense | 5 | |
| Magic | 31 | Resistance |
| Magic Defense | 48 | Poison |
| | | Blind |
| Gil | 0 | Silence |
| EXP | 55000 | Pig |
| | | Mini |
| | | Toad |
| | | Petrify |
| | | Death |
| | | Berserk |
| | | Confuse |
| Type | | Sleep |
| Dragon | | Paralyze |
| | | |
| | | Slowing Petrify |
| Treasures | | |
| None | | Absorb |
| | | Fire |
| | | Ice |
| | | Lightning |
| | | |
| O-----O | | |

The White Dragon has an array of attacks, most of which are counterattacks. It will counter with Slow against a physical attack, Glare against most magical attacks and Earthquake against a summon. In addition, the White Dragon will occasionally cast Maelstrom and it has its normal physical attack.

To battle this, keep Kain in the air as much as possible, Cecil and Edge attack at each turn, Rydia summon Bahamut and Rosa heal your team. Since (hopefully) you cast Float beforehand, the White Dragon will counter Rydia's Bahamut with Earthquake, which you can laugh at as you Float inches above the ground.

If you want, you can cast Blink on your team to nullify the White Dragon's physical attacks. However, I suggest against this since it keeps Rosa away from using Cure. If you brought Porom along, feel free to Blink away, but keep in mind that this still doesn't do anything against the spells the White Dragon uses.

The hardest thing about this battle is the White Dragon's Maelstrom and Glare attacks, which instantly bring your HP to critical levels. Keep Rosa healing all throughout the battle and divert anyone you need to make sure that your

team stays alive.

Keep this up and you'll eventually take the White Dragon down and claim the mighty MURASAME sword as your own.

There's nothing but a dead end here, so use Teleport (or an Emergency Exit) and leave the dungeon, then re-enter it.

== Lunar Subterrane - B1 ==

From the entrance, head south and into the door.

== Lunar Subterrane - B2 ==

Follow the path straight into the wall. Start your way north, but notice the chest to your left. When you're level with it, make your way west and around to pick up the FIRE WHIP (no monsters!). Make your way back to the main path and head north. When you hit the wall, go west and into another wall. Before you go into the door, take the DRAGON SHIELD from the chest. Now go into the door.

== Lunar Subterrane - B3 ==

The exit is to the south, but there's three Dragon equipment items for you to grab. Go all the south until you reach a dead end. You'll see an indent in the wall, which you can go inside and follow. Take the DRAGON HELM, then head into the eastern wall. Follow the path and when you reach the open, you'll find a DRAGON MAIL and a DRAGON GLOVES to the west of it. Backtrack and head into the door.

NOTE: I give Cecil the Dragon equipment first. Then when I get the Crystal equipment, I give that to Cecil and the Dragon equipment to Kain. Feel free to do whatever you wish though.

== Lunar Subterrane - B4 ==

Head east, but don't head south; head farther east to take the ARTEMIS ARROW. Now head south and then west. You'll eventually run into a door with an ELIXER in it. Head all the way east and then south, and then into the doorway at the bottom of the stairwell.

In here, make your way north and around to a WHITE FANG. Far to the southwest is an X-POTION. Head slightly east and into the small indent in the south part of the wall to exit.

Take the STARDUST ROD in the chest here. Then head down the stairs.

== Lunar Subterrane - B5 ==

Follow the path, but don't take the doorway just yet. Head farther west and take the CRYSTAL SHIELD from the chest. Head inside the doorway.

Follow the path north and then into the wall. Take the PROTECT RING and head east. Once you emerge, go south and outside. Out here, take the CRYSTAL MAIL. Head back into the doorway and then go all the way north. Outside of the northern entrance, go east and take the CRYSTAL GLOVES. Then go west and into the far west door. Circle around and take the WHITE ROBE, then head into the north door.

Out here, go west and pick up the CRYSTAL HELM. Head east, but don't go down the stairs quite yet. Head inside the door and pick up the RED FANG.

** WARNING **

If you have a Siren, use it in the room with the Red Fang. You'll instantly instigate a fight with the Flan Princess. When you fight them, they have the ability to drop the super-rare Pink Tail, which can be swapped for the Adamant Armor back at the Adamant Grotto.

** END WARNING **

Exit the room with the Red Fang and head down the stairs.

== Lunar Subterrane - B6 ==

To the east and west lie a FUMA SHURIKEN and an ARTEMIS ARROW. Now, you'll see two staircases here. Take the LEFT one for now and take the cottage. You'll see a small strip of land poking out from the west. Take it and you'll walk across the black area, then make your way northwest. Once you get to the corner, head east and then south to drop into another area.

Go south and take the GOLDEN APPLE. Then go all the way east and step on the pad. When you emerge, head all the way north.

== Lunar Subterrane - B5 ==

Go north and take the PROTECT RING. Then continue north and step on the pad. In this next area, SAVE YOUR GAME and heal up. Head outside and talk to the sword to initiate a battle:

```

O-----O
| BOSS - Dark Bahamut                                     #231 |
O-----O-----O-----O-----O
| HP ..... 60000 | Weakness | |
| Strength ..... 160 | None | |
| Defense ..... 5 | | |
| Magic ..... 8 | Resistance | |
| Magic Defense ..... 52 | Poison Blind | |
| | | Silence Pig | |
| Gil ..... 0 | Mini Toad | |
| EXP ..... 64000 | Petrify Death | |
| | | Berserk Confuse | |
| Type | Sleep Paralyze | |
| Dragon | Curse | |
| | | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
O-----O-----O-----O-----O

```

Dark Bahamut has a small line of attacks, but they're all pretty brutal. He'll start the battle off with a Mega Flare and cast it again later on. He will also cast Reflect on himself and then Flare on himself (which will Reflect and hit you).

All teammates who survive the initial Mega Flare should concentrate on bringing the rest of the team back from KO.

The FIRST thing you should do is cast Reflect on Rosa. She's essential for your survival. Then heal up your wounded and then cast Reflect on them. When your entire team has the Reflect status on them, attack Dark Bahamut at will.

Dark Bahamut will cast Reflect on himself and then cast Flare on himself, damaging a character. With Reflect on your teammates, it'll be harder to heal yourself. You can always summon Asura if you need team healing and want to take a chance.

This battle is much like the battle against Bahamut, only much more demanding. Dark Bahamut's Mega Flare can be Reflected back at him, just like Bahamut's. However, Bahamut's Mega Flare can NOT be Reflected back at you. Summon Bahamut as much as possible. Keep attacking and using Hi-Potions as much as possible and Dark Bahamut will eventually go down.

Once Dark Bahamut dies, the mighty RAGNAROK sword is yours for the taking!

Head back to the Save Point (I suggest using it as well) and then step back onto the pad. Once you emerge, head south and onto another pad.

== Lunar Subterrane - B6 ==

Head south and step onto another pad. Once you emerge, head back west and up the stairs. Once you emerge yet again, backtrack east across the black divide and you'll see the set of dual steps.

From the steps, take the RIGHT set instead of the left. Follow this path and into the door. In this next area, take the MINERVA'S PLATE on the left and then exit on the right.

== Lunar Subterrane - B7 ==

Head south and take the first door (the far west one) to find a Save Point. I highly recommend using it. Afterwards, head outside and take the next door to the east. Talk to the lance to fight:

| | |
|------------------------|-----------------|
| O-----O | |
| BOSS - Plague | #228 |
| O-----O | |
| HP 33333 | Weakness |
| Strength 146 | Throw |
| Defense 5 | |
| Magic 0 | Resistance |
| Magic Defense 38 | Poison Blind |
| | Silence Pig |
| Gil 550 | Mini Toad |
| EXP 31108 | Petrify Death |
| | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| None | Absorb |
| | None |
| | |
| O-----O | |

Plague has a small but deadly set of spells. It includes Haste and Doom.

Plague's primary attack is to cast Doom on the entire party at once. The rest of the battle is a race against the clock to defeat him before the timer reaches 0 and your team is wiped out.

If you have any Throw items, I suggest saving them since Plague doesn't have a whole ton of HP. Your standard attacks should be more than sufficient to defeat it.

```
O-----O
/ User Strategy \
O-----O-----O
| Have Rydia cast Stop on Rosa, or with their similar-class characters |
| (Palom and Porom). This should be done instantly as Doom is cast on your |
| party. Use this time to launch any form of attack along with throw |
| attacks, which should deal quite a bit of damage. Once Stop wears off, the |
| rest of the party should be KO'd. |
| |
| Simply cast Full-Life (Life or a Phoenix Down works as well) on any party |
| member each round and begin attacking. When you bring a character back |
| from KO, Plague WILL cast Doom again. This will actually work to your |
| advantage since a character with a Doom counter on them will have their |
| counter reset to 10. |
| |
| User - Pizzon |
O-----O-----O
```

I've tested this strategy and it works out rather well. The only thing I feel should be noted is that only a Black Mage can cast Stop, which means Rydia or Palom are up to bat.

Also, you should leave the timer at about 5-7 to give yourself enough time to revive a character. Anything lower than 5 and you'll be hard pressed for time since a character's ATB bar resets after they break out of Stop, meaning you'll have to allot time to fill their ATB bar and take the action they need to bring a character back from KO.

Overall, if your levels are low and you're certain that you won't be able to defeat Plague in time, this is an excellent strategy to use.

No matter what strategy you use, when you win, you'll obtain the HOLY LANCE. Equip it on Kain immediately.

Head back and save, then head outside and farther east. The door to the east contains two chests, but are guarded by:

```
O-----O-----O
| BOSS - Lunasaur (x2) #227 |
O-----O-----O
| HP ..... 23000 | Weakness |
| Strength ..... 144 | Fire |
| Defense ..... 4 | |
| Magic ..... 54 | Resistance |
| Magic Defense ..... 254 | Poison Blind |
| | | Silence Pig |
| Gil ..... 0 | Mini Toad |
| EXP ..... 29500 | Petrify Death |
| | | Berserk Confuse |
```

| | | |
|----------------|---------|----------|
| Type | Sleep | Paralyze |
| Dragon, Undead | Curse | |
| | Slowing | Petrify |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
| O-----O-----O | | |

There's two Lunasaurs for you to worry about, but both have the same set of attacks. One will cast Reflect on both Lunasaurs and then they'll Reflect a spell like Bio off of themselves and onto you. They also use Bad Breath (which inflicts you with a ton of status effects) and Flame (which hits all members). One of the Lunasaurs can also use Restore on another. Lastly, the Lunasaurs have their physical attacks.

With Reflect in place, all Black Magic spells are rendered detrimental. With that said, have Rydia summon Bahamut, who can NOT be Reflected (also, Ifrit doesn't work nearly as well as Bahamut). Also, you should have the Holy Lance and the Ragnarok by now (since I directed you to both weapons). They'll both hit for considerable damage, so have Cecil attack and Kain Jump. I suggest you keep Edge attacking instead of trying to use magic attacks (like Flame). You may also want to cast Image to keep the physical attacks off of Edge.

If one of your teammates has Reflect cast onto them, you can use that to your advantage. Have Rydia cast Firaga on the Reflected teammate and it'll hit one of the Lunasaurs for damage similar to Bahamut (it only hits one enemy, but it also costs less MP).

Rosa should be healing every round. The Lunasaur's attacks will definitely leave you hurting.

The Lunasaurs are definitely tough cookies, but they're manageable. Take them down and claim the RIBBON and the RIBBON in the chests.

Head outside and rest/save if you need. Outside of the Save Point room, head east and then follow the path up and around and then down the steps. Take the exit, which is just to the left of the stairs.

== Lunar Subterrane - B8 ==

From here on down, the floors are fairly straightforward. However, the monsters also become much harder. Just a forewarning.

Go east and down the steps. Make your way west to pick up a FUMA SHURIKEN. Follow the path southeast and when the path breaks to the south, take it and talk to the sword, but be prepared to fight:

| | | |
|---------------------|-------|------------|
| O-----O-----O | | |
| BOSS - Ogopogo | | #230 |
| O-----O-----O | | |
| HP | 50000 | Weakness |
| Strength | 150 | None |
| Defense | 4 | |
| Magic | 127 | Resistance |
| Magic Defense | 40 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 0 | Mini |
| | | Toad |
| O-----O-----O | | |

| | | | | |
|---------------|-------|-----------------|----------|--|
| EXP | 61000 | Petrify | Death | |
| | | Berserk | Confuse | |
| Type | | Sleep | Paralyze | |
| None | | Curse | | |
| | | Slowing Petrify | | |
| Treasures | | | | |
| None | | Absorb | | |
| | | None | | |
| | | | | |
| O-----O-----O | | | | |

Does Ogopogo look familiar? (The answer: it should).

Ogopogo is capable of attacking twice and it tends to use Tidal Wave both times. Let's just say that the attack is devastating. It can counter any magic attack with an attack of his own, such as Blaze (hits all members) or Whirl (a Tornado-type attack). Ogopogo's physical attack can deal some nasty damage, so be warned.

Rosa should cast Curaja EVERY turn and Rydia may even want to summon Asura or Sylph as opposed to Leviathan or Bahamut simply because Ogopogo is capable of dealing THAT much damage. Edge and Cecil should attack at will and Kain should stay in the air as much as possible.

Physical attackers like Cecil, Edge and Kain are the ones who will ultimately win this battle for you. Of course, Rosa is always important for keeping the team alive and Rydia will be helping.

Once Ogopogo falls, the mighty MASAMUNE is yours. Equip it on Edge immediately for sexy results.

Backtrack onto the main path and go around and down the stairs.

== Lunar Subterrane - B9 ==

Make your way southeast, down the steps and take the ELIXER. Then make your way west, down the steps and take the GYSAHL WHISTLE to the east. Continue east and step on the pad.

== Lunar Subterrane - B10 ==

Make your way west and down the steps, then east and down the steps. Go east to pick up a FUMA SHURIKEN, then go all the way west to pick up another FUMA SHURIKEN. From there, go southeast all the way into the next area.

== Lunar Subterrane - B11 ==

There is really only one path for you to follow. It makes a giant S and it starts from the top-right, so head around and down into the next area.

== Lunar Subterrane - B12 ==

Heal up your HP and MP. The final battle is coming.


```

O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O
| | | | | T H E   F I N A L   B A T T L E |
| | | | | O-----O
| | |/\| | | T H E   F I N A L   B A T T L E |
| | _ _ | O-----O-----O-----O-----O
| |__/\__| | | Recommended Level : 70 | ^[WALK.604] |
| | | | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O-----O
| ___ Crystal | None |
| ___ Dark Matter *** | O-----O-----O-----O-----O
O-----O

```

*** Contrary to what ANY other FAQ or Walkthrough in the world will tell you, the Dark Matter does NOTHING!! Except take space in your inventory. It does NOT decrease Big Bang's damage at all.

This is it! Heal up your HP and MP (although it really doesn't matter because you'll get a free HP and MP refill before the battle begins anyways) and get ready for the final battle. Head north and watch the scene. Then take the CRYSTAL from Golbez and get ready for a battle.

In the battle, only Cecil can use the Crystal. Everyone else should prepare for the battle by using items that cast Haste, Shell, Protect, every helpful status effect you can think of (except Reflect).

If you really want, you can have Edge Steal the DARK MATTER from Zeromus before you use the Crystal. It's not that important and I'd suggest using 1-2 rounds trying before you give up.

After Cecil uses the Crystal, the true battle begins:

```

O-----O
| BOSS - Zeromus | #234 |
O-----O-----O-----O-----O
| HP ..... ? | Weakness |
| Strength ..... ? | ? |
| Defense ..... ? | |
| Magic ..... ? | Resistance |
| Magic Defense ..... ? | ? |
| | |
| Gil ..... ? | Absorb |
| EXP ..... ? | ? |
| | |
| Type | |
| ? | |
| | |
| Treasures | |
| ? | |
| | |
O-----O-----O-----O-----O

```

Zeromus has a nasty string of attacks, but the one to really watch out for is Big Bang, which can easily shave off 2000+ HP from all characters (each!). The worst part is that the game might give him a loop of it, so he'll cast it 4-5

times in a row, in which case you're screwed. Zeromus can also use Black Hole, which negates any positive status effects you have on your team.

Zeromus also has a number of counterattacks at his disposal, mostly against the stuff Rydia has. Use Black Magic (including Edge's spells) and Zeromus will counter with Flare. Use a Summon and Zeromus will counter with Bio (on the entire team no less). Use Holy and Zeromus will counter with Whirl (a Tornado-type spell).

Lastly, once Zeromus' HP gets low, he might cast Meteor; a deadly spell if it hits everyone (but there's also the chance it misses characters completely).

Since I don't know who you have along, here's a (semi) detailed listing of what each character should do.

Kain - Jump. Seriously, I don't know what else you WOULD do. You may want to keep him on the ground if he needs healing.

Rydia - Summon Bahamut. Bio is much less of a threat than Flare since it isn't focused on one lone character. Make no mistake, Bio is a threat as well and it causes a gradual HP drain, but a Flare attack will almost always KO any given character. Rydia can summon Asura if your White Mage's Curaja isn't doing the job.

Cecil - ATTACK!! That's it. Don't bother healing since Rosa is much better at it than Cecil.

Rosa - Curaja, every round. Don't even worry about MP.

Edge - Throw all the throwable items in your inventory (except the Kitchen Sink, since there is no such item). After that, attack at will.

Cid - Attack. That's what he's best at.

Edward - Either attack or have him on Hi-Potion duty. Edward isn't overly useful until he passes Lv. 70 or you have him in the front row.

Palom - Palom can't summon like Rydia, so you have to use powerful Black Magic spells (don't use Meteor) and deal with Flare. DO NOT use Twin since Porom SHOULD be healing.

Porom - Curaja, every round. Same with Rosa, don't worry about MP. If you have Porom AND Rosa along, you'll have a much easier time with the battle.

Yang - Power. That's it.

A certain degree of common sense should take place here. If you need to use a Megalixer, USE IT! Don't worry about whose turn it is, just use items as you need.

The hardest thing about the battle is making sure you keep your lower-HP characters (*cough*RYDIA*cough*) alive. She usually has the lowest HP and if her level is too low, one Big Bang will KO her.

The fight is hard, but Zeromus WILL go down. I beat him with my team at the following levels:

Kain - 52

Rydia - 49

Cecil - 52

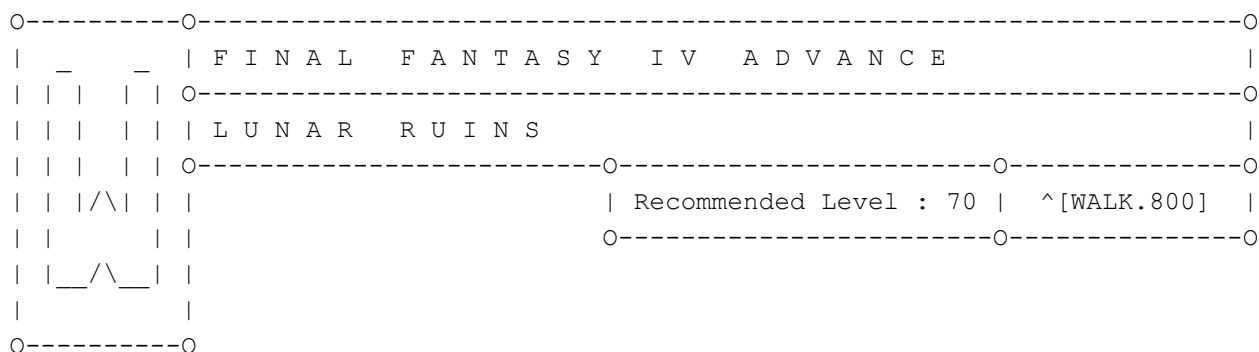
Once it's all said and done, watch the ending. Congratulations! You have officially completed the story of FINAL FANTASY IV. I think FINAL FANTASY IV has one of the best endings in the Final Fantasy series, so watch it and enjoy!

However, there's more than meets the eye after the game is over, so don't turn of your DS, SP or GBA when you've finished. Save your game (on a different slot than the main game) and load it up. You can now access the Lunar Ruins.

*** SPECIAL NOTE ***

To access more of the Lunar Ruins, you MUST beat Zeromus (yeah, this guy) with the respective character. For example, you have to beat Zeromus with Yang to open up Yang's Lunar Trial.

For Palom and Porom, you only need one twin to defeat Zeromus (I suggest Porom because Curaja >>> anything Palom can put against Zeromus). However, the actual Lunar Trial requires both twins to enter.



So you've defeated Zeromus and brought peace to the world. All's well in FINAL FANTASY IV Land, right? Before you go setting the game down and never picking it up again, keep in mind there's TONS more to do! Including the treacherous Lunar Ruins (okay, mostly the treacherous Lunar Ruins)! No more dawdling there kids; let's get yer asses in gear and get to it!

Here's the outline of what events will occur in this section:

- 1) Read the overview! Seriously! Although I doubt anyone's paying any real attention to these things.
- 2) Complete the Monk's Trial
- 3) Complete the Bard's Trial
- 4) Complete the Summoner's Trial
- 5) Complete the Paladin's Trial
- 6) Complete the White Mage's Trial
- 7) Complete the Ninja's Trial
- 8) Complete the Dragoon's Trial

- 9) Complete the Engineer's Trial
- 10) Complete the Twin Mages' Trial
- 11) Defeat the Brachioraidos (semi-optional)
- 12) Defeat Zeromus EG

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E           |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |  | | | L U N A R   R U I N S                                   |
| | |  | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | O V E R V I E W                                       |
| |      | O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| |                                     | Recommended Level : 70 | ^[WALK.801] |
|          |                                     O-----O-----O-----O-----O
O-----O

```

After defeating Zeromus, the Lunar Ruins opens up. It is a 50-floor dungeon that contains enemies to complete your bestiary (and nasty enemies at that), tons of treasures, shops that you won't find anywhere else in the game and the nine Lunar Trials. Get ready to fight!

Here's a basic floor overview of the Lunar Ruins:

The Beginning - These first few floors are like the Lunar Path. There's plenty of treasures and monsters to fill the holes in your Bestiary.

Trial Floors - These floors are where one of your characters will face their worst fear.

Puzzle Floors - These floors contain a puzzle for you to figure out. They're usually not too hard and most gamers should be able to complete them with no problems.

Floor of Rememberance - There's some floors that will be strikingly familiar to areas you have previously visited. Simply remember the path you took before and you'll do just fine.

Here's the order in which you'll face the trials:

Monk, Bard, Summoner, Paladin, White Mage, Ninja, Engineer, Dragoon, Twin Mages

Also, before you can enter ANY trial, you have to beat Zeromus with that character in the party. For example, say I have Yang in my party. His own trial won't open up until I beat Zeromus with Yang in my party. You'll have to take a minimum of two visits to Zeromus, just so you know (you only need to bring along one twin and the victory counts for both of them). If you reach a trial door that you cannot enter, simply head north and into the door to head into the next area.

Cecil is the only one who is always in your party. This part of the FAQ assumes that your team consists of the following characters:

Fighter
 Black Mage
 Cecil
 White Mage
 Fighter

Or you can do the following setup:

 Black Mage
 Cecil
 White Mage
 Fighter
 Mage

FYI, I consider Edward to be a Mage-type character since his lower stats kinda force him to be in back (unless you have an Adamant Armor).

Lastly before we begin, whenever you complete a Trial, you will automatically appear outside of the Trial you just completed. You can't waltz back in and complete it a second time; you have to use the Grimoire you obtained from the trial (because you can't have more than 1 Grimoire), exit the Lunar Ruins and then re-enter them. Then you can go back down to the proper trial and redo it.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | L U N A R   R U I N S   |
| | |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | T H E   M O N K ' S   T R I A L   |
| |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| |__/\__| | | | Recommended Level : 70 | ^[WALK.802] |
|   |   | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
  
```

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Grimoire LT         | ___ Discipline Armlet    |
| ___ Silver Apple       | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
  
```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|--------------|-------|-----|-----|-----|-------|-------|----------|
| ___ | 189 | Soldier Monk | 6000 | 140 | 3 | 0 | 5000 | 15000 | Fire |
| ___ | 190 | Super Monk | 8000 | 145 | 3 | 0 | 8000 | 18000 | Fire |
| ___ | 191 | Drillmaster | 10000 | 150 | 3 | 0 | 10000 | 20000 | Fire |

From the start, go north and face off against 8 Soldier Monks. These guys can hit you pretty hard, not to mention there's eight of the suckers. Hit them hard and fast and they'll go down pretty easily.

After you win, go farther north to face off against 8 more Soldier Monks. Use the same strategy to win.

After you beat THESE guys, go north to face off against 8 Super Monks. They're

slightly stronger and have more HP, but they're not too tough.

Once again, go north after you win to face off against 8 more Super Monks. Immediately after you beat these guys, 8 Drillmasters will attack and after you beat them, 8 more will attack you. The Drillmasters aren't too tough, but right after you beat them, you will face:

```

O-----O
| BOSS - Lunar Titan                                     #248 |
O-----O
| HP ..... 120000 | Weakness |
| Strength ..... 196 | None |
| Defense ..... 2 | |
| Magic ..... 35 | Resistance |
| Magic Defense ..... 37 | Poison Blind |
| | | Silence Pig |
| Gil ..... 65000 | Mini Toad |
| EXP ..... 65000 | Petrify Death |
| | | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| Grimoire LT | Absorb |
| | None |
| | |
O-----O

```

Lunar Titan has a fairly nasty physical attack and he also utilizes his Earthquake attack. He can also Slow Petrify your characters using his Gaze attack and he also has a Stone Gaze, which hardly ever hit me. However, one of his worst attacks is Crush, which (if you recall the Demon Wall battle) is an instant-KO on one character.

With Float on your team, Earthquake is completely harmless. In addition, I didn't even beat Lunar Titan with a Black Mage (I beat Zeromus with Cid, Edward, Cecil, Rosa and Yang and then went straight to the Lunar Trials). Lunar Titan isn't too tough. Just lay on the attacks and have your White Mage heal up whoever needs it.

Victory will net you the DISCIPLINE ARMLET. Also, Yang's Power ability will change to Deadly, which hits for triple damage instead of double.

Completing Yang's Trial a second time will give you a SILVER APPLE.

```

O-----O
| _ _ | F I N A L F A N T A S Y I V A D V A N C E |
| | | | O-----O
| | | | L U N A R R U I N S |
| | | | O-----O
| | | | T H E B A R D ' S T R I A L |
| | | | O-----O
| | | | | Recommended Level : 70 | ^[WALK.803] |
| | | | O-----O
O-----O

```

| | |
|---------------------|----------------------|
| O-----O-----O | |
| Item Checklist | Equipment Checklist |
| O-----O-----O | |
| ____ Grimoire LS | ____ Requiem Harp |
| ____ Gold Hourglass | ____ Harmonious Ring |
| O-----O-----O | |

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|------|-----|---------|-------|-----|-----|-----|-----|-----|----------|
| ____ | 184 | Specter | 23511 | 158 | 4 | 33 | 0 | 0 | None |

When you enter this trial, you'll see a small scene and then get the REQUIEM HARP, then you'll see a scene. Remember what happens here. Equip the Requiem Harp too.

Now, you have to go around and free all the souls from their torment. Have all your characters attack except Edward. Edward should Sing to them and eventually you'll see the Requiem song, which frees the soul of the Specter.

Go forward into the castle and then free the two souls. Then go upstairs and free the one up there. Go up to the third floor and you'll find two more souls to free. In addition, there's two pots that will heal your HP and MP. Once you have done all this, go back to the first floor and you'll find another soul at the far northern corner of the floor. Free it and a scene will occur.

In this area, you'll see a northern path, a southern path and one that leads into the water. Take the northern path and follow it to the far east corner of this area. Go south and around to free a soul. Follow the path and skip the first bridge, but take the second to free another soul. From this soul, follow the path around (in a backwards C formation) and then go straight west into the wall. When you pop out on the other side, go north and then west to free another soul. From here, follow the path (don't go into the wall by accident) and you'll run into another soul. After freeing it, follow the path (skip the bridge) and when the path splits, go north and follow it. When this path splits, go south keep going and free the last soul in this area. Backtrack to the area where you went north and take the path east and into the next area.

In this next area, unequip the Requiem Harp and put something else on Edward. Then go north to face off against:

| | |
|------------------------|-----------------|
| O-----O-----O | |
| BOSS - Lunar Shiva | #252 |
| O-----O-----O | |
| HP 100000 | Weakness |
| Strength 173 | Fire |
| Defense 2 | |
| Magic 36 | Resistance |
| Magic Defense 55 | Poison Blind |
| | Silence Pig |
| Gil 65000 | Mini Toad |
| EXP 65000 | Petrify Death |
| | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| Grimoire LS | Absorb |
| | Ice |
| | |

Lunar Shiva has the basic Blizzard attacks you might think she'd have. Among them is Blizzaga, Ice Storm, Blaze (which seems like it should be Fire-based, but oh well) and her physical attack. Lunar Shiva was also the first Lunar boss that I saw use an elemental spell on herself to heal herself.

Fire-based spells work quite nicely, as does Holy. Your physical attacks should be able to do some nasty damage to Lunar Shiva. I didn't find Lunar Shiva too hard and she went down easily without much of a fight.

Victory will net you the HARMONIOUS RING, which increases the power of Bards. In addition, Edward's Sing ability turns into Chant, which will attempt to cast Protect and Shell on the team.

Completing Edward's Trial a second time will give you a GOLD HOURGLASS (a rather worthless item IMO).

```

O-----O-----O
|  _  _  | F I N A L   F A N T A S Y   I V   A D V A N C E   |
|  |  |  | O-----O-----O
|  |  |  | | L U N A R   R U I N S   |
|  |  |  | O-----O-----O
|  |  |  | | T H E   S U M M O N E R ' S   T R I A L   |
|  |  |  | O-----O-----O-----O-----O-----O
|  |  |  | | Recommended Level : 70 | ^[WALK.804] |
|  |  |  | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O-----O
| ___ Grimoire LD         | ___ Mist Ring          |
| ___ Soma Drop           | O-----O-----O-----O
O-----O

```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|---------------|-------|-----|-----|-----|-------|-------|----------|
| ___ | 180 | Mist Eagle | 10290 | 152 | 3 | 22 | 12000 | 12000 | Throw |
| ___ | 181 | Mist Kraken | 12512 | 157 | 3 | 31 | 18000 | 18000 | None |
| ___ | 182 | Mist Summoner | 15920 | 155 | 4 | 54 | 25000 | 25000 | Throw |

When you enter, watch the scene. Rydia will turn back into a child and lose the following summons: Ifrit, Shiva, Ramuh, Titan. You need to go around and battle Rydia's summons to get them back.

From where you start, go north until you reach an open area. I'll refer to this area as "Central" so remember it well.

From Central, head northwest and you'll see a split in the path, one leads to the north, the other leads to the west. Go west and follow the path to find Titan. Before talking to him, cast Float on your team to make the following battle easier:

| BOSS - Titan | | #238 |
|---------------------|-------|-----------------|
| HP | 75000 | Weakness |
| Strength | 180 | None |
| Defense | 5 | |
| Magic | 28 | Resistance |
| Magic Defense | 48 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 45000 | Mini |
| EXP | 50000 | Petrify |
| | | Death |
| | | Berserk |
| | | Confuse |
| Type | | Sleep |
| | | Paralyze |
| None | | Curse |
| | | Slowing Petrify |
| Treasures | | |
| None | | Absorb |
| | | None |

With Float on your party, Titan's main attacks, Quake and Earthquake, are completely useless. Awesome, huh? His physical attack can deal out some fairly decent damage, but it's nothing a well-placed Curaja can't handle.

To damage Titan, have your fighters attack, Rosa summon Bahamut and your White Mage heal up anyone who suffers from Titan's physical attacks.

After defeating Titan, he will rejoin Rydia. Return to Central and head southwest. Follow the path to the southwest and follow the path to find Ifrit. Prepare for a fight:

| BOSS - Ifrit | | #236 |
|---------------------|-------|-----------------|
| HP | 70000 | Weakness |
| Strength | 177 | Ice |
| Defense | 5 | |
| Magic | 36 | Resistance |
| Magic Defense | 44 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 45000 | Mini |
| EXP | 50000 | Petrify |
| | | Death |
| | | Berserk |
| | | Confuse |
| Type | | Sleep |
| | | Paralyze |
| None | | Curse |
| | | Slowing Petrify |
| Treasures | | |
| None | | Absorb |
| | | None |

Just about all of Ifrit's attacks are pretty harsh. His physical attack can deal significant damage against a single character. Fira is probably Ifrit's weakest attack, but it is still a nuisance to begin with. When Ifrit glows red, he's about to cast Flame, which can easily hit all your characters for 500+ damage.

As you might suspect, Ifrit is weak against Blizzard-based attacks, so be sure to use that to your advantage. Attack him with your fighters and your WM should

be perfectly capable of healing all the damage Ifrit might deal against your team.

When Ifrit goes down, he will rejoin Rydia's summon list. Head back to Central and go to the southeast. You'll eventually run into Shiva.

```
O-----O
| BOSS - Shiva                                     #237 |
O-----O-----O-----O
| HP ..... 64000 | Weakness | |
| Strength ..... 172 | Fire | |
| Defense ..... 5 | | |
| Magic ..... 50 | Resistance | |
| Magic Defense ..... 52 | Poison Blind | |
| | Silence Pig | |
| Gil ..... 45000 | Mini Toad | |
| EXP ..... 50000 | Petrify Death | |
| | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
| | None | |
| | | |
O-----O-----O-----O
```

Shiva's pattern is much like Ifrit's. She has a physical attack, which doesn't do much damage, but can still be a pain. Her Blizzara attack is also a pain in the ass, but it's still not much to be too worried about. The REAL attack to watch out for is her Ice Storm, which can easily shave off anywhere between 500-3000 HP on your entire team! Mega ouch, eh?

Your WM should be casting Curaaja at ALL times! Have Rydia use Firaga against Shiva (Ifrit doesn't seem to cause much as much damage as Firaga, go figure) for extra damage. Have your fighters dish out as much damage to Shiva as they can.

When Shiva returns to your team, go back to Central and head to the north. When you see the fog to the north (you can't pass through it right now), start heading to the east. Follow the path and you'll run into the final summon that Rydia lost, which is Ramuh:

```
O-----O
| BOSS - Ramuh                                     #239 |
O-----O-----O-----O
| HP ..... 60000 | Weakness | |
| Strength ..... 170 | Fire | |
| Defense ..... 5 | | |
| Magic ..... 41 | Resistance | |
| Magic Defense ..... 54 | Poison Blind | |
| | Silence Pig | |
| Gil ..... 45000 | Mini Toad | |
| EXP ..... 50000 | Petrify Death | |
| | Berserk Confuse | |
| Type | Sleep Paralyze | |
| None | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| None | Absorb | |
O-----O-----O-----O
```

```

|                               | None                               |
|                               |                               |
O-----O-----O

```

Ramuh's biggest threat is probably his physical attack. His Thundara and Blitz attacks aren't that serious and they only target one character. His Lightning attack is hardly as brutal as Shiva's Ice Storm attack.

Ramuh isn't weak against any element in particular (you'd think that Leviathan would do super-extra damage, but he doesn't), so Bahamut is probably your best bet. Have your fighters attack and your WM should heal as needed. Ramuh's HP is paltry compared to Titan's, so Ramuh shouldn't prove to be much of a threat overall.

When Ramuh goes down, he'll return to Rydia's spell list. Now it's time to finish Rydia's Trial. Head back towards Central, but head into the fog (after healing your HP and MP of course). If you have Adamant Armor, now is a VERY good time to equip it. Get ready for the boss of this area.

```

O-----O
| BOSS - Lunar Dragon                               #249 |
O-----O
| HP ..... 105000 | Weakness |
| Strength ..... 180 | None |
| Defense ..... 2 | |
| Magic ..... 254 | Resistance |
| Magic Defense ..... 44 | Poison Blind |
| | | Silence Pig |
| Gil ..... 65000 | Mini Toad |
| EXP ..... 65000 | Petrify Death |
| | | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| Grimoire LD | Absorb |
| | Holy |
| | |
O-----O

```

FYI, Cecil's Lightbringer does NOT heal the Lunar Dragon. It just does complete crap for damage.

The Lunar Dragon follows a much more vicious pattern than the Mist Dragon. It will turn back and forth from its Mist form to its Dragon form fairly fast. In addition, it can hit your team with Poison Gas, which can poison your entire team. In its Mist form, the Lunar Dragon can also cast Slow on a character. Not to mention the Lunar Dragon's Restore ability will restore 9999 HP. The Lunar Dragon's physical attack is also extremely harsh.

So you're asking yourself, "How the hell do I beat it??" First off, Bahamut is most likely your best bet for summoning; if you need help healing, summon Asura onto the field. Have your fighters attack and your WM heal your team. I wouldn't worry about the Poison status that you'll be inflicted with since it doesn't really cause much damage overall. If all goes well, you'll easily do more damage to the Lunar Dragon than its Restore can heal, and with that in mind, you can take him down with Bahamut and physical attacks. If you need to use an Elixer on Rydia, don't hesitate to do so.

This fight is mostly an endurance fight. When you win, you'll get the GRIMOIRE

== Trial #5 ==

Cecil will be asked to take the place of a soldier standing guard.

Pass - Don't move and don't talk to anyone

Fail - Move or talk to someone passing by

== Trial #6 ==

Cecil will be on a mountain and he'll see an old man put a Megalixer by a gravestone.

Pass - Leave the Megalixer

Fail - Take the Megalixer

== Trial #7 ==

Cecil will be in a village and see a child who is drowning.

Pass - Go up to the child and press A to save him.

Fail - Leave without saving the child

== Trial #8 ==

Cecil will intrude on a thief who is stealing items from chests.

Pass - Answer "No" and fight the Bandit (who only has 14651 HP)

Fail - Answer "Yes"

== Trial #9 ==

Cecil will be inside a home and listen to an old man's story. The old man will fall asleep, leaving his chest ripe for the picking.

Pass - Leave

Fail - Attempt to take the chest

== Trial #10 ==

A girl will ask you to round up her Chocobos since she can't leave.

Pass - Gather the Chocobos by talking to them (there's 5 of them)

Fail - Leave before gathering them all

== Trial #11 ==

Talk to the Goblin in front of you. Inside the battle, the Goblin will beg for mercy.

Pass - Don't attack

Fail - Kill it

When you've completed five trials, you'll meet a king in his throne. He'll give you a treasure that changes depending on how many trials you passed.

Lunar Odin's chest:

| Pass | Fail | Result |
|------|------|--------------|
| 0 | 5 | Scrap Metal |
| 1 | 4 | Dark Sword |
| 2 | 3 | Shadow Blade |
| 3 | 2 | Caliburn |
| 4 | 1 | Flandango |
| 5 | 0 | Lightbringer |

Once you take the chest, equip the weapon (only if it's the Lightbringer) and equip any Adamant Armor (I suggest putting it on Cecil since he's probably the strongest member of your team) and then talk to Lunar Odin to fight:

NOTE: I've found that it REALLY helps if you set the battle speed down (I had mine set at 5 just to be safe) AND set it to "Wait".

| | | | |
|---------------------|-------|-----------------|----------|
| HP | 95000 | Weakness | |
| Strength | 172 | Lightning | |
| Defense | 5 | | |
| Magic | 50 | Resistance | |
| Magic Defense | 52 | Poison | Blind |
| | | Silence | Pig |
| Gil | 45000 | Mini | Toad |
| EXP | 50000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| Grimoire LO | | Absorb | |
| | | None | |
| | | | |

The FIRST thing you should do is cast Slow on Lunar Odin. Slowing him down will definitely give your team more time to react. When used in conjunction with the battle speed set lower, the battle may seem to crawl along, but trust me when I say you'll need the extra time.

Lunar Odin has this attack called Zantetsuken. It'll be your largest threat for the entire battle since it can instantly cut off roughly 3000 HP PER CHARACTER. If you have Kain, he can avoid this attack by being lucky with his Jump command. Once Lunar Odin uses this Zantetsuken attack, you'll either be dead or seriously hurting. Have your remaining teammates revive anyone you can and heal them up.

Lunar Odin is weak against Lightning, but if you don't have Thundaga (which you should), go with Bahamut. I've also found that Holy seems to work quite well on Lunar Odin, so cast that if your WM has nobody to heal. Lunar Odin might seem tough, but with the right combo of spells and attacks (Did I mention earlier that Slow helps?) along with healing and revival, Lunar Odin will go down.

*** ALTERNATE STRATEGY ***

An incredible strategy was revealed to me that is much simpler than what I previously believed to be the best.

```

O-----O
/ User Strategy \
O-----O-----O
| Start off by casting Slow ASAP. If your white Mage dies from the first |
| Zantetsuken, revive her and cast Slow first. Heal Cecil first so he |
| defends your weakened characters. Continually cast Curaja and keep at |
| least 3 characters alive after his second Zantetsuken. When he casts Holy |
| it almost always kills off one of your characters. After that turn, your |
| essentially in the clear as long as you cast a Thunder-based Spell on him. |
| To help out everyone, Lunar Odin's turns go like this... |
| |
| 1st Turn: Zantetsuken |
| 2nd Turn: Physical Attack |
| 3rd Turn: Physical Attack |
| 4th Turn: Zantetsuken |
| 5th Turn: Physical Attack |
| 6th Turn: Holy |
| 7th Turn: Haste |
| 8th Turn: Lightning courses through Odin! |

```

```

|           (this message will appear onscreen)           |
|                                                         |
| User - divinedragonslayer                               |
O-----O

```

I've tested this strategy several times and each time it worked. Just devote all of your characters to healing and reviving. Then cast Thunder once and on his 8th turn he'll die.

No matter what strategy you use, upon your victory, you'll receive the GRIMOIRE LO and you'll exit the trial.

Completing Cecil's Trial a second time will give you a LUNAR CURTAIN inside the chest instead of the Lightbringer.

```

O-----O
| _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O
| | | | | L U N A R   R U I N S |
| | | | | O-----O
| | |/\| | | T H E   W H I T E   M A G E ' S   T R I A L |
| | | | | O-----O-----O-----O-----O
| |__/\__| | | | | | Recommended Level : 70 | ^[WALK.806] |
| | | | | O-----O-----O-----O-----O
O-----O

```

```

O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| ___ Grimoire LA        | Depends on how you perform |
O-----O-----O

```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|------------|-------|-----|-----|-----|-------|-------|----------|
| ___ | 183 | Metamorpha | 21231 | 161 | 4 | 30 | 30000 | 30000 | Throw |

Upon entering this trial, you'll see a scene. When you regain control, you'll need to go around and heal everyone.

There's 5 types of ailments to heal: Pig, Toad, Mini, Stone and low HP.

From the start, go west and talk to the guy. After you've finished the dialogue and the orbs are circling around you, you'll be timed. There's 13 people to heal and 4 number of monsters.

Anyways, with the orbs around you, go west and heal the pig. Go north and skip the next pig you see (it's a monster) and continue north, healing the man lying on the ground. From him, go northwest and heal the guy, then circle back around and head all the way north to heal the Stoned man. From the Stoned man, head southeast and heal the pig. Circle back around and continue east, healing the Mini'd child, then head south across the bridge.

Across the bridge, skip the pig (you can't get to it from the left; besides, it's a monster) and skip the person to the southwest (it's a monster). Go east from the inn and skip the woman there (another monster). Go all the way to the

southwest and heal the Stoned person, but skip the Mini'd person (a monster). From here, go east and heal up the man lying on the ground. Head north and then all the way east from the inn. Heal up the guy to the north, From there, go all the way south and heal the Toaded person. Go south and heal the pig, then head southwest and into the water.

Heal the Toad in the water, then go to the northwest and follow the waterway to heal up the final person.

After you finish healing the people, or time runs out (you might want to retry this trial a few times to get them all), you will face off against:

```

O-----O
| BOSS - Lunar Asura                                     #247 |
O-----O
| HP ..... 130000 | Weakness |
| Strength ..... 183 | None |
| Defense ..... 3 | |
| Magic ..... 55 | Resistance |
| Magic Defense ..... 40 | Poison Blind |
| | Silence Pig |
| Gil ..... 65000 | Mini Toad |
| EXP ..... 65000 | Petrify Death |
| | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| Grimoire LA | Absorb |
| | None |
| | |
O-----O

```

Lunar Asura has this tendency to cast -ga level spells and lots of them. She can also cast status spells like Mini and Toad, but I usually had them miss me. At any rate, her -ga level spells are a pretty large threat, so I highly recommend casting Reflect on your teammates to have Asura damage herself instead of your team. Also, Lunar Asura CAN cast Restore or Curaga on herself to heal herself as well. Just to forewarn you.

With Reflect in place on everyone, there's only two things you'll have to worry about: Lunar Asura's physical attack (which is more of an annoyance if you're at high HP) and her Globe 199 attack. In case you've forgotten your battle with the CPU in the Giant of Babel, Globe 199 is an instant-KO attack that targets any one character. It's nothing a simple Phoenix Down can't handle. but keep in mind that character loses their Reflect status if they had it.

Now then, on to your attack plan. With Reflect on your team, Lunar Asura's -ga spells will all hit her instead. Therefore you can concentrate on healing your own team from her spells and attack at your leisure. If Rosa has Holy, that's a very good attack spell. If you have Rydia, Bahamut is always a welcome addition to your attack pattern. Simply hammer away at Lunar Asura (don't forget to re-cast Reflect if you need it) and she'll go down soon enough.

With Lunar Asura down for the count, you'll get the GRIMOIRE LA. In addition, the townspeople will give you a prize depending on how many villagers you have rescued (not including the first one):

Rosa's Prize:

| Rescued | Result |
|---------|--------|
|---------|--------|


```

-----
0-1      Nothing      ( FYI, I DID actually go through )
2-4      X-Potion      ( and find all these treasures )
5-7      Dry Ether
8-10     Elixer
11-12    Megalixer
13       White Ring

```

In addition, Rosa's Pray command will change to Miracle. Miracle (in a nutshell) cures for more, heals status effects, basically it's infinitely superior to Pray.

Completing Rosa's Trial a second time (and curing all 13 villagers) will give you a Perseus Arrow.

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| _ _ _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | O-----O-----O-----O-----O-----O-----O-----O
| | | | | L U N A R   R U I N S |
| | | | | O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | T H E   N I N J A ' S   T R I A L |
| | _ _ _ | O-----O-----O-----O-----O-----O-----O-----O
| | _ _/\_ _ | | | | Recommended Level : 70 | ^[WALK.807] |
| | | | | | | O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O

```

A special thanks to Kael Kazaki for his guide on the Final Fantasy IV Advance GameFAQs Message Board. It helped ME get through this trial and it served as the basis for this part of the walkthrough.

```

O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist          | Equipment Checklist    |
O-----O-----O-----O-----O-----O-----O-----O-----O
| ___ Grimoire LI        | ___ Hanzo Gloves      |
| ___ Magazine          | O-----O-----O-----O-----O-----O-----O-----O
| ___ Key                |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|---------------|-------|-----|-----|-----|-------|-------|----------|
| ___ | 160 | Goblin Prince | 8929 | 132 | 3 | 0 | 12000 | 22000 | Lit |
| ___ | 162 | Lamia Queen | 10330 | 144 | 3 | 35 | 25000 | 35000 | None |
| ___ | 165 | Palace Guard | 10633 | 151 | 4 | 38 | 28000 | 38000 | None |

Edge's Trial is riddled with Palace Guards. Defeating them will net you an item called the KEY. You can use these Keys to open doors in this trial. You'll start out by watching a scene and you'll eventually regain control.

From where you regain control of Edge, go left and then north by the pillar. Hug the wall to the left (before passing by the pillar) and you'll slip through and meet two doors. Take the left door.

Inside here, hit the switch to the right of the door (pressing the left switch will trigger a battle). In the next area you'll see three switches; press the far left one and enter the door. Use the pot to the left to restore your MP if

you need, then head up the stairs to the right.

In the next area, go up the stairs again. In the next area, talk to the "lord of this castle" and then drop down.

Back here, hit the right switch and enter the door. Then hit the far left switch and enter the door. Use the pot if you need, then head upstairs. Up here, you'll find a wall of fire, so walk into the cracked wall and you'll drop down.

In here you'll find slightly cracked floors and very cracked floors. The slightly cracked floors will crack farther if you step on them; the very cracked floors will break if you step on them and you'll fall to another area. Just don't fall.

At any rate, press the red switch and go into the red door. Go all the way north and around east (don't go up the stairs since it leads back to itself) and then go to the south path. You'll see a sign and you should follow its instructions (Down 1, Right 2, Down 2, Right 1) and then in this next area, read the sign and follow its instructions (Right 3, Up 4, Left 4, Up 8, Right 5). Follow the path south (skip the stairs) and go over the cracks and press the purple switch. Since you can't go back over, go south and into the door, then go back inside and you'll see that the floor has magically regenerated itself. :) Go back over the cracks and into the door and press the green switch. You can't avoid the hole this time, so head on down.

Down here, head south and onto the teleporter. You'll appear outside of a purple door, which you should take. Inside, go left 6, up 8 (skip the green door), right 5. Skip the stairs and enter the opened green door, then go up the stairs.

Up here, skip the door since the pot contains nothing. Go to the bottom right corner and south into the wall; you can slip out on the west side. Slip into the indent in the wall and go south as far as you can, then go left 2 steps, then down as far as you can, then slip out through the left. Follow the small path and then into the left wall. Go up, then left, then down, then left to appear outside on the blue part. There's only one path for you to follow, so go down and then left and into the door (requires a Key). Once inside, go up, then left, then down, then left (again). Skip the door and instead go north and then right. To the right lies a pot that restores MP.

Follow the carpet until it breaks, then go northeast and into the wall. Use a Key on the door and enter. The room might seem blank, but you'll see an odd unshadowed wall on the west side so go into it and then north to emerge. Go into the northeastern corner and into the wall. Once you stop going right, head north into what seems to be a blank spot. Outside, go north and into the door. Inside you'll see the lord again. Heal up and talk to him to face:

```
O-----O
| BOSS - Lunar Ifrit                                     #250 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| HP ..... 110000 | Weakness | |
| Strength ..... 198 | Ice | |
| Defense ..... 2 | | |
| Magic ..... 40 | Resistance | |
| Magic Defense ..... 35 | Poison | Blind |
| | | Silence | Pig |
| Gil ..... 65000 | Mini | Toad |
| EXP ..... 65000 | Petrify | Death |
| | | Berserk | Confuse |
```

| | | |
|-------------|---------|----------|
| Type | Sleep | Paralyze |
| None | Curse | |
| | Slowing | Petrify |
| Treasures | | |
| Grimoire LI | Absorb | |
| | Fire | |
| | | |

Lunar Ifrit has two main attacks, his particularly nasty physical attack and his Flame attack, which can hit everyone for impressive damage. Lunar Ifrit can also cast Glare if he's hit with a Blizzard-type spell (Shiva summon included). Lunar Ifrit also has his standard Fira and Firaga attacks, but he doesn't seem to use them as much as the other attacks.

Lunar Ifrit can be slowed, which is probably what you'll want to do, since he's pretty fast overall. You might also want to Haste your characters instead of Berserking them, since you'll probably want to retain control of all of them for this battle.

Edge should either Throw items or attack physically. I had Sasuke's Katana and the Masamune on him and he was doing more damage than his Flood attack, but if Flood does more damage for you, by all means use it. Cecil should attack and if you have the Lightbringer equipped, it might randomly cast Holy for extra damage. Your White Mage should cast Curaaja on the team each round. Your Black Mage is a tricky situation. You SHOULD cast Blizzaga on Lunar Ifrit, but he'll counter with Glare, a rather annoying attack that can easily KO a character, simply because it's THAT powerful. If you have Rydia, simply have her summon Bahamut instead of casting Blizzaga; it might be an extra 30 MP, but I find that it's easier to deal with than the massive HP deduction from Glare.

You may have to stop attacking with certain characters to have them using Hi-Potions (or X-Potions if you really need them), but keep up the attacks and Lunar Ifrit will go down soon enough. When he does, you'll get the GRIMOIRE LI and you can pick up the HANZO GLOVES from the throne. The Hanzo Gloves increase Edge's Magic Defense and Magic Evasion. In addition, Edge's Steal command will become Plunder, which has a higher success rate.

Completing Edge's Trial a second time will give you a MAGAZINE. :)

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | L U N A R   R U I N S |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | T H E   D R A G O O N ' S   T R I A L |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | | Recommended Level : 70 | ^[WALK.808] |
| | | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

WARNING. KAIN WILL PERFORM THIS TRIAL SOLO. YOU HAVE BEEN WARNED.

Also, this trial is a LOT easier if you have the following items available to Kain before he begins:

Adamant Armor
Lunar Curtain / Light Curtain
Hermes' Shoes
X-Potion (lots of 'em)

```
O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| ____ Grimoire LB        | ____ Dragoon Gloves    |
O-----O-----O
|                         | ____ Abel's Lance       |
O-----O-----O
```

I'll try not to spoil this trial for you much at all. Kain's Trial is by far the best story-based trial in the game and I believe you should experience it for yourself.

Kain's Trial entails an investigation in Baron. It seems that an unknown character is attacking people late at night. Kain must find the culprit and bring him to justice. But there's far more to this story than meets the eye.

When you're done talking to Cecil and Rosa, talk to the soldier talking to the shopkeeper, then the soldier talking to the woman, then the soldier talking to Cecil. Go to the Inn, talk to the Innkeeper and then turn in for the day.

When you re-awaken, take the item to the left of Kain and go outside. Watch the scene and then talk to the soldier by the shopkeeper. Talk to the woman, then Cecil and then the same soldier. Watch the scene.

When you regain control, go into the Training Room (it's north of the Item Shop) and go downstairs. Talk to the upper-rightmost person, then go outside. Go into Rosa's house (north of the Inn) and talk to her mother. Then go back to the Inn and turn in for the day.

Head outside and pass Cecil (he'll stop you and talk). Then go to the far northern side of town. Head back to Rosa's house and talk to Cecil, then go into Rosa's house and talk to Cecil. Then go back to the Inn and rest.

Go into Rosa's house and listen to her. Talk to Cecil, then go to the far north side of town and examine the spot where you found Rosa. Go back to the Inn and watch the scene. After the scene completes, go talk to the guard at the door.

Go to the doorway of the Inn and then go outside. Follow the black cloaked person into Rosa's house, then follow him to the west. Go back into the Inn and then go towards the bed. Pick up the item and watch the scene.

Before you follow Cecil, stick Kain in the BACK ROW! This is especially useful if you have a JP 1.0 or NA version (I believe the bug is fixed in the EU and JP 1.1 versions). It will allow Kain to take normal back row damage, even though there is nobody in the front row.

When prompted, select 'NO' (or select 'YES' and put all your hard work to waste and to watch a VERY disturbing scene).

You will enter a battle. Don't do anything and eventually you'll see your true adversary:

```
O-----O-----O
| BOSS - Lunar Bahamut           #244 |
O-----O-----O
| HP ..... 50000 | Weakness |
```

| | | | |
|---------------------|-------|------------|----------|
| Strength | 213 | None | |
| Defense | 2 | | |
| Magic | 18 | Resistance | |
| Magic Defense | 24 | Poison | Blind |
| | | Silence | Pig |
| Gil | 65000 | Mini | Toad |
| EXP | 65000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing | Petrify |
| Treasures | | | |
| Grimoire LB | | Absorb | |
| | | None | |
| | | | |
| O-----O-----O-----O | | | |

Lunar Bahamut has one main attack, his Mega Flare which a counter that proceeds like so: 3, 2, 1, Mega Flare. In addition, Lunar Bahamut will counterattack with a physical attack whenever you hit with a Jump or a physical attack from Kain.

If you have a Light or Lunar Curtain, you can Reflect the Mega Flare back at Lunar Bahamut. Also, if you have Haste due to the Hermes' Shoes, it will speed up Kain's attacks.

There's a few options you can use for this battle. The first one requires only one Hermes' Shoes. Use them and you'll get three attacks for every Mega Flare that Bahamut gets. For the first two turns you should heal yourself and then jump on the third.

The second strategy requires a few Light/Lunar Curtains. Simply use it and then let Lunar Bahamut's Mega Flare hit you and it'll Reflect and hit him instead. Keep in mind that this is the riskier since the Reflect status will wear off. You'll have to either revert to the previous strategy (hopefully you have some Hermes' Shoes) or re-use a Light/Lunar Curtain.

Either way, Lunar Bahamut will go down pretty easily, unless you lack both items in which case you should come back later. Winning will net you the DRAGON'S GLOVES and ABEL'S LANCE.

Completing Kain's Trial a second time will give you a MEGALIXER.

```
O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----O-----O-----O-----O-----O
| | | | | | L U N A R   R U I N S                               |
| | | | | | O-----O-----O-----O-----O-----O-----O
| | |/\| | | T H E   E N G I N E E R ' S   T R I A L           |
| |   | | O-----O-----O-----O-----O-----O-----O
| |__/\__| | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
O-----O-----O-----O-----O-----O-----O
```

WARNING. KAIN WILL PERFORM THIS TRIAL SOLO. YOU HAVE BEEN WARNED.

Also, this trial is a LOT easier if you have the following items available to Kain before he begins:

Adamant Armor
Lunar Curtain / Light Curtain
Hermes' Shoes
X-Potion (lots of 'em)

```
O-----O-----O
| Item Checklist           | Equipment Checklist     |
O-----O-----O
| ____ Grimoire LR        | ____ Fiery Hammer      |
| ____ Stardust           | O-----O
O-----O
```

I hope you know your way around the overworld, because you're playing Ferryman for the people of the planet. Oh yeah, and you're timed.

The first man will ask you to fly him to Mysidia. Not a problem, right? Well, you only have one minute and thirty seconds (1:30). Well, okay, it's not THAT hard at all. From the start, go straight south until you hit Mount Ordeals, and then go west until you hit Mysidia. Land the Enterprise and go inside Mysidia to drop him off.

The next person will need to get to Troia in under 60 seconds. From Mysidia, go west until you hit a mountain range and then go straight north. Once you pass a river, go west and you'll be right next to Troia. Land the Enterprise and go into Troia (you can't enter the castle) to drop her off.

Your next target is Fabul in 45 seconds. Go straight east and pass right on by the first and second deserts and stop at the third. Go north and you'll be next to Fabul.

The next person will need to get to Kaipo in 35 seconds. Go west from Fabul until you reach Damcyan and then go straight south. Kaipo is in the middle of the desert. Since you can't land on the desert, land on the nearest patch of grass you can find (the closest one is to the north) and make haste to Kaipo.

The final person that comes next will need to get to Agart ... in 30 seconds. From Kaipo, go west until you reach the end of the desert, then go straight south to hit Agart right on the nose.

After you re-ascend in the Enterprise, you'll be attacked by:

```
O-----O
| BOSS - Lunar Ramuh                                           #251 |
O-----O
| HP ..... 90000 | Weakness |
| Strength ..... 178 | None |
| Defense ..... 2 | |
| Magic ..... 44 | Resistance |
| Magic Defense ..... 48 | Poison | Blind |
| | | Silence | Pig |
| Gil ..... 65000 | Mini | Toad |
| EXP ..... 65000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | Sleep | Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
```

```

|   Grimoire LR           |   Absorb           |
|                           |   Lightning        |
|                           |                     |
O-----O-----O-----O

```

As you might suspect, Lunar Ramuh has a plethora of Lightning-based attacks, including Thundaga, Blitz and Lightning (which hits all party members) in addition to his physical attack. It seems that Lunar Ramuh will counter with Thundaga when you hit him with a physical attack and Blitz when you hit him with a magical attack.

If you have Yang along, his Power/Deadly ability will come in handy, as well as Bahamut, if you have Rydia along. Cid and Cecil should simply attack, since there isn't much else for them to do. Have your White Mage heal as necessary and Lunar Ramuh will go down sooner than you might think.

Winning will net you the Grimoire LR and prize depending on whether or not all five passengers arrived on time. If they did, you will get a FIERY HAMMER, which can randomly cast Flare when you attack with it. If they did not all arrive on time, you get nothing.

Completing Cid's Trial a second time (and bringing all 5 people to their destinations on time) will give you a STARDUST.

```

O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | | | | | O-----O-----O-----O
| | | | | | L U N A R   R U I N S   |
| | | | | | O-----O-----O-----O
| | | | | | T H E   T W I N   M A G E S '   T R I A L   |
| | | | | | O-----O-----O-----O
| | | | | | | Recommended Level : 70 | ^[WALK.810] |
| | | | | | O-----O-----O-----O
O-----O

```

THIS TRIAL INVOLVES STATUS EFFECTS. DO NOT REMOVE THEM UNLESS I SAY SO.

In case you STILL don't know ... Palom is the boy. Porom is the girl. And shame on you.

```

O-----O-----O-----O
| Item Checklist           | Equipment Checklist |
O-----O-----O-----O
| ___ Grimoire LL         | ___ Twin Stars     |
O-----O-----O-----O
|                         | ___ Twin Stars     |
O-----O-----O-----O

```

Monsters encountered

| X | # | Monster | HP | STR | DEF | MAG | Gil | EXP | Weakness |
|-----|-----|-------------|-----|-----|-----|-----|-----|------|----------|
| ___ | 007 | Flying Eyes | 40 | 21 | 3 | 0 | 18 | 74 | Throw |
| ___ | 011 | Gigantoad | 47 | 11 | 2 | 0 | 24 | 89 | Ice |
| ___ | 014 | Toadgre | 59 | 11 | 1 | 0 | 34 | 127 | Ice |
| ___ | 017 | Tiny Mage | 69 | 19 | 2 | 3 | 63 | 132 | None |
| ___ | 108 | Tiny Toad | 600 | 19 | 5 | 47 | 335 | 1841 | Ice |

This trial is different from the others. Palom and Porom split up and face two different paths to overcome their trial. You'll switch between the two twins using the L and R buttons (after you're told that you can), so you'll have to utilize both twins to pass this trial. Don't worry, I've got your back. :)

From where Cecil starts, either go left or right to talk to Palom or Porom (respectively). Regardless of who you talk to, you'll automatically go back to Palom.

== PALOM ==

Hit the switch to the left. Switch to Porom.

== POROM ==

Hit the switch on her right, then go through the door on the left. Inside, step on the yellow panel (it causes Mini status) and go to the far east side of the room and step on the blue panel to Float yourself. Follow the path south over the cracked floor and hit the switch. Switch to Palom.

== PALOM ==

Go into the door to the east. Inside, go west and you'll see a toad go inside a small crack. Go to the far west and step on the green panel to cause Toad status, and then go into the small hole hit the switch to the north Exit this area, then head north and into the next room and then switch back to Porom.

== POROM ==

Go back across the cracked floor, then into the door. Inside, head north and into the crack. Then head northeast and press the switch. Head to the northwest corner of this room and step on the Pig panel (you should now be inflicted with Mini AND Pig), then go into the next room north. Inside here, you'll see a crack, but don't go in. Instead, go farther west and step on the switch. Now go through the crack and stop outside of the closed door you'll see here. Switch to Palom.

== PALOM ==

You should be right outside the door where you left her, so go inside. Take the northwest door, stepping on the Pig panel if you need. In the next room, go east and step on the Float panel, then go across the cracked floor and follow the path until you see a doorway going south. Take it, then hit the switch if you REALLY want to (okay, the switch opens a door for Palom that leads to a lone Mini panel, so it's not necessary at all) and go into the door farther east. Inside, step on the Toad panel, then go north through two cracks, then follow the path east and press the green switch, then watch the scene between the twins. They'll reunite with Cecil, with all their status effects removed FYI.

After reuniting with Cecil, make sure everyone is at full health and MP, then head north to face:

```
O-----O
| BOSS - Lunar Leviathan                               #245 |
O-----O-----O-----O
| HP ..... 135000 | Weakness |
| Strength ..... 205 | Lightning |
| Defense ..... 3 | |
```


| | | | |
|---------------------|-------|-----------------|----------|
| Magic | 38 | Resistance | |
| Magic Defense | 51 | Poison | Blind |
| | | Silence | Pig |
| Gil | 65000 | Mini | Toad |
| EXP | 65000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | |
| | | Slowing Petrify | |
| Treasures | | | |
| Grimoire LL | | Absorb | |
| | | None | |
| | | | |

Lunar Leviathan has about the same array of attacks as his non-Lunar counterpart does, including Tidal Wave, Blizzaga, Maelstrom and Entangle.

As you might guess, Lunar Leviathan, being water-based, is weak to all Thunder-based attacks. Palom should keep up his Thundaga attacks and Porom should keep up her Curaja attacks, since all of Lunar Leviathan's attacks are fairly nasty. Have Cecil attack and your other characters keeping up their strongest attacks or Thunder spells. Lunar Leviathan will eventually go down, but not without a fight.

After you win, you'll get two TWIN STARS. When both Palom and Porom have the armet equipped, they can use their Twin ability to cast Double Meteor.

Completing Palom & Porom's Trial a second time will give you a GOLDEN APPLE and a SILVER APPLE.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _ | F I N A L   F A N T A S Y   I V   A D V A N C E |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | L U N A R   R U I N S |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | B R A C H I O R A I D O S |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | | | | | | Recommended Level : 80 | ^[WALK.811] |
| | | | | | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

THE FLOOR THAT HOUSES BRACHIORAIDOS IS RANDOM. YOU MIGHT NOT FIND BRACHIORAIDOS THE FIRST TIME THROUGH THE LUNAR RUINS.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist | Equipment Checklist |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| None | ____ Hero's Shield |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Yes, this boss is enough of a headache to warrant its own boss section. Yes, this boss is HARD, and that's a rather nice way of saying it.

The Brachioraidos (henceforth referred to as "Brach" for short) is the one lone enemy on a floor where a man warns you about the dangerous dragon.

```

O-----O
| BOSS - Brachioraidos                                     #188 |
O-----O
| HP ..... 180000 | Weakness | |
| Strength ..... 225 | None | |
| Defense ..... 5 | | |
| Magic ..... 212 | Resistance | |
| Magic Defense ..... 125 | Poison Blind | |
| | Silence Pig | |
| Gil ..... 65000 | Mini Toad | |
| EXP ..... 65000 | Petrify Death | |
| | Berserk Confuse | |
| Type | Sleep Paralyze | |
| Dragon | Curse | |
| | Slowing Petrify | |
| Treasures | | |
| Hero's Shield | Absorb | |
| (always drops) | None | |
| | | | |
O-----O

```

Brach has a major threat of spells, all directed at you. Glare, for starters, will usually hit one character for 9999 damage, an instant KO. It can also cast Protect and/or Reflect on itself and then cast -aga level spells on itself, which will Reflect off it and onto you. I also saw Brach cast Bio, Holy and Flare. Also, Brach's physical attack is a force to be reckoned with.

If you see Brach start a countdown, DO NOT ATTACK. It will counter with Globe 199, which is an instant-KO attack.

Any equipment that causes damage to Dragons will be especially useful in this fight.

Since I don't know who you have along, here's a (semi) detailed listing of what each character should do.

Kain - Jump. Seriously, I don't know what else you WOULD do. You may want to keep him on the ground if he needs healing. If you have Abel's Lance on Kain, he might randomly cast Tornado, which will easily end the battle.

Rydia - Summon Bahamut or Asura if your White Mage's Curaja isn't cutting the job.

Cecil - ATTACK!! That's it. Don't bother healing since Rosa is much better at it than Cecil.

Rosa - Curaja, every round. Don't even worry about MP.

Edge - Throw all the throwable items in your inventory (except the Kitchen Sink, since there is no such item). After that, attack at will.

Cid - Attack. That's what he's best at.

Edward - Either attack or have him on Hi-Potion duty. Edward isn't overly useful until he passes Lv. 70 or you have him in the front row.

Palom - Palom can't summon like Rydia, so you have to use powerful Black Magic spells (don't use Meteor) and deal with Flare. DO NOT use Twin since Porom SHOULD be healing.

Porom - Curaja, every round. Same with Rosa, don't worry about MP. If you have Porom AND Rosa along, you'll have a much easier time with the battle.

Yang - Power. That's it.

A certain degree of common sense should take place here. If you need to use a Megalixer, USE IT! Don't worry about whose turn it is, just use items as you need.

Since you're in the Lunar Ruins, you probably have some Lunar Grimoires. I suggest using them if you feel threatened at all. Brach is no joke and should be fought with everything in your arsenal.

Soon enough (or if you get lucky with Abel's Lance), Brach will die and you will obtain a mighty HERO'S SHIELD. It's a 100% drop, so you'll always get one after defeating Brach.

Once you defeat Brach a few times and get a few Hero's Shields, Brach will become significantly easier since you'll be able to absorb all those nasty elemental attacks. :)

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|   _   _   | F I N A L   F A N T A S Y   I V   A D V A N C E   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |   | | | L U N A R   R U I N S   |
| | |   | | O-----O-----O-----O-----O-----O-----O-----O-----O
| | |/\| | | Z E R O M U S   E G   |
| |   | O-----O-----O-----O-----O-----O-----O-----O-----O
| |_/\_| | | Recommended Level : 80 | ^[WALK.812] |
|   | O-----O-----O-----O-----O-----O-----O-----O-----O
O-----O
```

```
O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist           | Equipment Checklist       |
O-----O-----O-----O-----O-----O-----O-----O-----O
| None                     | None                       |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

You really don't need all 9 Grimoires to face Zeromus EG, but if you REALLY must know, you should have:

| | | |
|-------------|--|-------------|
| Grimoire LT | In the Item Menu, they will show up like so: | |
| Grimoire LS | Grimoire LO | Grimoire LL |
| Grimoire LD | Grimoire LA | Grimoire LS |
| Grimoire LO | Grimoire LI | Grimoire LR |
| Grimoire LA | Grimoire LT | Grimoire LB |
| Grimoire LI | Grimoire LD | |
| Grimoire LB | | |
| Grimoire LR | | |
| Grimoire LL | | |

In the final area, go north to find a Save Point, which you should use (really, I shouldn't need to say that by now). Then go farther north to face off against:

```

O-----O
| BOSS - Zeromus EG                                     #253 |
O-----O
| HP ..... 200000 | Weakness |
| Strength ..... 225 | None |
| Defense ..... 3 | |
| Magic ..... 46 | Resistance |
| Magic Defense ..... 202 | Poison Blind |
| | Silence Pig |
| Gil ..... 65000 | Mini Toad |
| EXP ..... 65000 | Petrify Death |
| | Berserk Confuse |
| Type | Sleep Paralyze |
| None | Curse |
| | Slowing Petrify |
| Treasures | |
| None | Absorb |
| | None |
| | |
O-----O

```

This battle is like Zeromus, only easier since you (should) have an inventory full of significantly better weaponry and higher levels to boot.

EG's attacks are much like his main game's counterparts. Big Bang, a harsh physical attack, etc. EG can also cast Toad, Mini, Drain, Osmose, Reflect (which means you shouldn't cast spells until it's nullified by Big Bang) and Flare. EG also has a Whirl attack (which lowers one character's HP to critical levels), Lightning, Flame, Earthquake (which means you should cast Float for the battle), Tidal Wave, Tornado (which he is able to cast against the entire team, but it doesn't bring your entire team's HP to critical). Also, EG can use an ability called Absorb to steal HP from a teammate, but not enough to counter the damage you'll be dealing.

To beat EG, spells and hard attacks are your best bet. Have Cecil attack or switch tactics and heal his teammates as needed. Your Black Mage should get a high level spell off on EG, but EG will cast Reflect on himself, so you'll have to either kill off his Reflect by casting enough spells or waiting for a Big Bang, which seems to nullify his Reflect status. Your WM should heal the team as needed, cast Full-Life, do whatever it takes to keep your teammates in fighting condition.

If you have Rydia, all summons ignore Reflect status, so have her summon Bahamut. Kain's Double Jump works rather well. Yang's Deadly kicks ass as well. Pick and choose your attacks to fit the fighting style YOU prefer, since you're the one playing this game. :)

After you beat EG, he'll disappear and a panel will appear behind him. There's really nothing too special you get for beating him. :(

| | | |
| |_/ _| |
| | | |
O-----O

This section is designed to help you find the "secrets" quickly. You can use the Keyword to quickly find the section with the help you need. It's also a helpful guide to see when these quests become unavailable.

If you're using Notepad, make sure that you specify that you want to search in the UP direction and not Down. And make sure you don't forget your carat (^)!

O-----O
| Items / Equipment |
O-----O

Excalibur - Section [WALK.454]
- Does not expire

Knife (Spoon for all you old-schoolers) - Section [WALK.453]
- MUST be completed before you recruit FuSoYa

Ragnarok - Section [WALK.602] or [WALK.603]
- Does not expire

Adamant Armor - Section [WALK.602] or [WALK.603], see "Flan Princess" for details.
- Does not expire

O-----O
| Summons |
O-----O

Asura - Section [WALK.404]
- Does not expire

Leviathan - Section [WALK.404]
- Does not expire
- MUST have Asura Summon

Odin - Section [WALK.455]
- Does not expire
- MUST have accessed Land of Summons

Bahamut - Section [WALK.506]
- Does not expire
- MUST have Leviathan Summon

O-----O-----O-----O
| _____ | F I N A L F A N T A S Y I I |
| | _ \ O-----O-----O-----O
| | | \ \ | B E S T I A R Y |
| | |_/ / O-----O-----O-----O
| | | \ \ | | ^[BEST.000] |
| | |_/ / | O-----O-----O
| | _____/ |

| |
O-----O

This part of the FAQ contains every single monster in the game. This includes Final Fantasy IV and the Lunar Ruins monsters. I've finally gotten smart and written the Bestiary as I went along in the game (you can thank FINAL FANTASY VI Advance for that one). :)

Here's a small example of what you'll see for each monster. The tags you see [1] are also explained.

[1]-> Goblin _____ ^[BEST.999] <-[2]

=====

[3]-> HP 6 Weakness <-[6]
Strength 19 None
Defense 0
Magic 0 Resistance <-[7]
Magic Defense 0 None

Gil 5 Absorb <-[8]
EXP 28 None

[4]-> Type
None

[5]-> Treasure
None

And a breakdown of the tags:

- [1]: Monster Name
- [2]: Monster ID; for use with the Find Feature (the number in the example is fake so that you don't confuse its entry with the real entry); you can use the space before the ID to mark off whether or not you have obtained this entry, in case you've decided to print this guide out
- [3]: Stats for the Monster
- [4]: If a monster is of a specialized type, it will be noted here
- [5]: Describes all the treasures the Monster can potentially drop after the battle ends
- [6]: This area describes all the spell elements the Monster is weak against; use these for a quick victory
- [7]: This area describes all the spell elements the Monster is resistant to; using these won't be nearly as effective as any elements in section (4)
- [8]: This area describes all the spell elements the Monster absorbs; using these elements will only make your battle harder

If you're looking for a certain enemy, you can use the Find Function (Ctrl+F) function here. The layout for each enemy is as follows:

[BEST.XXX]

Where XXX represents the number of the enemy you're looking up. For your viewing pleasure, here's a (semi) complete list of the Bestiary, sorted by Enemy ID number). I've also recompiled it as a quick Bestiary checklist, in case you don't want to use the in-Bestiary checklist.

| | | |
|--------------------------|----------------------|---------------|
| ___ 001 Goblin | ___ 101 Security Eye | ___ 201 Sandy |
| ___ 002 Helldiver | ___ 102 Mad Ogre | ___ 202 Cindy |
| ___ 003 Floating Eyeball | ___ 103 Green Dragon | ___ 203 Mindy |
| ___ 004 Sword Rat | ___ 104 Stone Golem | ___ 204 Calco |

| | | |
|-------------------------|-------------------------|-------------------------|
| ___ 005 Insectus | ___ 105 Mythrill Golem | ___ 205 Brina |
| ___ 006 Desert Sahagin | ___ 106 Bloody Bat | ___ 206 Calcobrena |
| ___ 007 Flying Eyes | ___ 107 Skuldier | ___ 207 Golbez |
| ___ 008 Hundlegs | ___ 108 Tiny Toad | ___ 208 Shadow Dragon |
| ___ 009 Sand Worm | ___ 109 Bog Witch | ___ 209 Doctor |
| ___ 010 Red Mousse | ___ 110 Evil Dreamer | ___ 210 Barnabas |
| ___ 011 Gigantoad | ___ 111 Mammon | ___ 211 Dr. Lugae |
| ___ 012 Zombie | ___ 112 Malboro | ___ 212 Barnabas-Z |
| ___ 013 Vile Shell | ___ 113 Belphegor | ___ 213 Scarmiglione |
| ___ 014 Toadgre | ___ 114 Bloody Eye | ___ 214 Scarmiglione |
| ___ 015 Sahagin | ___ 115 Warrior | ___ 215 Cagnazzo |
| ___ 016 Killer Fish | ___ 116 Mini Satana | ___ 216 Barbariccia |
| ___ 017 Tiny Mage | ___ 117 Summoner | ___ 217 Rubicante |
| ___ 018 Water Bug | ___ 118 Arachne | ___ 218 Demon Wall |
| ___ 019 Alligator | ___ 119 Thunder Dragon | ___ 219 Defense Node |
| ___ 020 Baron Soldier | ___ 120 Evil Bat | ___ 220 Attack Node |
| ___ 021 General | ___ 121 Screamer | ___ 221 CPU |
| ___ 022 Domovoi | ___ 122 King Naga | ___ 222 Storm Dragon |
| ___ 023 Yellow Jelly | ___ 123 Miss Vamp | ___ 223 Gigas Worm |
| ___ 024 Basilisk | ___ 124 Yellow Dragon | ___ 224 Master Flan |
| ___ 025 Leshy | ___ 125 Chimera Brain | ___ 225 T-Rex |
| ___ 026 Adamantoise | ___ 126 Trap Door | ___ 226 Death Mech |
| ___ 027 Bomb | ___ 127 Lunar Virus | ___ 227 Lunasaur |
| ___ 028 Spirit | ___ 128 Eukaryote | ___ 228 Plague |
| ___ 029 Gray Bomb | ___ 129 Crawler | ___ 229 White Dragon |
| ___ 030 Skeleton | ___ 130 Prokaryote | ___ 230 Ogopogo |
| ___ 031 Cockatrice | ___ 131 Abyss Worm | ___ 231 Dark Bahamut |
| ___ 032 Gargoyle | ___ 132 Black Flan | ___ 232 Zemus |
| ___ 033 Bloodbones | ___ 133 Dark Grenade | ___ 233 Zeromus |
| ___ 034 Gatlinger | ___ 134 Tarantula | ___ 234 Zeromus |
| ___ 035 Baron Warrior | ___ 135 Beamer | ___ 235 Mist Dragon |
| ___ 036 Captain | ___ 136 Centaurion | ___ 236 Ifrit |
| ___ 037 Zu | ___ 137 Mech Soldier | ___ 237 Shiva |
| ___ 038 Soul | ___ 138 Searcher | ___ 238 Titan |
| ___ 039 Ghoul | ___ 139 Last Arm | ___ 239 Ramuh |
| ___ 040 Revenant | ___ 140 Giant Soldier | ___ 240 Odin |
| ___ 041 Lilith | ___ 141 Mech Dragon | ___ 241 Leviathan |
| ___ 042 Skullnant | ___ 142 Great Malboro | ___ 242 Bahamut |
| ___ 043 Splasher | ___ 143 Golden Toad | ___ 243 Asura |
| ___ 044 Hydra | ___ 144 Selene Guardian | ___ 244 Lunar Bahamut |
| ___ 045 Baron Guard | ___ 145 Dark Sage | ___ 245 Lunar Leviathan |
| ___ 046 Electrofish | ___ 146 Silver Dragon | ___ 246 Lunar Odin |
| ___ 047 Gigas Gator | ___ 147 Gold Dragon | ___ 247 Lunar Asura |
| ___ 048 Death Shell | ___ 148 Bone Dragon | ___ 248 Lunar Titan |
| ___ 049 Flood Worm | ___ 149 Dinozombie | ___ 249 Lunar Dragon |
| ___ 050 Twin Snake | ___ 150 Li'l Murderer | ___ 250 Lunar Ifrit |
| ___ 051 Treant | ___ 151 Giant Warrior | ___ 251 Lunar Ramuh |
| ___ 052 Cait Sith | ___ 152 Blue Dragon | ___ 252 Lunar Shiva |
| ___ 053 Hell Needle | ___ 153 Red Dragon | ___ 253 Zeromus EG |
| ___ 054 Death Flower | ___ 154 Ahriman | |
| ___ 055 Draculady | ___ 155 Behemoth | |
| ___ 056 Cave Naga | ___ 156 Wicked Mask | |
| ___ 057 Mind Flayer | ___ 157 Zemus's Mind | |
| ___ 058 Cave Bat | ___ 158 Zemus's Breath | |
| ___ 059 Ogre | ___ 159 Flan Princess | |
| ___ 060 Purple Bavarois | ___ 160 Goblin Prince | |
| ___ 061 Puppet | ___ 161 Echidna | |
| ___ 062 Sorceress | ___ 162 Lamia Queen | |
| ___ 063 Black Knight | ___ 163 Sahagin Prince | |
| ___ 064 Centaur Knight | ___ 164 King Bomb | |

| | |
|-------------------------|------------------------|
| ___ 065 Gremlin | ___ 165 Palace Guard |
| ___ 066 Soldieress | ___ 166 Coeurl Regina |
| ___ 067 Puppeteer | ___ 167 Crystal Dragon |
| ___ 068 Ice Lizard | ___ 168 Magic Dragon |
| ___ 069 Cold Beast | ___ 169 Chaotic Knight |
| ___ 070 Hell Turtle | ___ 170 Stratoavis |
| ___ 071 Roc Baby | ___ 171 Golden Flan |
| ___ 072 Blood Flower | ___ 172 Dust Mousse |
| ___ 073 Roc | ___ 173 Worst Malboro |
| ___ 074 Mors | ___ 174 Chimerageist |
| ___ 075 Steel Golem | ___ 175 Catoblepas |
| ___ 076 Goblin Captain | ___ 176 Iron Giant |
| ___ 077 Armadillo | ___ 177 King Behemoth |
| ___ 078 Magma Tortoise | ___ 178 Gilgamesh |
| ___ 079 Undergrounder | ___ 179 Proto Phase |
| ___ 080 Hell Flapper | ___ 180 Mist Eagle |
| ___ 081 Chrysalis | ___ 181 Mist Kraken |
| ___ 082 Gloomwing | ___ 182 Mist Summoner |
| ___ 083 Gorgon | ___ 183 Metamorpha |
| ___ 084 Mystery Egg | ___ 184 Specter |
| ___ 085 Ironback | ___ 185 Platinum Toad |
| ___ 086 White Mousse | ___ 186 Grudge Puppet |
| ___ 087 Naga | ___ 187 Death Puppet |
| ___ 088 Evil Doll | ___ 188 Brachioraidos |
| ___ 089 Medusa | ___ 189 Soldier Monk |
| ___ 090 Fiery Knight | ___ 190 Super Monk |
| ___ 091 Coeurl | ___ 191 Drillmaster |
| ___ 092 Balloon | ___ 192 Bandit |
| ___ 093 Chimera | ___ 193 Octomammoth |
| ___ 094 Black Lizard | ___ 194 Antlion |
| ___ 095 Sorcerer | ___ 195 Mom Bomb |
| ___ 096 Ghost Knight | ___ 196 Baigan |
| ___ 097 Lamia Matriarch | ___ 197 Right Arm |
| ___ 098 Lamia | ___ 198 Left Arm |
| ___ 099 Grudger | ___ 199 Dark Elf |
| ___ 100 Fiery Hound | ___ 200 Dark Dragon |

+-----+

```

Goblin
=====
HP ..... 6
Strength ..... 19
Defense ..... 0
Magic ..... 0
Magic Defense ..... 0

Gil ..... 5
EXP ..... 28

Type
None

Treasure
Potion
Tent
Hourglass
O Goblin
Goblin      ^[BEST.001]
Weakness
None
Resistance
None
Absorb
None

```



```

-----+-----
Helldiver _____ ^[BEST.002]
=====
HP ..... 18 Weakness
Strength ..... 21 Throw
Defense ..... 0
Magic ..... 0 Resistance
Magic Defense ..... 0 Pig Mini
Toad
Gil ..... 5
EXP ..... 40 Absorb
None
Type
None
Treasure
Phoenix Down
Gold Needle
O Cockatrice
-----+-----

```

```

-----+-----
Floating Eyeball _____ ^[BEST.003]
=====
HP ..... 20 Weakness
Strength ..... 20 Throw
Defense ..... 0
Magic ..... 0 Resistance
Magic Defense ..... 0 Pig Mini
Toad Berserk
Gil ..... 9 Sleep Paralyze
EXP ..... 42 Absorb
None
Type
None
Treasure
Eye Drops
Phoenix Down
Alarm Clock
Gold Needle
-----+-----

```

```

-----+-----
Sword Rat _____ ^[BEST.004]
=====
HP ..... 30 Weakness
Strength ..... 21 None
Defense ..... 0
Magic ..... 0 Resistance
Magic Defense ..... 11 Mini Toad
Gil ..... 13 Absorb
EXP ..... 66 None
Type
None
Treasure
-----+-----

```

Gold Needle

+-----+

| | | |
|---------------------|-------|-------------|
| Insectus | _____ | ^[BEST.005] |
| ===== | | |
| HP | 28 | Weakness |
| Strength | 20 | None |
| Defense | 1 | |
| Magic | 0 | Resistance |
| Magic Defense | 4 | Pig Mini |
| | | Toad |
| Gil | 8 | |
| EXP | 49 | Absorb |
| | | None |
| Type | | |
| None | | |
| Treasure | | |
| Potion | | |
| Hi-Potion | | |

+-----+

| | | |
|---------------------|-------|-------------|
| Desert Sahagin | _____ | ^[BEST.006] |
| ===== | | |
| HP | 20 | Weakness |
| Strength | 20 | Ice |
| Defense | 0 | |
| Magic | 0 | Resistance |
| Magic Defense | 4 | None |
| Gil | 17 | Absorb |
| EXP | 70 | None |
| Type | | |
| Insect | | |
| Treasure | | |
| Antidote | | |
| Echo Herbs | | |
| Cross | | |
| Tent | | |

+-----+

| | | |
|---------------------|-------|-------------|
| Flying Eyes | _____ | ^[BEST.007] |
| ===== | | |
| HP | 40 | Weakness |
| Strength | 21 | Throw |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 5 | Blind Pig |
| | | Mini Toad |
| Gil | 18 | |
| EXP | 74 | Absorb |
| | | None |
| Type | | |
| None | | |

Treasure
Eye Drops
Phoenix Down
Alarm Clock
Gold Needle

+-----+

Hundlegs _____ ^[BEST.008]
=====

| | | | |
|---------------------|----|------------|------|
| HP | 60 | Weakness | |
| Strength | 11 | Throw | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 4 | Blind | Pig |
| | | Mini | Toad |
| Gil | 20 | | |
| EXP | 79 | Absorb | |
| | | None | |

Type
None

Treasure
Potion
Hi-Potion

+-----+

Sand Worm _____ ^[BEST.009]
=====

| | | | |
|---------------------|----|------------|-------|
| HP | 75 | Weakness | |
| Strength | 16 | None | |
| Defense | 2 | | |
| Magic | 10 | Resistance | |
| Magic Defense | 7 | Blind | Pig |
| | | Mini | Sleep |
| Gil | 22 | | |
| EXP | 82 | Absorb | |
| | | None | |

Type
None

Treasure
Potion
Hi-Potion
Remedy
Silver Apple

+-----+

Red Mousse _____ ^[BEST.010]
=====

| | | | |
|---------------------|-----|------------|--|
| HP | 35 | Weakness | |
| Strength | 15 | Fire | |
| Defense | 254 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 7 | Confuse | |
| Gil | 36 | Absorb | |
| EXP | 134 | None | |

Type
 Pudding

Treasure
 Potion
 Hi-Potion

+-----+

| | | |
|---------------------|-------|-------------|
| Gigantoad | _____ | ^[BEST.011] |
| ===== | | |
| HP | 47 | Weakness |
| Strength | 11 | Ice |
| Defense | 2 | |
| Magic | 0 | Resistance |
| Magic Defense | 6 | Toad |
| Gil | 24 | Absorb |
| EXP | 89 | None |

Type
 Insect

Treasure
 Maiden's Kiss

+-----+

| | | | |
|---------------------|-------|-------------|----------|
| Zombie | _____ | ^[BEST.012] | |
| ===== | | | |
| HP | 52 | Weakness | |
| Strength | 13 | Fire | Holy |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 9 | Poison | Pig |
| | | Mini | Toad |
| Gil | 31 | Death | Sleep |
| EXP | 112 | Paralyze | Darkness |
| Type | | Absorb | |
| Undead | | None | |

Treasure
 None

+-----+

| | | | |
|---------------------|-------|-------------|------|
| Vile Shell | _____ | ^[BEST.013] | |
| ===== | | | |
| HP | 58 | Weakness | |
| Strength | 11 | Lightning | |
| Defense | 1 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 8 | Pig | Mini |
| Gil | 28 | Absorb | |
| EXP | 101 | None | |

Type

None

Treasure
Diet Food
Mallet
Maiden's Kiss
Remedy

-----+

Toadgre _____ ^[BEST.014]

=====

HP 59
Strength 11
Defense 1
Magic 0
Magic Defense 7

Weakness
Ice
Resistance
Toad

Gil 34
EXP 127

Absorb
None

Type
Insect

Treasure
Maiden's Kiss

-----+

Sahagin _____ ^[BEST.015]

=====

HP 64
Strength 18
Defense 2
Magic 0
Magic Defense 7

Weakness
Lightning
Resistance
None

Gil 38
EXP 136

Absorb
None

Type
Insect

Treasure
None

-----+

Killer Fish _____ ^[BEST.016]

=====

HP 65
Strength 11
Defense 1
Magic 0
Magic Defense 7

Weakness
Lightning
Resistance
Pig Mini

Gil 30
EXP 119

Absorb
None

Type

None

Treasure
Potion
Hi-Potion

+-----+

Tiny Mage _____ ^[BEST.017]

=====

HP 69
Strength 19
Defense 2
Magic 3
Magic Defense 38

Weakness
None
Resistance
Pig Toad

Gil 63
EXP 132

Absorb
None

Type
Mage

Treasure
Rod
Silver Armlet
Ether
Dry Ether

+-----+

Water Bug _____ ^[BEST.018]

=====

HP 125
Strength 16
Defense 3
Magic 0
Magic Defense 11

Weakness
Lightning
Resistance
None

Gil 76
EXP 225

Absorb
None

Type
None

Treasure
Antidote
Echo Herbs
Cross
Tent

+-----+

Alligator _____ ^[BEST.019]

=====

HP 175
Strength 22
Defense 2
Magic 0
Magic Defense 10

Weakness
Ice
Resistance
Pig Mini

Gil 95
EXP 236

Absorb
None

Type
None

Treasure
Leather Cap
Leather Garb
Hi-Potion
Silver Apple

+-----+

Baron Soldier

_____ ^[BEST.020]

=====

HP 27
Strength 20
Defense 0
Magic 0
Magic Defense 4

Weakness
None
Resistance
Confuse

Gil 54
EXP 157

Absorb
None

Type
None

Treasure
None

+-----+

General

_____ ^[BEST.021]

=====

HP 221
Strength 26
Defense 2
Magic 0
Magic Defense 12

Weakness
None
Resistance
None

Gil 80
EXP 398

Absorb
None

Type
None

Treasure
None

+-----+

Domovai

_____ ^[BEST.022]

=====

HP 37
Strength 15
Defense 0
Magic 0
Magic Defense 7

Weakness
None
Resistance
None

Gil 48
EXP 184

Absorb
None

Type
None

Treasure
None

-----+

Yellow Jelly

_____ ^[BEST.023]

=====

HP 55
Strength 16
Defense 254
Magic 0
Magic Defense 12

Weakness
Lightning

Resistance
Confuse

Gil 33
EXP 144

Absorb
None

Type
Pudding

Treasure
Potion
Hi-Potion

-----+

Basilisk

_____ ^[BEST.024]

=====

HP 90
Strength 15
Defense 2
Magic 0
Magic Defense 9

Weakness
None

Resistance
Pig Mini

Gil 30
EXP 110

Absorb
None

Type
Insect

Treasure
Gold Needle

-----+

Leshy

_____ ^[BEST.025]

=====

HP 130
Strength 18
Defense 2
Magic 144
Magic Defense 10

Weakness
None

Resistance
None

Gil 42
EXP 157

Absorb
None

Type
Ghoul

Treasure
None

+-----+

Adamantoise _____ ^[BEST.026]
=====

| | | | |
|---------------------|-----|------------|-----|
| HP | 190 | Weakness | |
| Strength | 20 | Ice | |
| Defense | 1 | Resistance | |
| Magic | 0 | Poison | Pig |
| Magic Defense | 10 | | |
| Gil | 46 | Absorb | |
| EXP | 234 | None | |

Type
Insect

Treasure
Antidote
Echo Herbs
Cross
Tent

+-----+

Bomb _____ ^[BEST.027]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 55 | Weakness | |
| Strength | 19 | None | |
| Defense | 2 | Resistance | |
| Magic | 0 | Poison | Pig |
| Magic Defense | 15 | Mini | Toad |
| Gil | 76 | Absorb | |
| EXP | 361 | None | |

Type
None

Treasure
None

+-----+

Spirit _____ ^[BEST.028]
=====

| | | | |
|---------------------|----|-----------------|----------|
| HP | 86 | Weakness | |
| Strength | 25 | Holy | |
| Defense | 1 | Resistance | |
| Magic | 6 | Poison | Blind |
| Magic Defense | 9 | Petrify | Death |
| Gil | 5 | Sleep | Paralyze |
| EXP | 28 | Slowing Petrify | |

Type
Ghoul

Absorb
Fire

Treasure
Potion
Cursed Ring

+-----+

Gray Bomb _____ ^[BEST.029]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 111 | Weakness | |
| Strength | 36 | None | |
| Defense | 4 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 25 | Poison | Pig |
| | | Mini | Toad |
| Gil | 105 | | |
| EXP | 445 | Absorb | |
| | | None | |
| Type | | | |
| None | | | |
| Treasure | | | |
| None | | | |

+-----+

Skeleton _____ ^[BEST.030]
=====

| | | | |
|---------------------|-----|------------|---------|
| HP | 135 | Weakness | |
| Strength | 26 | Fire | Holy |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 8 | Poison | Blind |
| | | Silence | Pig |
| Gil | 126 | Mini | Toad |
| EXP | 238 | Death | Berserk |
| | | Confuse | Sleep |
| Type | | Paralyze | Curse |
| Undead | | Darkness | |
| Treasure | | Absorb | |
| None | | None | |

+-----+

Cockatrice _____ ^[BEST.031]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 149 | Weakness | |
| Strength | 24 | None | |
| Defense | 1 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 11 | Pig | Mini |
| | | Toad | |
| Gil | 82 | | |
| EXP | 275 | Absorb | |
| | | None | |
| Type | | | |

None

Treasure
Phoenix Down
Gold Needle
Cockatrice

+-----+

Gargoyle _____ ^[BEST.032]

=====

HP 160
Strength 28
Defense 2
Magic 0
Magic Defense 12

Gil 90
EXP 315

Weakness
Holy Throw

Resistance
Pig Mini
Death

Absorb
None

Type
Insect

Treasure
None

+-----+

Bloodbones _____ ^[BEST.033]

=====

HP 210
Strength 34
Defense 3
Magic 0
Magic Defense 12

Gil 169
EXP 315

Weakness
Fire Holy

Resistance
Poison Blind
Silence Pig
Mini Toad
Death Berserk
Confuse Sleep
Paralyze Curse
Darkness

Type
Undead

Treasure
None

Absorb
None

+-----+

Gatlinger _____ ^[BEST.034]

=====

HP 115
Strength 28
Defense 2
Magic 0
Magic Defense 8

Gil 53
EXP 335

Weakness
None

Resistance
Mini Toad

Absorb
None

Type
None

Treasure
Gold Needle

+-----+

| | | |
|---------------------|-------|-----------------------------|
| Baron Warrior | _____ | ^[BEST.035] |
| ===== | | |
| HP | 65 | Weakness |
| Strength | 28 | None |
| Defense | 2 | |
| Magic | 0 | Resistance |
| Magic Defense | 4 | Confuse Darkness |
| | | Holy |
| Gil | 100 | |
| EXP | 400 | Absorb |
| | | None |
| Type | | |
| Ghoul | | |
| Treasure | | |
| None | | |

+-----+

| | | |
|---------------------|-------|-------------|
| Captain | _____ | ^[BEST.036] |
| ===== | | |
| HP | 320 | Weakness |
| Strength | 36 | None |
| Defense | 2 | |
| Magic | 0 | Resistance |
| Magic Defense | 11 | None |
| Gil | 152 | Absorb |
| EXP | 600 | None |
| Type | | |
| None | | |
| Treasure | | |
| None | | |

+-----+

| | | |
|---------------------|-------|-------------------------|
| Zu | _____ | ^[BEST.037] |
| ===== | | |
| HP | 941 | Weakness |
| Strength | 32 | Throw |
| Defense | 0 | |
| Magic | 0 | Resistance |
| Magic Defense | 0 | Pig Mini |
| | | Toad |
| Gil | 489 | |
| EXP | 432 | Absorb |
| | | None |
| Type | | |
| None | | |
| Treasure | | |
| Feathered Cap | | |

Hi-Potion
Cottage
Silver Apple

+-----+

| | | |
|---------------------|--------|-----------------|
| Soul | _____ | ^[BEST.038] |
| ===== | | |
| HP | 200 | Weakness |
| Strength | 28 | Holy |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 10 | Poison df Blind |
| | | Petrify Death |
| Gil | 165 | Sleep Paralyze |
| EXP | 460 | Slowing Petrify |
| Type | Absorb | |
| Ghoul | Fire | |
| Treasure | | |
| Potion | | |
| Cursed Ring | | |

+-----+

| | | |
|---------------------|--------|-------------------|
| Ghoul | _____ | ^[BEST.039] |
| ===== | | |
| HP | 222 | Weakness |
| Strength | 32 | Fire Holy |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 11 | Poison Pig |
| | | Mini Toad |
| Gil | 179 | Death Sleep |
| EXP | 505 | Paralyze Darkness |
| Type | Absorb | |
| Undead | None | |
| Treasure | | |
| None | | |

+-----+

| | | |
|---------------------|--------|-------------------|
| Revenant | _____ | ^[BEST.040] |
| ===== | | |
| HP | 250 | Weakness |
| Strength | 36 | Fire Holy |
| Defense | 1 | |
| Magic | 0 | Resistance |
| Magic Defense | 12 | Poison Pig |
| | | Mini Toad |
| Gil | 186 | Death Sleep |
| EXP | 575 | Paralyze Darkness |
| Type | Absorb | |
| Undead | None | |
| Treasure | | |

None

-----+

| | | |
|---------------------|-------|-------------|
| Lilith | _____ | ^[BEST.041] |
| ===== | | |
| HP | 466 | Weakness |
| Strength | 46 | Fire |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 13 | Death Sleep |
| | | Paralyze |
| Gil | 272 | |
| EXP | 2703 | Absorb |
| | | None |
| Type | | |
| Insect, Undead | | |
| Treasure | | |
| Kiss of Lilith | | |
| Silver Apple | | |
| Rod of Lilith | | |

-----+

| | | |
|---------------------|-------|--------------------------|
| Skullnant | _____ | ^[BEST.042] |
| ===== | | |
| HP | 200 | Weakness |
| Strength | 42 | Fire Holy |
| Defense | 1 | |
| Magic | 0 | Resistance |
| Magic Defense | 5 | Poison Blind |
| | | Silence Pig |
| Gil | 100 | Mini Toad |
| EXP | 50 | Death Berserk |
| | | Confuse Sleep |
| Type | | Paralyze Curse |
| Undead | | Darkness Slowing Petrify |
| Treasure | | Absorb |
| None | | None |

-----+

| | | |
|---------------------|-------|-------------|
| Splasher | _____ | ^[BEST.043] |
| ===== | | |
| HP | 180 | Weakness |
| Strength | 30 | None |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 10 | Pig Mini |
| | | Toad |
| Gil | 145 | |
| EXP | 430 | Absorb |
| | | None |
| Type | | |
| None | | |
| Treasure | | |
| Potion | | |

Hi-Potion

-----+

Hydra _____ ^[BEST.044]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 257 | Weakness | |
| Strength | 44 | Lightning | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 14 | Pig | Toad |
| Gil | 209 | Absorb | |
| EXP | 607 | None | |

Type
Insect

Treasure
Antidote
Unicorn Horn
Poison Arrow

-----+

Baron Guard _____ ^[BEST.045]
=====

| | | | |
|---------------------|-----|------------|--|
| HP | 280 | Weakness | |
| Strength | 40 | None | |
| Defense | 3 | | |
| Magic | 26 | Resistance | |
| Magic Defense | 14 | None | |
| Gil | 230 | Absorb | |
| EXP | 710 | None | |

Type
Mage

Treasure
None

-----+

Electrofish _____ ^[BEST.046]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 284 | Weakness | |
| Strength | 40 | Throw | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 13 | Pig | Mini |
| Gil | 214 | Absorb | |
| EXP | 640 | Lightning | |

Type
None

Treasure
Diet Food

Mallet
Maiden's Kiss
Remedy

+-----+

Gigas Gator _____ ^[BEST.047]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 292 | Weakness | |
| Strength | 38 | Ice | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 15 | Pig | Mini |

Gil

| | | |
|-----|--------|--|
| 218 | Absorb | |
|-----|--------|--|

EXP

| | | |
|-----|------|--|
| 660 | None | |
|-----|------|--|

Type
None

Treasure
Leather Cap
Leather Garb
Hi-Potion
Silver Apple

+-----+

Death Shell _____ ^[BEST.048]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 380 | Weakness | |
| Strength | 42 | Lightning | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 19 | Pig | Mini |

Gil

| | | |
|-----|--------|--|
| 165 | Absorb | |
|-----|--------|--|

EXP

| | | |
|-----|------|--|
| 460 | Fire | |
|-----|------|--|

Type
None

Treasure
Diet Food
Mallet
Maiden's Kiss
Remedy

+-----+

Flood Worm _____ ^[BEST.049]
=====

| | | | |
|---------------------|-----|------------|-------|
| HP | 638 | Weakness | |
| Strength | 42 | Lightning | |
| Defense | 0 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 22 | Blind | Pig |
| | | Mini | Sleep |

Gil

| | | |
|-----|--|--|
| 219 | | |
|-----|--|--|

EXP

| | | |
|-----|--------|--|
| 690 | Absorb | |
|-----|--------|--|

None

Type

None

Treasure

Potion

Hi-Potion

Remedy

Silver Apple

+-----+

Twin Snake

_____ ^[BEST.050]

=====

HP 108

Weakness

Strength 46

Ice

Holy

Defense 0

Magic 0

Resistance

Magic Defense 22

Pig

Mini

Gil 222

Absorb

EXP 720

None

Type

None

Treasure

Antidote

Unicorn Horn

Poison Arrow

+-----+

Treant

_____ ^[BEST.051]

=====

HP 335

Weakness

Strength 52

Fire

Defense 1

Magic 2

Resistance

Magic Defense 15

Pig

Toad

Mini

Gil 148

EXP 687

Absorb

None

Type

None

Treasure

Diet Food

Mallet

Maiden's Kiss

Remedy

+-----+

Cait Sith

_____ ^[BEST.052]

=====

HP 342

Weakness

Strength 50

Holy

Defense 2

Magic 0
Magic Defense 16

Resistance
Mini Toad

Gil 252
EXP 820

Absorb
None

Type
None

Treasure
Unicorn
Coeurl's Whisker
Cat Claw

+-----+

Hell Needle
=====

_____ ^[BEST.053]

HP 398
Strength 40
Defense 3
Magic 0
Magic Defense 12

Weakness
None
Resistance
Mini Toad

Gil 220
EXP 700

Absorb
None

Type
None

Treasure
Gold Needle

+-----+

Death Flower
=====

_____ ^[BEST.054]

HP 440
Strength 24
Defense 2
Magic 0
Magic Defense 17

Weakness
Fire
Resistance
Blind Pig
Mini Toad

Gil 210
EXP 650

Absorb
None

Type
None

Treasure
Diet Food
Mallet
Maiden's Kiss
Remedy

+-----+

Draculady
=====

_____ ^[BEST.055]

HP 270

Weakness

Strength 38
Defense 2
Magic 21
Magic Defense 15

Fire Holy
Resistance
Death

Gil 195
EXP 810

Absorb
Lightning

Type
Undead

Treasure
Vampire Fang
Kiss of Lilith

+-----+

Cave Naga

_____ ^[BEST.056]

=====

HP 285
Strength 40
Defense 3
Magic 5
Magic Defense 12

Weakness
Holy
Resistance
None

Gil 201
EXP 740

Absorb
None

Type
Insect

Treasure
Antidote
Unicorn Horn
Poison Arrow

+-----+

Mind Flayer

_____ ^[BEST.057]

=====

HP 300
Strength 44
Defense 3
Magic 0
Magic Defense 22

Weakness
None
Resistance
Poison Death
Paralyze

Gil 232
EXP 1000

Absorb
None

Type
None

Treasure
Hi-Potion
Unicorn Horn
Golden Hourglass
O Mind Flayer

+-----+

Cave Bat
=====

| | |
|---------------------|-----|
| HP | 334 |
| Strength | 42 |
| Defense | 3 |
| Magic | 0 |
| Magic Defense | 12 |

Gil 151
EXP 598

Treasure
Potion
Hi-Potion

_____ ^[BEST.058]

Weakness
Holy Throw

Resistance
Pig Mini
Toad

Absorb
Lightning

+-----+

Ogre
=====

| | |
|---------------------|-----|
| HP | 865 |
| Strength | 60 |
| Defense | 2 |
| Magic | 0 |
| Magic Defense | 12 |

Gil 240
EXP 800

Type
Giant

Treasure
Bacchus's Cider
Twist Headband
Power Armlet
Giant's Gloves

_____ ^[BEST.059]

Weakness
Holy

Resistance
Pig Toad

Absorb
None

+-----+

Purple Bavarois
=====

| | |
|---------------------|-----|
| HP | 105 |
| Strength | 52 |
| Defense | 254 |
| Magic | 0 |
| Magic Defense | 9 |

Gil 50
EXP 750

Type
Pudding

Treasure
Potion
Hi-Potion

_____ ^[BEST.060]

Weakness
Fire

Resistance
Confuse

Absorb
None

+-----+

Puppet _____ ^[BEST.061]

=====

| | | | |
|---------------------|-----|------------|--|
| HP | 256 | Weakness | |
| Strength | 56 | Fire | |
| Defense | 3 | | |
| Magic | 15 | Resistance | |
| Magic Defense | 16 | None | |
| | | | |
| Gil | 180 | Absorb | |
| EXP | 800 | None | |

Type
None

Treasure
Decoy

+-----+

Sorceress _____ ^[BEST.062]

=====

| | | | |
|---------------------|------|------------|--|
| HP | 350 | Weakness | |
| Strength | 50 | None | |
| Defense | 2 | | |
| Magic | 47 | Resistance | |
| Magic Defense | 12 | Toad | |
| | | | |
| Gil | 329 | Absorb | |
| EXP | 1551 | None | |

Type
Mage

Treasure
Rod
Silver Armlet
Ether
Dry Ether

+-----+

Black Knight _____ ^[BEST.063]

=====

| | | | |
|---------------------|-----|------------|----------|
| HP | 360 | Weakness | |
| Strength | 64 | Fire | Holy |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 19 | Death | Darkness |
| | | | |
| Gil | 175 | Absorb | |
| EXP | 840 | None | |

Type
Undead

Treasure
Tent
Cottage

+-----+

Centaur Knight

_____ ^[BEST.064]

=====

HP 380
Strength 58
Defense 2
Magic 0
Magic Defense 18

Weakness
None
Resistance
Pig Toad

Gil 172
EXP 860

Absorb
None

Type
None

Treasure
Tent
Cottage

+-----+

Gremlin

_____ ^[BEST.065]

=====

HP 410
Strength 56
Defense 3
Magic 31
Magic Defense 15

Weakness
None
Resistance
None

Gil 275
EXP 1221

Absorb
None

Type
Mage

Treasure
Bell of Silence
Unicorn Horn
Hourglass
Ether

+-----+

Soldieress

_____ ^[BEST.066]

=====

HP 425
Strength 60
Defense 3
Magic 0
Magic Defense 15

Weakness
None
Resistance
Pig Mini

Gil 200
EXP 1050

Absorb
None

Type
None

Treasure
Tent
Cottage

Puppeteer

____ ^[BEST.067]

=====

HP 473
Strength 56
Defense 3
Magic 35
Magic Defense 17

Weakness
None
Resistance
Pig Mini

Gil 195
EXP 1000

Absorb
None

Type
Mage

Treasure
Healing Staff
Rune Armlet
Rune Staff
Grimoire

Ice Lizard

____ ^[BEST.068]

=====

HP 480
Strength 62
Defense 2
Magic 0
Magic Defense 14

Weakness
Fire
Resistance
Pig Mini

Gil 289
EXP 1331

Absorb
Ice

Type
Insect

Treasure
Ice Arrow
Antarctic Wind
Arctic Wind
White Fang

Cold Beast

____ ^[BEST.069]

=====

HP 520
Strength 64
Defense 3
Magic 3
Magic Defense 13

Weakness
Fire
Resistance
Mini Toad

Gil 276
EXP 1441

Absorb
Ice

Type
None

Treasure
Ice Arrow
Antarctic Wind
Arctic Wind
White Fang

+-----+

Hell Turtle _____ ^[BEST.070]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 700 | Weakness | |
| Strength | 72 | Ice | |
| Defense | 4 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 14 | Mini | Toad |
| Gil | 224 | Absorb | |
| EXP | 920 | Fire | |

Type
Insect

Treasure
Mythril Shield
Mythril Hammer
Hi-Potion
X-Potion

+-----+

Roc Baby _____ ^[BEST.071]
=====

| | | | |
|---------------------|------|------------|------|
| HP | 50 | Weakness | |
| Strength | 60 | Throw | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 9 | Pig | Mini |
| | | Toad | |
| Gil | 81 | Absorb | |
| EXP | 1004 | None | |

Type
None

Treasure
Phoenix Down
Gold Needle
O Cockatrice

+-----+

Blood Flower _____ ^[BEST.072]
=====

| | | | |
|---------------------|-----|------------|------|
| HP | 370 | Weakness | |
| Strength | 62 | Fire | |
| Defense | 2 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 6 | Blind | Pig |
| | | Mini | Toad |
| Gil | 32 | | |

EXP 1204

Absorb
None

Type
None

Treasure
Diet Food
Mallet
Maiden's Kiss
Remedy

+-----+

Roc

_____ ^[BEST.073]

=====

HP 500
Strength 66
Defense 3
Magic 0
Magic Defense 18

Weakness
None
Resistance
Pig Mini
Toad

Gil 150
EXP 1404

Absorb
None

Type
None

Treasure
Feathered Cap
Hi-Potion
Cottage
Silver Apple

+-----+

Mors

_____ ^[BEST.074]

=====

HP 695
Strength 60
Defense 4
Magic 0
Magic Defense 22

Weakness
None
Resistance
None

Gil 253
EXP 1504

Absorb
None

Type
None

Treasure
Potion
Hi-Potion

+-----+

Steel Golem

_____ ^[BEST.075]

=====

HP 1950
Strength 86
Defense 4

Weakness
None

Magic 0
Magic Defense 21

Gil 445
EXP 703

Resistance
Poison
Silence
Toad

Absorb
None

Blind
Mini
Death

Type
Giant

Treasure
Gaia Hammer
Giant's Gloves

+-----+

Goblin Captain

_____ ^[BEST.076]

=====

HP 199
Strength 56
Defense 0
Magic 0
Magic Defense 0

Weakness
None

Resistance
None

Gil 45
EXP 1930

Absorb
None

Type
None

Treasure
None

+-----+

Armadillo

_____ ^[BEST.077]

=====

HP 325
Strength 58
Defense 4
Magic 0
Magic Defense 12

Weakness
None

Resistance
Mini Toad

Gil 194
EXP 1555

Absorb
None

Type
None

Treasure
Mythril Shield
Mythril Hammer
Hi-Potion
X-Potion

+-----+

Magma Tortoise

_____ ^[BEST.078]

=====

HP 435
Strength 70

Weakness
Ice

Defense 3
Magic 0
Magic Defense 17

Resistance
Pig Mini

Gil 234
EXP 1666

Absorb
None

Type
None

Treasure
Mythril Shield
Mythril Hammer
Hi-Potion
X-Potion

+-----+

Undergrounder

_____ ^[BEST.079]

=====

HP 655
Strength 76
Defense 5
Magic 3
Magic Defense 29

Weakness
Lightning
Resistance
Blind Pig
Mini Toad

Gil 342
EXP 2714

Absorb
None

Type
None

Treasure
Spider's Silk
Gaia Drum
Siren

+-----+

Hell Flapper

_____ ^[BEST.080]

=====

HP 900
Strength 74
Defense 4
Magic 0
Magic Defense 18

Weakness
Throw
Resistance
Blind Pig
Mini Toad

Gil 312
EXP 3114

Absorb
Fire

Type
None

Treasure
Eye Drops
Phoenix Down
Alarm Clock
Gold Needle

+-----+

Chrysalis

_____ ^[BEST.081]

=====

HP 986
Strength 72
Defense 3
Magic 0
Magic Defense 17

Weakness
None

Resistance
Pig Mini
Toad

Gil 39
EXP 2822

Absorb
None

Type
None

Treasure
Potion
Hi-Potion

+-----+

Gloomwing

_____ ^[BEST.082]

=====

HP 1580
Strength 100
Defense 4
Magic 0
Magic Defense 254

Weakness
Throw

Resistance
None

Gil 510
EXP 2837

Absorb
None

Type
None

Treasure
Ether
Stardust
Lunar Curtain
Artemis Arrow

+-----+

Gorgon

_____ ^[BEST.083]

=====

HP 2550
Strength 134
Defense 4
Magic 0
Magic Defense 40

Weakness
None

Resistance
None

Gil 248
EXP 3003

Absorb
None

Type
None

Treasure
Medusa Arrow
Gorgon Blade

Mystery Egg

_____ ^[BEST.084]

=====

HP ?
Strength ?
Defense ?
Magic ?
Magic Defense ?

Weakness
?
Resistance
?

Gil 0
EXP 0

Absorb
?

Type
?

Treasure
?

NOTE: The Mystery Egg actually has 1 HP, but attacking it will make it crack open and reveal a new enemy.

Ironback

_____ ^[BEST.085]

=====

HP 100
Strength 74
Defense 4
Magic 0
Magic Defense 15

Weakness
None
Resistance
Mini Toad

Gil 233
EXP 1077

Absorb
None

Type
Giant

Treasure
Mythril Shield
Mythril Hammer
Hi-Potion
X-Potion

White Mousse

_____ ^[BEST.086]

=====

HP 298
Strength 66
Defense 254
Magic 0
Magic Defense 12

Weakness
Ice
Resistance
Confuse

Gil 384
EXP 1808

Absorb
None

Type
Pudding

Treasure
Potion
Hi-Potion

+-----+

Naga _____ ^[BEST.087]
=====

| | | |
|---------------------|------|------------|
| HP | 320 | Weakness |
| Strength | 66 | None |
| Defense | 4 | |
| Magic | 5 | Resistance |
| Magic Defense | 14 | None |
| | | |
| Gil | 150 | Absorb |
| EXP | 1118 | None |

Type
Insect

Treasure
Antidote
Unicorn Horn
Poison Arrow

+-----+

Evil Doll _____ ^[BEST.088]
=====

| | | |
|---------------------|------|------------|
| HP | 388 | Weakness |
| Strength | 64 | None |
| Defense | 3 | |
| Magic | 0 | Resistance |
| Magic Defense | 13 | None |
| | | |
| Gil | 269 | Absorb |
| EXP | 1408 | None |

Type
None

Treasure
Decoy

+-----+

Medusa _____ ^[BEST.089]
=====

| | | |
|---------------------|------|------------|
| HP | 490 | Weakness |
| Strength | 64 | None |
| Defense | 4 | |
| Magic | 0 | Resistance |
| Magic Defense | 14 | None |
| | | |
| Gil | 225 | Absorb |
| EXP | 1208 | None |

Type
None

Treasure
Medusa Arrow
Gorgon Blade

+-----+

Fiery Knight _____ ^[BEST.090]

=====

| | | | |
|---------------------|-----|------------|--|
| HP | 579 | Weakness | |
| Strength | 76 | Ice | |
| Defense | 4 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 19 | None | |

| | | | |
|-----------|------|--------|--|
| Gil | 300 | Absorb | |
| EXP | 1708 | Fire | |

Type
Insect

Treasure
Fire Lance
Flame Sword
Fire Shield
Flame Mail

+-----+

Coeurl _____ ^[BEST.091]

=====

| | | | |
|---------------------|-----|------------|------|
| HP | 593 | Weakness | |
| Strength | 72 | Throw | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 17 | Mini | Toad |

| | | | |
|-----------|------|--------|--|
| Gil | 345 | Absorb | |
| EXP | 2759 | None | |

Type
None

Treasure
Unicorn
Coeurl's Whisker
Cat Claw

+-----+

Balloon _____ ^[BEST.092]

=====

| | | | |
|---------------------|-----|------------|------|
| HP | 697 | Weakness | |
| Strength | 72 | Throw | |
| Defense | 4 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 19 | Poison | Pig |
| | | Mini | Toad |

| | | | |
|-----------|------|--------|--|
| Gil | 315 | | |
| EXP | 2459 | Absorb | |
| | | None | |

Type
None

Treasure
Bomb Fragment
Antarctic Wind
Bomb Core
O Bomb

-----+

Chimera _____ ^[BEST.093]

=====

HP 700
Strength 80
Defense 3
Magic 0
Magic Defense 18

Gil 228
EXP 1708

Weakness
None

Resistance
Pig Mini
Toad Death
Sleep Paralyze

Type
None Absorb
Fire Ice
Lightning

Treasure
Fire Arrow
Bomb Fragment
Bomb Arm
Red Fang

-----+

Black Lizard _____ ^[BEST.094]

=====

HP 792
Strength 64
Defense 4
Magic 16
Magic Defense 15

Gil 43
EXP 1504

Weakness
Ice

Resistance
Pig Mini

Type
Insect Absorb
None

Treasure
Medusa Arrow
Gorgon Blade

-----+

Sorcerer _____ ^[BEST.095]

=====

HP 1000
Strength 82
Defense 4
Magic 50
Magic Defense 22

Weakness
None

Resistance
Pig Mini

Gil 272 Absorb
EXP 2359 None

Type
Mage

Treasure
Healing Staff
Rune Armlet
Rune Staff
Grimoire

-----+

Ghost Knight _____ ^[BEST.096]

=====

HP 1050 Weakness
Strength 76 Holy
Defense 4
Magic 0 Resistance
Magic Defense 19 None

Gil 211 Absorb
EXP 2559 None

Type
Ghoul

Treasure
Tent
Cottage

-----+

Lamia Matriarch _____ ^[BEST.097]

=====

HP 1100 Weakness
Strength 74 None
Defense 4
Magic 0 Resistance
Magic Defense 31 Sleep Paralyze

Gil 247 Absorb
EXP 2859 None

Type
Insect

Treasure
Lamia Harp
Ruby Ring
Light Curtain
Angel Arrow

-----+

Lamia _____ ^[BEST.098]

=====

HP 1200 Weakness

Strength 72
Defense 4
Magic 0
Magic Defense 16

Ice
Resistance
Sleep Paralyze

Gil 143
EXP 2059

Absorb
None

Type
Insect

Treasure
Lamia Harp
Ruby Ring
Light Curtain
Angel Arrow

+-----+

Grudger
=====

_____ ^[BEST.099]

HP 1400
Strength 76
Defense 4
Magic 0
Magic Defense 22

Weakness
Holy
Resistance
None

Gil 149
EXP 2459

Absorb
Lightning

Type
None

Treasure
Thunder Arrow
Rage of Zeus
Rage of the Gods
Blue Fang

+-----+

Fiery Hound
=====

_____ ^[BEST.100]

HP 1221
Strength 68
Defense 3
Magic 0
Magic Defense 22

Weakness
Ice
Resistance
Mini Toad

Gil 244
EXP 1708

Absorb
Fire

Type
Insect

Treasure
Fire Arrow
Bomb Fragment
Bomb Arm
Red Fang

Security Eye

_____ ^[BEST.101]

=====

HP 1425
Strength 112
Defense 0
Magic 0
Magic Defense 254

Gil 380
EXP 2008

Type
Mech

Treasure
Siren

Weakness
None

Resistance
Pig Mini
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
None

Mad Ogre

_____ ^[BEST.102]

=====

HP 2000
Strength 86
Defense 4
Magic 53
Magic Defense 254

Gil 270
EXP 2359

Type
Giant, Mage

Treasure
Bacchus's Cider
Twist Headband
Power Armlet
Giant's Gloves

Weakness
None

Resistance
Pig Toad

Absorb
None

Green Dragon

_____ ^[BEST.103]

=====

HP 2200
Strength 88
Defense 3
Magic 3
Magic Defense 18

Gil 368
EXP 4759

Type
Dragon

Treasure
Blue Fang

Weakness
None

Resistance
Pig Mini
Toad Sleep

Absorb
None

Siren
Silver Apple

+-----+

Stone Golem _____ ^[BEST.104]

=====

HP 2560
Strength 84
Defense 4
Magic 0
Magic Defense 254

Gil 238
EXP 2908

Weakness
Ice

Resistance
Poison Blind
Silence Mini
Toad Petrify
Death

Type Absorb
Giant None

Treasure
Hi-Potion
X-Potion
Medusa Arrow

+-----+

Mythril Golem _____ ^[BEST.105]

=====

HP 2900
Strength 92
Defense 3
Magic 0
Magic Defense 20

Gil 383
EXP 3659

Weakness
None

Resistance
Poison Blind
Silence Mini
Toad Death

Type Absorb
Giant None

Treasure
Mythril Knife
Mythril Shield
Mythril Armor
Mythril Sword

+-----+

Bloody Bat _____ ^[BEST.106]

=====

HP 439
Strength 56
Defense 3
Magic 0
Magic Defense 16

Gil 262
EXP 1977

Weakness
Fire Throw

Resistance
Pig Mini
Toad

Type Absorb
Lightning

None

Treasure
Potion
Hi-Potion

+-----+

Skuldier _____ ^[BEST.107]

=====

HP 740
Strength 74
Defense 3
Magic 0
Magic Defense 18

Gil 116
EXP 1577

Weakness
Fire Holy

Resistance
Poison Blind
Silence Pig
Mini Toad
Death Berserk
Confuse Sleep
Paralyze Curse
Darkness

Type
Undead

Treasure Absorb
None None

+-----+

Tiny Toad _____ ^[BEST.108]

=====

HP 600
Strength 19
Defense 5
Magic 47
Magic Defense 37

Gil 335
EXP 1841

Weakness
Ice

Resistance
Pig Mini
Toad

Absorb
None

Type
Insect, Mage

Treasure
Maiden's Kiss

+-----+

Bog Witch _____ ^[BEST.109]

=====

HP 2960
Strength 98
Defense 4
Magic 223
Magic Defense 0

Gil 598
EXP 3441

Weakness
None

Resistance
Pig Mini
Sleep Paralyze

Absorb
None

Type
Mage

Treasure
Maiden's Kiss
Dry Ether
Soma Drop
Ribbon

-----+

| | | | |
|---------------------|-------|-------------|----------|
| Evil Dreamer | _____ | ^[BEST.110] | |
| ===== | | | |
| HP | 2800 | Weakness | |
| Strength | 100 | None | |
| Defense | 3 | | |
| Magic | 11 | Resistance | |
| Magic Defense | 23 | Poison | Blind |
| | | Petrify | Death |
| Gil | 362 | Sleep | Paralyze |
| EXP | 3141 | | |
| Type | | Absorb | |
| None | | Fire | |
| Treasure | | | |
| Potion | | | |
| Cursed Ring | | | |

-----+

| | | | |
|---------------------|-------|-------------|------|
| Mammon | _____ | ^[BEST.111] | |
| ===== | | | |
| HP | 3900 | Weakness | |
| Strength | 104 | Fire | |
| Defense | 3 | | |
| Magic | 74 | Resistance | |
| Magic Defense | 38 | Pig | Toad |
| | | Mini | |
| Gil | 525 | | |
| EXP | 5041 | Absorb | |
| | | None | |
| Type | | | |
| Mage | | | |
| Treasure | | | |
| Diet Food | | | |
| Mallet | | | |
| Maiden's Kiss | | | |
| Remedy | | | |

-----+

| | | | |
|---------------------|-------|-------------|-------|
| Malboro | _____ | ^[BEST.112] | |
| ===== | | | |
| HP | 4200 | Weakness | |
| Strength | 112 | None | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 23 | Pig | Death |
| | | Mini | |
| Gil | 458 | | |
| EXP | 5461 | Absorb | |

None

Type

None

Treasure

Remedy

Bacchus's Cider

Yoichi Arrow

Soma Drop

-----+

Belphegor

_____ ^[BEST.113]

=====

HP 2200

Weakness

Strength 108

Holy

Throw

Defense 5

Magic 0

Resistance

Magic Defense 12

Pig

Death

Mini

Gil 484

EXP 4088

Absorb

None

Type

None

Treasure

Potion

Cursed Ring

-----+

Bloody Eye

_____ ^[BEST.114]

=====

HP 2400

Weakness

Strength 100

Throw

Defense 4

Magic 0

Resistance

Magic Defense 38

Pig

Mini

Toad

Berserk

Gil 465

Sleep

Paralyze

EXP 3444

Absorb

None

Type

None

Treasure

Eye Drops

Phoenix Down

Alarm Clock

Gold Needle

-----+

Warrior

_____ ^[BEST.115]

=====

HP 2900

Weakness

Strength 104

None

Defense 4

Magic 0

Resistance

Magic Defense 26 None

Gil 575 Absorb

EXP 4288 None

Type

None

Treasure

Tent

Cottage

-----+

Mini Satana _____ ^[BEST.116]

=====

HP 3480 Weakness

Strength 102 None

Defense 5

Magic 79 Resistance

Magic Defense 43 None

Gil 650 Absorb

EXP 6388 None

Type

Mage

Treasure

Bell of Silence

Unicorn Horn

Hourglass

Ether

-----+

Summoner _____ ^[BEST.117]

=====

HP 3600 Weakness

Strength 104 None

Defense 5

Magic 60 Resistance

Magic Defense 39 Pig Toad

Gil 475 Absorb

EXP 3688 None

Type

Mage

Treasure

Healing Staff

Rune Armlet

Rune Staff

Grimoire

-----+

Arachne _____ ^[BEST.118]

=====

HP 3650
Strength 102
Defense 3
Magic 10
Magic Defense 18

Weakness
Ice Throw
Resistance
None

Gil 585
EXP 5388

Absorb
None

Type
None

Treasure
Spider's Silk
Gaia Drum
Siren

+-----+

Thunder Dragon

_____ ^[BEST.119]

-----=
HP 7600
Strength 124
Defense 4
Magic 0
Magic Defense 254

Weakness
Throw
Resistance
Blind Silence
Pig Mini
Toad Petrify
Death Confuse
Sleep Paralyze
Curse Slowing Petrify

Gil 342
EXP 2714

Type
Dragon

Treasure
Rage of the Gods
Gold Hourglass
Gold Hairpin
Golden Apple

Absorb
Lightning

+-----+

Evil Bat

_____ ^[BEST.120]

-----=
HP 1014
Strength 94
Defense 3
Magic 0
Magic Defense 25

Weakness
Fire Throw
Resistance
Pig Mini
Toad

Gil 355
EXP 2306

Absorb
Lightning

Type
None

Treasure
Potion
Hi-Potion

+-----+

Screamer

_____ ^[BEST.121]

=====

HP 1400
Strength 90
Defense 4
Magic 0
Magic Defense 22

Weakness
Throw

Resistance
None

Gil 205
EXP 3082

Absorb
None

Type

Mech, Giant

Treasure

Thunder Arrow
Rage of Zeus
Rage of the Gods
Blue Fang

+-----+

King Naga

_____ ^[BEST.122]

=====

HP 1480
Strength 88
Defense 3
Magic 0
Magic Defense 26

Weakness
None

Resistance
None

Gil 238
EXP 3582

Absorb
None

Type

Insect

Treasure

Antidote
Unicorn Horn
Poison Arrow

+-----+

Miss Vamp

_____ ^[BEST.123]

=====

HP 2375
Strength 88
Defense 4
Magic 31
Magic Defense 24

Weakness
Fire Holy

Resistance
None

Gil 188
EXP 3582

Absorb
None

Type

Mage, Undead

Treasure

Vampire Fang

Kiss of Lilith

+-----+

| | | | |
|---------------------|-------|-------------|-------|
| Yellow Dragon | _____ | ^[BEST.124] | |
| ===== | | | |
| HP | 3100 | Weakness | |
| Strength | 108 | None | |
| Defense | 4 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 37 | Pig | Mini |
| | | Toad | Sleep |
| Gil | 1500 | | |
| EXP | 28000 | Absorb | |
| | | None | |
| Type | | | |
| Dragon | | | |
| Treasure | | | |
| Blue Fang | | | |
| Siren | | | |
| Silver Apple | | | |

+-----+

| | | | |
|---------------------|-------|-------------|----------|
| Chimera Brain | _____ | ^[BEST.125] | |
| ===== | | | |
| HP | 3400 | Weakness | |
| Strength | 114 | None | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 38 | Pig | Mini |
| | | Toad | Death |
| Gil | 1200 | Sleep | Paralyze |
| EXP | 28000 | | |
| Type | | Absorb | |
| None | | Fire | Ice |
| | | Lightning | |
| Treasure | | | |
| Fire Arrow | | | |
| Bomb Fragment | | | |
| Bomb Arm | | | |
| Red Fang | | | |

+-----+

| | | | |
|---------------------|-------|-------------|-----------------|
| Trap Door | _____ | ^[BEST.126] | |
| ===== | | | |
| HP | 5000 | Weakness | |
| Strength | 88 | None | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 38 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4500 | Mini | Toad |
| EXP | 30000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | Slowing Petrify |

Treasure
None

Absorb
None

+-----+

Lunar Virus

_____ ^[BEST.127]

=====

HP 980
Strength 102
Defense 5
Magic 0
Magic Defense 43

Weakness
None

Resistance
Pig
Toad

Mini

Gil 1100
EXP 3237

Absorb
None

Type
None

Treasure
Ether
Stardust
Lunar Curtain
Artemis Arrow

+-----+

Eukaryote

_____ ^[BEST.128]

=====

HP 1700
Strength 116
Defense 5
Magic 0
Magic Defense 44

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Gil 1560
EXP 6999

Type
None

Treasure
Stardust
Lunar Curtain

Absorb
None

+-----+

Crawler

_____ ^[BEST.129]

=====

HP 1855
Strength 100
Defense 4
Magic 0
Magic Defense 24

Weakness
None

Resistance
Pig
Mini

Toad

Gil 538
EXP 3437

Absorb
None

Type

None

Treasure
Potion
Hi-Potion

+-----+

Prokaryote _____ ^[BEST.130]

=====

HP 2600
Strength 120
Defense 5
Magic 0
Magic Defense 54

Gil 1850
EXP 7999

Type
None

Treasure
Stardust
Lunar Curtain

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
None

+-----+

Abyss Worm _____ ^[BEST.131]

=====

HP 7000
Strength 128
Defense 4
Magic 15
Magic Defense 54

Gil 310
EXP 6303

Type
None

Treasure
Arctic Wind
Ether

Weakness
Fire

Resistance
Blind Pig
Mini Sleep

Absorb
None

+-----+

Black Flan _____ ^[BEST.132]

=====

HP 1357
Strength 116
Defense 254
Magic 0
Magic Defense 0

Gil 1300
EXP 3044

Weakness
None

Resistance
Confuse

Absorb
None

Type
 Pudding

Treasure
 Ether
 Stardust
 Lunar Curtain
 Artemis Arrow

-----+

Dark Grenade _____ ^[BEST.133]

=====

HP 1820
Strength 108
Defense 4
Magic 0
Magic Defense 37

Weakness
 Throw

Resistance
 Poison Pig
 Mini Toad

Gil 630
EXP 2644

Absorb
 None

Type
 Mage, Undead

Treasure
 Bomb Fragment
 Antarctic Wind
 Bomb Core
 O Bomb

-----+

Tarantula _____ ^[BEST.134]

=====

HP 2315
Strength 110
Defense 5
Magic 5
Magic Defense 37

Weakness
 Throw

Resistance
 None

Gil 598
EXP 2744

Absorb
 None

Type
 None

Treasure
 Spider's Silk
 Gaia Drum
 Siren

-----+

Beamer _____ ^[BEST.135]

=====

HP 3000
Strength 88
Defense 4
Magic 0

Weakness
 None

Resistance

| | | | |
|---------------------|------|---------|-----------------|
| Magic Defense | 41 | Poison | Blind |
| | | Silence | Pig |
| Gil | 890 | Mini | Toad |
| EXP | 3199 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Mech | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Tent | | None | |
| Rage of the Gods | | | |

-----+

| | | | |
|---------------------|------|------------|-------------|
| Centaurion | | _____ | ^[BEST.136] |
| ===== | | | |
| HP | 3500 | Weakness | |
| Strength | 126 | None | |
| Defense | 5 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 43 | Pig | Mini |
| | | Toad | |
| Gil | 1220 | | |
| EXP | 9699 | Absorb | |
| | | None | |
| Type | | | |
| Mech | | | |
| Treasure | | | |
| Tent | | | |
| Cottage | | | |

-----+

| | | | |
|---------------------|------|------------|-----------------|
| Mech Soldier | | _____ | ^[BEST.137] |
| ===== | | | |
| HP | 4900 | Weakness | |
| Strength | 118 | None | |
| Defense | 3 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 40 | Poison | Blind |
| | | Silence | Pig |
| Gil | 985 | Mini | Toad |
| EXP | 7999 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Mech | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Thunder Arrow | | None | |
| Rage of Zeus | | | |
| Rage of the Gods | | | |
| Blue Fang | | | |

-----+

| | | | |
|----------------|------|----------|-------------|
| Searcher | | _____ | ^[BEST.138] |
| ===== | | | |
| HP | 5500 | Weakness | |
| Strength | 138 | None | |

Defense 4
Magic 0
Magic Defense 52

Gil 900
EXP 15004

Type
Mech

Treasure
Siren

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

-----+

Last Arm

_____ ^[BEST.139]

=====

HP 9500
Strength 138
Defense 5
Magic 0
Magic Defense 47

Gil 338
EXP 8703

Type
Mech

Treasure
Siren

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

-----+

Giant Soldier

_____ ^[BEST.140]

=====

HP 10000
Strength 128
Defense 4
Magic 0
Magic Defense 38

Gil 1500
EXP 31000

Type
Mech, Giant

Treasure
Cottage
Ogrekiller
Poison Axe
Rune Axe

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Confuse
Paralyze

Blind
Pig
Toad
Death
Sleep

Absorb
None

-----+

Mech Dragon

_____ ^[BEST.141]

=====

HP 18000
Strength 138

Weakness
None

| | | | |
|---------------------|-------|------------|-----------------|
| Defense | 4 | Resistance | |
| Magic | 56 | Poison | Blind |
| Magic Defense | 38 | Silence | Pig |
| Gil | 2550 | Mini | Toad |
| EXP | 41400 | Petrify | Death |
| Type | | Berserk | Confuse |
| Dragon | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Rage of the Gods | | None | |
| Gold Hourglass | | | |
| Gold Hairpin | | | |
| Golden Apple | | | |

-----+

| | | | |
|---------------------|-------|------------|-------------|
| Great Malboro | | _____ | ^[BEST.142] |
| ===== | | | |
| HP | 12180 | Weakness | |
| Strength | 132 | None | |
| Defense | 3 | Resistance | |
| Magic | 20 | Pig | Mini |
| Magic Defense | 254 | Death | |
| Gil | 20000 | Absorb | |
| EXP | 22000 | None | |
| Type | | | |
| None | | | |
| Treasure | | | |
| Remedy | | | |
| Bacchus's Cider | | | |
| Soma Drop | | | |
| Megalixer | | | |

-----+

| | | | |
|---------------------|-------|------------|-----------------|
| Golden Toad | | _____ | ^[BEST.143] |
| ===== | | | |
| HP | 7777 | Weakness | |
| Strength | 136 | None | |
| Defense | 254 | Resistance | |
| Magic | 112 | Poison | Blind |
| Magic Defense | 254 | Silence | Pig |
| Gil | 65000 | Mini | Toad |
| EXP | 65000 | Petrify | Death |
| Type | | Berserk | Confuse |
| Insect | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Gold Hourglass | | Fire | Ice |
| Golden Apple | | Lightning | Darkness |
| Megalixer | | Holy | Throw |

-----+

Selene Guardian

_____ ^[BEST.144]

=====

HP 4000
Strength 122
Defense 3
Magic 0
Magic Defense 254

Weakness
None

Resistance
Pig

Toad

Gil 3500
EXP 13000

Absorb
None

Type

None

Treasure

Artemis Arrow
Lunar Curtain
Minerva's Plate
Artemis Bow

+-----+

Dark Sage

_____ ^[BEST.145]

=====

HP 5100
Strength 80
Defense 5
Magic 47
Magic Defense 41

Weakness
None

Resistance
Toad

Gil 2400
EXP 17003

Absorb
None

Type

Mage

Treasure

Maiden's Kiss
Dry Ether
Soma Drop
Ribbon

+-----+

Silver Dragon

_____ ^[BEST.146]

=====

HP 7500
Strength 124
Defense 4
Magic 95
Magic Defense 44

Weakness
None

Resistance
Blind
Pig

Silence

Toad

Gil 19000
EXP 25000

Petrify
Paralyze

Death

Curse

Slowing Petrify

Type

Dragon

Absorb
None

Treasure

Stardust
Light Curtain
Lunar Curtain
Silver Apple

+-----+

Gold Dragon _____ ^[BEST.147]

=====

HP 8200
Strength 128
Defense 54
Magic 30
Magic Defense 39

Gil 23000
EXP 30000

Weakness
None

Resistance
Blind Silence
Pig Mini
Toad Petrify
Death Confuse
Paralyze Curse
Slowing Petrify

Type
Dragon

Treasure
Rage of Zeus
Rage of the Gods
Blue Fang
Silver Apple

Absorb
None

+-----+

Bone Dragon _____ ^[BEST.148]

=====

HP 12000
Strength 142
Defense 3
Magic 0
Magic Defense 254

Gil 6750
EXP 14000

Weakness
Fire

Resistance
Poison Blind
Silence Pig
Mini Toad
Death Berserk
Sleep Paralyze
Curse Darkness

Type
Dragon, Undead

Treasure
Red Fang
Cursed Ring

Absorb
None

+-----+

Dinozombie _____ ^[BEST.149]

=====

HP 12000
Strength 132
Defense 4
Magic 0
Magic Defense 254

Gil 8100
EXP 15000

Weakness
Fire Holy

Resistance
Poison Blind
Silence Pig
Mini Toad
Death Berserk
Sleep Paralyze

| | | |
|----------------|--------|----------|
| Type | Curse | Darkness |
| Dragon, Undead | | |
| | Absorb | |
| Treasure | None | |
| Red Fang | | |
| Cursed Ring | | |

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| | | |
|---------------------|-----------------------------------|------------|
| Li'l Murderer *** | _____ ^[BEST.150] | |
| ===== | | |
| HP | 12000 | Weakness |
| Strength | 174 | Lightning |
| Defense | 3 | |
| Magic | 143 | Resistance |
| Magic Defense | 0 | None |
| Gil | 10700 | Absorb |
| EXP | 20000 | None |
| Type | *** Using a Lightning-based spell | |
| None | has very terrible results, but | |
| | don't take my word for it; you're | |
| | free to try it for yourself | |
| Treasure | | |
| Potion | | |
| Tent | | |
| Hourglass | | |
| O Goblin | | |

-----+

| | | |
|---------------------|-------------------|------------|
| Giant Warrior | _____ ^[BEST.151] | |
| ===== | | |
| HP | 14000 | Weakness |
| Strength | 122 | None |
| Defense | 4 | |
| Magic | 57 | Resistance |
| Magic Defense | 39 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 7000 | Mini |
| | | Toad |
| EXP | 18500 | Petrify |
| | | Death |
| | | Confuse |
| | | Sleep |
| Type | Paralyze | Curse |
| Giant | Slowing Petrify | |
| Treasure | Absorb | |
| Cottage | None | |
| Ogrekiller | | |
| Poison Axe | | |
| Rune Axe | | |

-----+

| | | |
|---------------------|-------------------|------------|
| Blue Dragon | _____ ^[BEST.152] | |
| ===== | | |
| HP | 15000 | Weakness |
| Strength | 144 | None |
| Defense | 4 | |
| Magic | 0 | Resistance |
| Magic Defense | 47 | Poison |
| | | Blind |

| | | | |
|------------------|-------|-----------|-----------------|
| Gil | 40200 | Silence | Pig |
| EXP | 36000 | Mini | Toad |
| Type | | Petrify | Death |
| Dragon | | Berserk | Confuse |
| | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| White Fang | | Fire | Ice |
| Shuriken | | Lightning | Darkness |
| Dragon's Whisker | | Holy | Throw |
| Wyvern Lance | | | |

-----+

| | | | |
|---------------------|-------|------------|-----------------|
| Red Dragon | | _____ | ^[BEST.153] |
| ===== | | | |
| HP | 15000 | Weakness | |
| Strength | 162 | Ice | |
| Defense | 4 | | |
| Magic | 79 | Resistance | |
| Magic Defense | 39 | Poison | Blind |
| | | Silence | Pig |
| Gil | 65000 | Mini | Toad |
| EXP | 41500 | Petrify | Death |
| Type | | Berserk | Confuse |
| Dragon | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Red Fang | | Fire | |
| Dragon Gloves | | | |
| Wyvern Lance | | | |
| Crystal Ring | | | |

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| | | | |
|---------------------|-------|------------|-----------------|
| Ahriman | | _____ | ^[BEST.154] |
| ===== | | | |
| HP | 25000 | Weakness | |
| Strength | 144 | Throw | |
| Defense | 5 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 38 | Poison | Blind |
| | | Silence | Pig |
| Gil | 65200 | Mini | Toad |
| EXP | 33333 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Eye Drops | | None | |
| Elixer | | | |
| Gold Hourglass | | | |
| Protect Ring | | | |

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| | | | |
|----------|--|-------|-------------|
| Behemoth | | _____ | ^[BEST.155] |
|----------|--|-------|-------------|

```

=====
HP ..... 23000
Strength ..... 154
Defense ..... 4
Magic ..... 63
Magic Defense .... 254

Gil ..... 65000
EXP ..... 57000

Type
  None

Treasure
  Twist Headband
  Power Armlet
  Power Sash
  Avenger

```

```

Weakness
  None

Resistance
  Poison      Blind
  Silence     Pig
  Mini        Toad
  Petrify     Death
  Berserk     Confuse
  Sleep       Paralyze
  Curse       Slowing Petrify

```

```

Absorb
  None

```

-----+

```

Wicked Mask
=====
HP ..... 37000
Strength ..... 128
Defense ..... 4
Magic ..... 18
Magic Defense .... 18

Gil ..... 65000
EXP ..... 50000

Type
  None

Treasure
  Light Curtain
  X-Potion
  Elixir
  Glass Mask

```

```

_____ ^[BEST.156]

Weakness
  None

Resistance
  Poison      Blind
  Silence     Pig
  Mini        Toad
  Petrify     Death
  Berserk     Confuse
  Sleep       Paralyze
  Curse       Slowing Petrify

```

```

Absorb
  None

```

-----+

```

Zemus's Mind
=====
HP ..... 20000
Strength ..... 130
Defense ..... 254
Magic ..... 99
Magic Defense ..... 0

Gil ..... 50000
EXP ..... 65000

Type
  None

Treasure
  None

```

```

_____ ^[BEST.157]

Weakness
  None

Resistance
  Poison      Blind
  Silence     Pig
  Mini        Toad
  Petrify     Death
  Berserk     Confuse
  Sleep       Paralyze
  Curse       Slowing Petrify

```

```

Absorb
  None

```

Zemus's Breath

____ ^[BEST.158]

=====

HP 40000
Strength 154
Defense 0
Magic 99
Magic Defense 254

Gil 50000
EXP 60000

Type
None

Treasure
None

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
None

Flan Princess

____ ^[BEST.159]

=====

HP 20000
Strength 154
Defense 5
Magic 127
Magic Defense 22

Gil 55555
EXP 10000

Type
Pudding

Treasure
Dry Ether
Elixir
Fuma Shuriken
Pink Tail

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
None

Goblin Prince

____ ^[BEST.160]

=====

HP 8929
Strength 132
Defense 3
Magic 0
Magic Defense 1

Gil 12000
EXP 22000

Type
None

Treasure
X-Potion
Gold Hourglass

Weakness
Lightning

Resistance
Pig Mini
Toad

Absorb
None

O Goblin

+-----+

| | | |
|---------------------|-------|---------------------------------------|
| Echidna *** | _____ | ^[BEST.161] |
| ===== | | |
| HP | 9130 | Weakness |
| Strength | 142 | None |
| Defense | 4 | |
| Magic | 28 | Resistance |
| Magic Defense | 33 | Pig Mini |
| | | Toad |
| Gil | 24000 | |
| EXP | 34000 | Absorb |
| | | None |
| Type | | |
| Insect, Undead | | *** Nothing like Knuckles the Echidna |
| Treasure | | |
| X-Potion | | |
| Vampire Fang | | |
| Kiss of Lilith | | |
| Assassin Vest | | |

+-----+

| | | |
|---------------------|-------|-------------|
| Lamia Queen | _____ | ^[BEST.162] |
| ===== | | |
| HP | 10330 | Weakness |
| Strength | 144 | None |
| Defense | 3 | |
| Magic | 35 | Resistance |
| Magic Defense | 32 | Pig Mini |
| | | Toad Sleep |
| Gil | 25000 | Paralyze |
| EXP | 35000 | |
| Type | | Absorb |
| Insect | | None |
| Treasure | | |
| Dry Ether | | |
| Kiss of Lilith | | |
| Rod of Lilith | | |
| Perseus Arrow | | |

+-----+

| | | |
|---------------------|-------|-------------|
| Sahagin Prince | _____ | ^[BEST.163] |
| ===== | | |
| HP | 12902 | Weakness |
| Strength | 160 | Lightning |
| Defense | 4 | |
| Magic | 20 | Resistance |
| Magic Defense | 26 | Ice |
| Gil | 28000 | Absorb |
| EXP | 40000 | None |
| Type | | |

Insect

Treasure
X-Potion
Kiss Cottage
Bestiary
Battle Gear

-----+

King Bomb _____ ^[BEST.164]

=====

HP 11100
Strength 154
Defense 2
Magic 27
Magic Defense 34

Weakness
None
Resistance
Poison Pig
Mini Toad

Gil 32000
EXP 40000

Absorb
None

Type
None

Treasure
Bomb Fragment
Bomb Arm
Bomb Core
O Bomb

-----+

Palace Guard _____ ^[BEST.165]

=====

HP 10633
Strength 151
Defense 4
Magic 38
Magic Defense 44

Weakness
None
Resistance
Pig Toad

Gil 28000
EXP 38000

Absorb
None

Type
None

Treasure
X-Potion
Funa Shuriken
Minerva's Plate
Golden Apple

-----+

Coeurl Regina _____ ^[BEST.166]

=====

HP 15935
Strength 154
Defense 4
Magic 36

Weakness
None
Resistance

Magic Defense 51

Silence

Pig

Mini

Toad

Gil 33000

EXP 51000

Absorb

None

Type

None

Treasure

Unicorn Horn

Coeurl's Whisker

Cat Claw

Tabby Suit

+-----+

Crystal Dragon

____ ^[BEST.167]

=====

HP 18120

Weakness

Strength 162

Throw

Defense 4

Resistance

Magic 42

Magic Defense 45

Poison

Blind

Silence

Pig

Gil 34000

Mini

Toad

EXP 46000

Petrify

Death

Sleep

Paralyze

Type

Dragon

Absorb

None

Treasure

White Fang

Dragon Shield

Wyvern Lance

Crystal Ring

+-----+

Magic Dragon

____ ^[BEST.168]

=====

HP 20830

Weakness

Strength 160

Throw

Defense 4

Resistance

Magic 41

Magic Defense 48

Blind

Silence

Pig

Mini

Gil 35000

Toad

Petrify

EXP 47000

Death

Confuse

Paralyze

Curse

Slowing Petrify

Type

Dragon

Absorb

None

Treasure

White Fang

Dragon Shield

Wyvern Lance

Crystal Ring

+-----+

Chaotic Knight

____^[BEST.169]

=====

HP 21019
Strength 152
Defense 2
Magic 68
Magic Defense 45

Weakness
None

Resistance
Pig Mini
Toad

Gil 42000
EXP 50000

Absorb
None

Type
None

Treasure
Remedy
Cottage
Assassin Dager

+-----+

Stratoavis

____^[BEST.170]

=====

HP 24458
Strength 184
Defense 2
Magic 13
Magic Defense 55

Weakness
Throw

Resistance
Pig Mini
Toad

Gil 50000
EXP 55000

Absorb
None

Type
None

Treasure
Phoenix Down
Cottage
Silver Apple
Chocobo Suit

+-----+

Golden Flan

____^[BEST.171]

=====

HP 12384
Strength 155
Defense 254
Magic 0
Magic Defense 245

Weakness
None

Resistance
Toad Confuse

Gil 40000
EXP 42000

Absorb
None

Type
Pudding

Treasure
Dry Ether
Stardust

Lunar Curtain
Golden Apple

+-----+

Dust Mousse _____ ^[BEST.172]
=====

| | | | |
|---------------------|-------|------------|---------|
| HP | 10882 | Weakness | |
| Strength | 155 | Holy | |
| Defense | 254 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 254 | Toad | Confuse |
| Gil | 40000 | Absorb | |
| EXP | 42000 | Darkness | |

Type
 Pudding, Undead

Treasure
 Dry Ether
 Elixer
 Fuma Shuriken
 Soma Drop

+-----+

Worst Malboro _____ ^[BEST.173]
=====

| | | | |
|---------------------|-------|------------|-------|
| HP | 18428 | Weakness | |
| Strength | 155 | Fire | |
| Defense | 2 | | |
| Magic | 22 | Resistance | |
| Magic Defense | 23 | Poison | Blind |
| | | Silence | Pig |
| Gil | 54000 | Mini | Death |
| EXP | 50000 | | |

Type
 None

Treasure
 Remedy
 Soma Drop
 Ribbon

+-----+

Chimerageist _____ ^[BEST.174]
=====

| | | | |
|---------------------|-------|------------|----------|
| HP | 24415 | Weakness | |
| Strength | 164 | None | |
| Defense | 4 | | |
| Magic | 24 | Resistance | |
| Magic Defense | 55 | Pig | Mini |
| | | Toad | Death |
| Gil | 57000 | Sleep | Paralyze |
| EXP | 58000 | | |

Type
 Fire

Absorb
 Ice

None

Lightning

Treasure
Red Fang
White Fang
Blue Fang
Cursed Ring

+-----+

Catoblepas

_____ ^[BEST.175]

=====

HP 30556
Strength 168
Defense 4
Magic 30
Magic Defense 54

Weakness
None
Resistance
Pig Mini

Gil 62000
EXP 62000

Absorb
None

Type
Insect

Treasure
Gold Needle
Medusa Arrow
Aegis Shield
Gorgon Blade

+-----+

Iron Giant

_____ ^[BEST.176]

=====

HP 29818
Strength 171
Defense 3
Magic 22
Magic Defense 60

Weakness
None
Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Throw
Slowing Petrify

Gil 63000
EXP 64000

Absorb
None

Type
Giant

Treasure
Ogrekiller
Poison Axe
Rune Axe
Gigant Axe

+-----+

King Behemoth

_____ ^[BEST.177]

=====

HP 29834
Strength 190
Defense 5
Magic 10

Weakness
None
Resistance

Magic Defense 254
 Gil 63500
 EXP 64000
 Type
 None
 Treasure
 Power Armlet
 Power Sash
 Avenger
 Tiger Fang

Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse
 Slowing Petrify
 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Holy

-----+

Giglamesh
 =====
 HP 30710
 Strength 175
 Defense 6
 Magic 101
 Magic Defense 254
 Gil 62500
 EXP 63000
 Type
 Insect
 Treasure
 X-Potion
 Bestiary
 Lunar Curtain
 Maximilian

_____ ^[BEST.178]
 Weakness
 Ice
 Resistance
 Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse
 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Slowing Petrify

-----+

Proto Phase
 =====
 HP 31415
 Strength 169
 Defense 3
 Magic 23
 Magic Defense 24
 Gil 62000
 EXP 62000
 Type
 Mech
 Treasure
 Light Curtain
 X-Potion
 Lunar Curtain
 Glass Mask

_____ ^[BEST.179]
 Weakness
 None
 Resistance
 Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse
 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Slowing Petrify

-----+

Mist Eagle

_____ ^[BEST.180]

=====

HP 10290
Strength 152
Defense 3
Magic 22
Magic Defense 22

Weakness
Throw

Resistance
Pig Mini
Toad

Gil 12000
EXP 12000

Absorb
None

Type
None

Treasure
Phoenix Down
Gold Needle
O Cockatrice

+-----+

Mist Kraken

_____ ^[BEST.181]

=====

HP 12512
Strength 157
Defense 3
Magic 31
Magic Defense 30

Weakness
None

Resistance
Poison Mini
Toad Death
Paralyze

Gil 18000
EXP 18000

Absorb
None

Type
None

Treasure
Unicorn Horn
Gold Hourglass
O Mind Flayer

+-----+

Mist Summoner

_____ ^[BEST.182]

=====

HP 15920
Strength 155
Defense 4
Magic 54
Magic Defense 36

Weakness
Throw

Resistance
Pig Mini
Toad

Gil 25000
EXP 25000

Absorb
None

Type
Mage

Treasure
Healing Staff
Rune Armlet
Rune Staff

Grimoire

+-----+

Metamorpha _____ ^[BEST.183]
=====

| | | | |
|---------------------|-------|------------|------|
| HP | 21231 | Weakness | |
| Strength | 161 | Throw | |
| Defense | 4 | | |
| Magic | 30 | Resistance | |
| Magic Defense | 38 | Pig | Mini |
| | | Toad | |
| Gil | 30000 | | |
| EXP | 30000 | Absorb | |
| | | None | |
| Type | | | |
| Mage | | | |
| Treasure | | | |
| Perseus Arrow | | | |

+-----+

Specter _____ ^[BEST.184]
=====

| | | | |
|---------------------|-------|------------|-----------------|
| HP | 23511 | Weakness | |
| Strength | 158 | None | |
| Defense | 4 | | |
| Magic | 33 | Resistance | |
| Magic Defense | 44 | Poison | Blind |
| | | Silence | Pig |
| Gil | 0 | Mini | Toad |
| EXP | 0 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Ghoul | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Phoenix Down | | None | |

+-----+

Platinum Toad _____ ^[BEST.185]
=====

| | | | |
|---------------------|-------|------------|-----------------|
| HP | 11111 | Weakness | |
| Strength | 150 | None | |
| Defense | 60 | | |
| Magic | 123 | Resistance | |
| Magic Defense | 254 | Poison | Blind |
| | | Silence | Pig |
| Gil | 65000 | Mini | Toad |
| EXP | 65000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Insect | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| Megalixer | | None | |

+-----+

Grudge Puppet

____ ^[BEST.186]

=====

HP 18929
Strength 160
Defense 5
Magic 32
Magic Defense 45

Gil 20000
EXP 32000

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Berserk Confuse
Sleep

Type
None

Absorb
None

Treasure
Decoy

-----+

Death Puppet

____ ^[BEST.187]

=====

HP 60702
Strength 185
Defense 6
Magic 57
Magic Defense 62

Gil 63000
EXP 64000

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Death Berserk
Confuse Sleep

Type
None

Absorb
None

Treasure
Potion

-----+

Brachioraidos

____ ^[BEST.188]

=====

HP 180000
Strength 225
Defense 5
Magic 212
Magic Defense 125

Gil 65000
EXP 65000

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Type
Dragon

Absorb
None

Treasure
Hero's Shield

-----+

Soldier Monk

____ ^[BEST.189]

=====

HP 6000
Strength 140
Defense 3
Magic 0
Magic Defense 254

Gil 5000
EXP 15000

Type
None

Treasure
None

Weakness
Fire

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

+-----+

Super Monk

=====

HP 8000
Strength 145
Defense 3
Magic 0
Magic Defense 254

Gil 8000
EXP 18000

Type
None

Treasure
None

_____ ^[BEST.190]

Weakness
Fire

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

+-----+

Drillmaster

=====

HP 10000
Strength 150
Defense 3
Magic 0
Magic Defense 254

Gil 10000
EXP 20000

Type
None

Treasure
None

_____ ^[BEST.191]

Weakness
Fire

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

+-----+

Bandit

=====

HP 14651
Strength 144
Defense 4

_____ ^[BEST.192]

Weakness
None

Magic 22
Magic Defense 33

Gil 0
EXP 0

Type
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Treasure
None

Absorb
None

+-----+

Octomammoth
=====

HP 2350
Strength 22
Defense 0
Magic 0
Magic Defense 25

Gil 500
EXP 1200

Type
None

_____ ^[BEST.193]

Weakness
Lightning
Darkness

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Treasure
None

Absorb
Holy

+-----+

Antlion
=====

HP 1100
Strength 11
Defense 3
Magic 0
Magic Defense 11

Gil 800
EXP 1500

Type
None

_____ ^[BEST.194]

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Treasure
None

Absorb
None

+-----+

Mom Bomb
=====

HP 11000
Strength 30
Defense 1
Magic 5
Magic Defense 9

_____ ^[BEST.195]

Weakness
Darkness

Resistance
Poison
Silence

Blind
Pig

Gil 1200
EXP 1900

Type
None

Treasure
None

Mini
Petrify
Berserk
Sleep
Curse

Absorb
None

Toad
Death
Confuse
Paralyze
Slowing Petrify

-----+

Baigan

=====

HP 4444
Strength 58
Defense 1
Magic 9
Magic Defense 11

Gil 3000
EXP 4800

Type
None

Treasure
None

_____ ^[BEST.196]

Weakness
None

Resistance

Poison
Silence

Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig

Toad
Death
Confuse
Paralyze
Slowing Petrify

-----+

Right Arm

=====

HP 444
Strength 58
Defense 2
Magic 9
Magic Defense 0

Gil 0
EXP 10

Type
None

Treasure
None

_____ ^[BEST.197]

Weakness
None

Resistance

Poison
Silence

Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig

Toad
Death
Confuse
Paralyze
Slowing Petrify

-----+

Left Arm

=====

HP 444
Strength 58
Defense 2
Magic 9
Magic Defense 0

Gil 0
EXP 10

_____ ^[BEST.198]

Weakness
None

Resistance

Poison
Silence

Mini
Petrify
Berserk

Blind
Pig

Toad
Death
Confuse

| | | |
|------|-------|-----------------|
| Type | Sleep | Paralyze |
| None | Curse | Slowing Petrify |

| | |
|----------|--------|
| Treasure | Absorb |
| None | None |

-----+

| | |
|----------|-------------------|
| Dark Elf | _____ ^[BEST.199] |
|----------|-------------------|

=====

| | | | |
|--------------------|-------|-----------------|---------|
| HP | 23890 | Weakness | |
| Strength | 18 | Holy | |
| Defense | 0 | | |
| Magic | 1 | Resistance | |
| Magic Defense | 254 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4000 | Mini | Toad |
| EXP | 1000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | Sleep | Paralyze | |
| None | Curse | Slowing Petrify | |

| | |
|----------|--------|
| Treasure | Absorb |
| None | None |

-----+

| | |
|-------------|-------------------|
| Dark Dragon | _____ ^[BEST.200] |
|-------------|-------------------|

=====

| | | | |
|--------------------|-----------------|------------|---------|
| HP | 3927 | Weakness | |
| Strength | 80 | Holy | |
| Defense | 1 | | |
| Magic | 15 | Resistance | |
| Magic Defense | 254 | Blind | Silence |
| | | Pig | Mini |
| Gil | 5000 | Toad | Petrify |
| EXP | 6000 | Death | Berserk |
| | | Confuse | Sleep |
| Type | Paralyze | Curse | |
| Dragon | Slowing Petrify | | |

| | |
|----------|--------|
| Treasure | Absorb |
| None | None |

-----+

| | |
|-------|-------------------|
| Sandy | _____ ^[BEST.201] |
|-------|-------------------|

=====

| | | | |
|--------------------|-------|-----------------|---------|
| HP | 2591 | Weakness | |
| Strength | 30 | None | |
| Defense | 1 | | |
| Magic | 11 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 3000 | Mini | Toad |
| EXP | 2500 | Petrify | Death |
| | | Berserk | Confuse |
| Type | Sleep | Paralyze | |
| Mage | Curse | Slowing Petrify | |

Treasure
None

Absorb
None

+-----+

Cindy

_____ ^[BEST.202]

=====

HP 4599
Strength 36
Defense 2
Magic 11
Magic Defense 11

Gil 3000
EXP 2500

Type
Mage

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
None

Absorb
None

+-----+

Mindy

_____ ^[BEST.203]

=====

HP 2590
Strength 30
Defense 1
Magic 10
Magic Defense 0

Gil 3000
EXP 2500

Type
Mage

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
None

Absorb
None

+-----+

Calco

_____ ^[BEST.204]

=====

HP 1369
Strength 54
Defense 0
Magic 31
Magic Defense 11

Gil 500
EXP 1000

Type
None

Weakness
None

Resistance
None

Absorb
None

Treasure
None

```

-----+-----
Brina _____ ^[BEST.205]
-----=-----
HP ..... 369 Weakness
Strength ..... 54 None
Defense ..... 1
Magic ..... 31 Resistance
Magic Defense ..... 11 Poison Blind
Silence Pig
Mini Toad
Gil ..... 500 Petrify Death
EXP ..... 1000 Berserk Confuse
Sleep Paralyze
Type Curse Slowing Petrify
None

Treasure Absorb
None None
-----+-----

```

```

-----+-----
Calcobrena _____ ^[BEST.206]
-----=-----
HP ..... 5315 Weakness
Strength ..... 106 None
Defense ..... 2
Magic ..... 41 Resistance
Magic Defense ..... 25 Poison Blind
Silence Pig
Mini Toad
Gil ..... 5000 Petrify Death
EXP ..... 12000 Berserk Confuse
Sleep Paralyze
Type Curse Slowing Petrify
None

Treasure Absorb
None None
-----+-----

```

```

-----+-----
Golbez _____ ^[BEST.206]
-----=-----
HP ..... ? Weakness
Strength ..... ?
Defense ..... ?
Magic ..... ? Resistance
Magic Defense ..... ?
?

Gil ..... ? Absorb
EXP ..... ?
?

Type
?

Treasure
?
-----+-----

```

```

Shadow Dragon _____ ^[BEST.207]

```

=====

| | | |
|---------------------|---|------------|
| HP | ? | Weakness |
| Strength | ? | ? |
| Defense | ? | |
| Magic | ? | Resistance |
| Magic Defense | ? | ? |

| | | |
|-----------|---|--------|
| Gil | ? | Absorb |
| EXP | ? | |

Type
?

Treasure
?

-----+

| | | |
|--------|-------|-------------|
| Doctor | _____ | ^[BEST.209] |
|--------|-------|-------------|

=====

| | | | |
|---------------------|------|------------|-----------------|
| HP | 4936 | Weakness | |
| Strength | 18 | None | |
| Defense | 0 | | |
| Magic | 0 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 2000 | Mini | Toad |
| EXP | 5500 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | Slowing Petrify |

| | | |
|----------|--|--------|
| Treasure | | Absorb |
| None | | None |

-----+

| | | |
|----------|-------|-------------|
| Barnabas | _____ | ^[BEST.210] |
|----------|-------|-------------|

=====

| | | | |
|---------------------|------|------------|-----------------|
| HP | 4832 | Weakness | |
| Strength | 86 | None | |
| Defense | 0 | | |
| Magic | 31 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 2500 | Mini | Toad |
| EXP | 5500 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| Mech | | Curse | Slowing Petrify |

| | | |
|----------|--|--------|
| Treasure | | Absorb |
| None | | None |

-----+

| | | |
|-----------|-------|-------------|
| Dr. Lugae | _____ | ^[BEST.211] |
|-----------|-------|-------------|

=====

| | | |
|----------------|------|----------|
| HP | 9321 | Weakness |
| Strength | 86 | None |

Defense 1
 Magic 7
 Magic Defense 11

 Gil 4000
 EXP 10101

 Type
 Mech

Resistance
 Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse

 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Slowing Petrify

Treasure
 Dr. Lugae's Key

Absorb
 None

-----+

Barnabas-Z
 =====
 HP 4518
 Strength 114
 Defense 1
 Magic 0
 Magic Defense 5

 Gil 2500
 EXP 20

 Type
 None

_____ ^[BEST.212]

 Weakness
 None

 Resistance
 Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse

 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Slowing Petrify

Treasure
 None

Absorb
 None

-----+

Scarmiglione
 =====
 HP 3500
 Strength 19
 Defense 2
 Magic 15
 Magic Defense 0

 Gil 2000
 EXP 3200

 Type
 None

_____ ^[BEST.213]

 Weakness
 None

 Resistance
 Poison
 Silence
 Mini
 Petrify
 Berserk
 Sleep
 Curse

 Blind
 Pig
 Toad
 Death
 Confuse
 Paralyze
 Slowing Petrify

Treasure
 None

Absorb
 None

-----+

Scarmiglione
 =====
 HP 3523
 Strength 46
 Defense 1
 Magic 31
 Magic Defense 22

_____ ^[BEST.214]

 Weakness
 Fire
 Throw

 Resistance

 Holy

| | | | |
|-----------|------|---------|-----------------|
| Gil | 2500 | Poison | Blind |
| EXP | 3600 | Silence | Pig |
| Type | | Mini | Toad |
| Undead | | Petrify | Death |
| | | Berserk | Confuse |
| | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | | |
| None | | Absorb | |
| | | Ice | |

-----+

| | | | |
|---------------------|------|------------|-----------------|
| Cagnazzo | | _____ | ^[BEST.215] |
| ===== | | | |
| HP | 5312 | Weakness | |
| Strength | 44 | Ice | |
| Defense | 2 | | |
| Magic | 29 | Resistance | |
| Magic Defense | 48 | Poison | Blind |
| | | Silence | Pig |
| Gil | 4000 | Mini | Toad |
| EXP | 5500 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| None | | None | |

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| | | | |
|---------------------|------|------------|-----------------|
| Barbariccia | | _____ | ^[BEST.216] |
| ===== | | | |
| HP | 8636 | Weakness | |
| Strength | 82 | None | |
| Defense | 0 | | |
| Magic | 63 | Resistance | |
| Magic Defense | 12 | Poison | Blind |
| | | Silence | Pig |
| Gil | 5500 | Mini | Toad |
| EXP | 9000 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| None | | None | |

-----+

| | | | |
|---------------------|-------|------------|-------------|
| Rubicante | | _____ | ^[BEST.217] |
| ===== | | | |
| HP | 34000 | Weakness | |
| Strength | 80 | None | |
| Defense | 3 | | |
| Magic | 16 | Resistance | |
| Magic Defense | 37 | Poison | Blind |
| | | Silence | Pig |
| Gil | 7000 | Mini | Toad |

| | | | |
|-----------|-------|---------|-----------------|
| EXP | 18000 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| None | | Fire | |

-----+

| | | | |
|---------------------|-------|------------|-----------------|
| Demon Wall | | _____ | ^[BEST.218] |
| ===== | | | |
| HP | 28000 | Weakness | |
| Strength | 84 | None | |
| Defense | 3 | | |
| Magic | 79 | Resistance | |
| Magic Defense | 29 | Poison | Blind |
| | | Silence | Pig |
| Gil | 8000 | Mini | Toad |
| EXP | 23000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| None | | None | |

-----+

| | | | |
|---------------------|------|------------|-----------------|
| Defense Node | | _____ | ^[BEST.219] |
| ===== | | | |
| HP | 3000 | Weakness | |
| Strength | 116 | None | |
| Defense | 5 | | |
| Magic | 47 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 0 | Mini | Toad |
| EXP | 0 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |
| None | | Curse | Slowing Petrify |
| Treasure | | Absorb | |
| None | | None | |

-----+

| | | | |
|---------------------|------|------------|-------------|
| Attack Node | | _____ | ^[BEST.220] |
| ===== | | | |
| HP | 3000 | Weakness | |
| Strength | 116 | None | |
| Defense | 5 | | |
| Magic | 47 | Resistance | |
| Magic Defense | 11 | Poison | Blind |
| | | Silence | Pig |
| Gil | 5500 | Mini | Toad |
| EXP | 9000 | Petrify | Death |
| | | Berserk | Confuse |
| Type | | Sleep | Paralyze |

None

Curse

Slowing Petrify

Treasure

Absorb

None

None

+-----+

CPU

_____ ^[BEST.221]

=====

HP 30000

Weakness

Strength 174

None

Defense 4

Resistance

Magic 127

Poison

Blind

Magic Defense 38

Silence

Pig

Gil 10333

Mini

Toad

EXP 50000

Petrify

Death

Type

Berserk

Confuse

None

Sleep

Paralyze

Curse

Slowing Petrify

Treasure

Absorb

None

None

+-----+

Storm Dragon

_____ ^[BEST.222]

=====

HP 40000

Weakness

Strength 139

Ice

Defense 4

Resistance

Magic 22

Poison

Blind

Magic Defense 33

Silence

Pig

Gil 0

Mini

Toad

EXP 32000

Petrify

Death

Type

Berserk

Confuse

Dragon

Sleep

Paralyze

Curse

Slowing Petrify

Treasure

Absorb

None

Fire

+-----+

Gigas Worm

_____ ^[BEST.223]

=====

HP 55000

Weakness

Strength 155

None

Defense 4

Resistance

Magic 34

Poison

Blind

Magic Defense 44

Silence

Pig

Gil 0

Mini

Toad

EXP 32000

Petrify

Death

Type

Berserk

Confuse

None

Sleep

Paralyze

Curse

Slowing Petrify

Treasure

Absorb

None

None

+-----+

Master Flan

____ ^[BEST.224]

=====

HP 35000
Strength 130
Defense 4
Magic 34
Magic Defense 38

Gil 0
EXP 32000

Type
Mage

Weakness
None
Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
None

Absorb
None

+-----+

T-Rex

____ ^[BEST.225]

=====

HP 60000
Strength 148
Defense 3
Magic 34
Magic Defense 54

Gil 0
EXP 32000

Type
Insect

Weakness
None
Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
None

Absorb
None

+-----+

Death Mech

____ ^[BEST.226]

=====

HP 50000
Strength 135
Defense 4
Magic 34
Magic Defense 54

Gil 0
EXP 32000

Type
Mech

Weakness
None
Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
None

Absorb
None

+-----+

| | | |
|---------------------|-------------------|-----------------|
| Lunasaur | _____ ^[BEST.227] | |
| ===== | | |
| HP | 23000 | Weakness |
| Strength | 144 | Fire |
| Defense | 4 | |
| Magic | 54 | Resistance |
| Magic Defense | 254 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 0 | Mini |
| EXP | 29500 | Toad |
| | | Petrify |
| | | Death |
| | | Berserk |
| | | Confuse |
| Type | | Sleep |
| Dragon, Undead | | Paralyze |
| | | Slowing Petrify |
| | | |
| Treasure | Absorb | |
| None | None | |

-----+

| | | |
|---------------------|-------------------|-----------------|
| Plague | _____ ^[BEST.228] | |
| ===== | | |
| HP | 32700 | Weakness |
| Strength | 156 | Throw |
| Defense | 5 | |
| Magic | 31 | Resistance |
| Magic Defense | 48 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 0 | Mini |
| EXP | 55000 | Toad |
| | | Petrify |
| | | Death |
| | | Confuse |
| Type | | Paralyze |
| Dragon | | Slowing Petrify |
| | | |
| Treasure | Absorb | |
| None | Fire | Ice |
| | Lightning | |

-----+

| | | |
|---------------------|-------------------|-----------------|
| White Dragon | _____ ^[BEST.229] | |
| ===== | | |
| HP | 55000 | Weakness |
| Strength | 155 | None |
| Defense | 4 | |
| Magic | 34 | Resistance |
| Magic Defense | 44 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 0 | Mini |
| EXP | 32000 | Toad |
| | | Petrify |
| | | Death |
| | | Confuse |
| Type | | Paralyze |
| None | | Slowing Petrify |
| | | |
| Treasure | Absorb | |
| None | None | |

-----+

| | |
|---------|-------------------|
| Ogopogo | _____ ^[BEST.230] |
|---------|-------------------|

```

=====
HP ..... 50000
Strength ..... 150
Defense ..... 4
Magic ..... 127
Magic Defense ..... 40

Gil ..... 0
EXP ..... 61000

Type
None

Treasure
None

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

```

-----+

```

Dark Bahamut _____ ^[BEST.231]
=====
HP ..... 60000
Strength ..... 160
Defense ..... 5
Magic ..... 8
Magic Defense ..... 52

Gil ..... 0
EXP ..... 64000

Type
Dragon

Treasure
None

Weakness
None

Resistance
Poison
Silence
Mini
Petrify
Berserk
Sleep
Curse

Blind
Pig
Toad
Death
Confuse
Paralyze
Slowing Petrify

Absorb
None

```

-----+

```

Zemus _____ ^[BEST.232]
=====
HP ..... ?
Strength ..... ?
Defense ..... ?
Magic ..... ?
Magic Defense ..... ?

Gil ..... ?
EXP ..... ?

Type
?

Treasure
?
```

-----+

```

Zeromus _____ ^[BEST.233]
=====
HP ..... ?
Strength ..... ?

Weakness
?
```

Defense ?
Magic ? Resistance
Magic Defense ? ?

Gil ? Absorb
EXP ? ?

Type
?

Treasure
?

-----+

Zeromus _____ ^[BEST.234]

=====

HP ? Weakness
Strength ? ?
Defense ?
Magic ? Resistance
Magic Defense ? ?

Gil ? Absorb
EXP ? ?

Type
?

Treasure
?

-----+

Mist Dragon _____ ^[BEST.235]

=====

HP 465 Weakness
Strength 16 None
Defense 5
Magic 10 Resistance
Magic Defense 31 Poison Blind
Silence Pig
Gil 200 Mini Toad
EXP 700 Petrify Death
Berserk Confuse
Type Sleep Paralyze
None Curse Slowing Petrify

Treasure Absorb
None Holy

-----+

Ifrit _____ ^[BEST.236]

=====

HP 70000 Weakness
Strength 177 Ice
Defense 5
Magic 36 Resistance
Magic Defense 44 Poison Blind

| | | | |
|-----------|-------|-----------------|----------|
| Gil | 45000 | Silence | Pig |
| EXP | 50000 | Mini | Toad |
| Type | | Petrify | Death |
| None | | Berserk | Confuse |
| | | Sleep | Paralyze |
| | | Curse | Fire |
| | | Slowing Petrify | |
| Treasure | | | |
| None | | Absorb | |
| | | None | |

-----+

| | | | |
|---------------------|-------|-----------------|-------------|
| Shiva | | _____ | ^[BEST.237] |
| ===== | | | |
| HP | 64000 | Weakness | |
| Strength | 172 | None | |
| Defense | 5 | | |
| Magic | 50 | Resistance | |
| Magic Defense | 52 | Poison | Blind |
| | | Silence | Pig |
| Gil | 45000 | Mini | Toad |
| EXP | 50000 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Ice |
| | | Slowing Petrify | |
| Treasure | | | |
| None | | Absorb | |
| | | None | |

-----+

| | | | |
|---------------------|-------|------------|-----------------|
| Titan | | _____ | ^[BEST.238] |
| ===== | | | |
| HP | 75000 | Weakness | |
| Strength | 180 | None | |
| Defense | 5 | | |
| Magic | 28 | Resistance | |
| Magic Defense | 48 | Poison | Blind |
| | | Silence | Pig |
| Gil | 45000 | Mini | Toad |
| EXP | 50000 | Petrify | Death |
| Type | | Berserk | Confuse |
| None | | Sleep | Paralyze |
| | | Curse | Slowing Petrify |
| Treasure | | | |
| None | | Absorb | |
| | | None | |

-----+

| | | | |
|---------------------|-------|------------|-------------|
| Ramuh | | _____ | ^[BEST.239] |
| ===== | | | |
| HP | 60000 | Weakness | |
| Strength | 170 | None | |
| Defense | 5 | | |
| Magic | 41 | Resistance | |
| Magic Defense | 54 | Poison | Blind |
| | | Silence | Pig |

Gil 45000
EXP 50000

Type
None

Treasure
None

Mini
Petrify
Berserk
Sleep
Curse
Slowing Petrify

Absorb
None

-----+

Odin
=====

HP 20001
Strength 116
Defense 5
Magic 95
Magic Defense 38

Gil 0
EXP 18000

Type
None

Treasure
None

_____ ^[BEST.240]

Weakness
Lightning

Resistance

Poison
Silence

Blind
Pig

Mini
Petrify

Toad
Death

Berserk
Sleep

Confuse
Paralyze

Curse
Slowing Petrify

Absorb
None

-----+

Leviathan
=====

HP 50001
Strength 174
Defense 5
Magic 34
Magic Defense 54

Gil 0
EXP 28000

Type
None

Treasure
None

_____ ^[BEST.241]

Weakness
Lightning

Resistance

Poison
Silence

Blind
Pig

Mini
Petrify

Toad
Death

Berserk
Sleep

Confuse
Paralyze

Curse
Slowing Petrify

Absorb
None

-----+

Bahamut
=====

HP 45001
Strength 174
Defense 1
Magic 17
Magic Defense 4

Gil 0
EXP 35000

_____ ^[BEST.242]

Weakness
None

Resistance

Poison
Silence

Blind
Pig

Mini
Petrify

Toad
Death

| | | |
|------|---------|-----------------|
| Type | Berserk | Confuse |
| None | Sleep | Paralyze |
| | Curse | Slowing Petrify |

| | |
|----------|--------|
| Treasure | Absorb |
| None | None |

-----+

| | | |
|---------------------|--------|-----------------|
| Asura | _____ | ^[BEST.243] |
| ===== | | |
| HP | 31005 | Weakness |
| Strength | 134 | None |
| Defense | 3 | |
| Magic | 69 | Resistance |
| Magic Defense | 37 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 0 | Toad |
| EXP | 20000 | Death |
| | | Berserk |
| Type | Sleep | Confuse |
| Mage | Curse | Paralyze |
| | | Slowing Petrify |
| Treasure | Absorb | |
| None | None | |

-----+

| | | |
|---------------------|--------|-----------------|
| Lunar Bahamut | _____ | ^[BEST.244] |
| ===== | | |
| HP | 50000 | Weakness |
| Strength | 213 | None |
| Defense | 2 | |
| Magic | 18 | Resistance |
| Magic Defense | 24 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 65000 | Toad |
| EXP | 65000 | Death |
| | | Berserk |
| Type | Sleep | Confuse |
| None | Curse | Paralyze |
| | | Slowing Petrify |
| Treasure | Absorb | |
| Grimoire LB | None | |

-----+

| | | |
|---------------------|--------|-----------------|
| Lunar Leviathan | _____ | ^[BEST.245] |
| ===== | | |
| HP | 135000 | Weakness |
| Strength | 205 | Lightning |
| Defense | 3 | |
| Magic | 38 | Resistance |
| Magic Defense | 51 | Poison |
| | | Blind |
| | | Silence |
| | | Pig |
| Gil | 65000 | Toad |
| EXP | 65000 | Death |
| | | Berserk |
| Type | Sleep | Confuse |
| None | Curse | Paralyze |
| | | Slowing Petrify |

Treasure
Grimoire LL

Absorb
None

+-----+

Lunar Odin

_____ ^[BEST.246]

=====

HP 95000
Strength 191
Defense 2
Magic 95
Magic Defense 48

Gil 65000
EXP 65000

Type
None

Weakness
Lightning

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
Grimoire LO

Absorb
None

+-----+

Lunar Asura

_____ ^[BEST.247]

=====

HP 130000
Strength 183
Defense 3
Magic 55
Magic Defense 40

Gil 65000
EXP 65000

Type
None

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
Grimoire LA

Absorb
None

+-----+

Lunar Titan

_____ ^[BEST.248]

=====

HP 120000
Strength 196
Defense 2
Magic 35
Magic Defense 37

Gil 65000
EXP 65000

Type
None

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Treasure
Grimoire LT

Absorb
None

+-----+

Lunar Dragon _____ ^[BEST.249]

=====

HP 105000
Strength 180
Defense 2
Magic 254
Magic Defense 44

Gil 65000
EXP 65000

Type
None

Treasure
Grimoire LD

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
Holy

+-----+

Lunar Ifrit _____ ^[BEST.250]

=====

HP 110000
Strength 198
Defense 2
Magic 40
Magic Defense 35

Gil 65000
EXP 65000

Type
None

Treasure
Grimoire LI

Weakness
Ice

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
Fire

+-----+

Lunar Ramuh _____ ^[BEST.251]

=====

HP 90000
Strength 178
Defense 2
Magic 44
Magic Defense 48

Gil 65000
EXP 65000

Type
None

Treasure
Grimoire LR

Weakness
None

Resistance
Poison Blind
Silence Pig
Mini Toad
Petrify Death
Berserk Confuse
Sleep Paralyze
Curse Slowing Petrify

Absorb
Lightning

+-----+

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Lunar Shiva _____^[BEST.252]
=====
HP ..... 100000 Weakness
Strength ..... 173 Fire
Defense ..... 2
Magic ..... 36 Resistance
Magic Defense ..... 55 Poison Blind
Silence Pig
Gil ..... 65000 Mini Toad
EXP ..... 65000 Petrify Death
Berserk Confuse
Type Sleep Paralyze
None Curse Slowing Petrify

Treasure Absorb
Grimoire LS Ice

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Zeromus EG _____^[BEST.253]
=====
HP ..... 200000 Weakness
Strength ..... 225 None
Defense ..... 3
Magic ..... 45 Resistance
Magic Defense ..... 202 Poison Blind
Silence Pig
Gil ..... 0 Mini Toad
EXP ..... 0 Petrify Death
Berserk Confuse
Type Sleep Paralyze
None Curse Slowing Petrify

Treasure Absorb
None None

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| | | | | | | ^[FAQS.000] |
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If you have a question on how to play the game, check here first. The answer to your question can probably be found here.

In addition, this FAQ has gotten fairly extensive. I've decided to implement the Keyword System here too. You'll see the question and its corresponding Keyword with it. Use it the same way you would any other section in this FAQ, and don't forget the carat (^). :)

(Yes, these ARE the same questions found on the Final Fantasy IV Advance)
(Message Board, modified for this FAQ)

This FAQ will cover the following questions:

- [FAQS.001] How do I beat Dark Knight Cecil?
- [FAQS.002] Wasn't this Final Fantasy 2 on the SNES?
- [FAQS.003] What's new in this version?
- [FAQS.004] What version of the game is this?
- [FAQS.005] Are all the old abilities back in this game?
- [FAQS.006] Have the spell names changed?
- [FAQS.007] Has the music changed?
- [FAQS.008] I hear about lag and slowdown in this game. Is that true?
- [FAQS.009] I've played other FF4 versions and this one seems really easy. Why?
- [FAQS.010] I hear about glitches in this game. Is that true?
- [FAQS.011] Is there a stripper in Baron?
- [FAQS.012] Is "You Spooky Bard" still in this game?
- [FAQS.013] How do I get Rare Items off enemies?
- [FAQS.014] Are the Pink Puffs in this game?
- [FAQS.015] Does the Item Duplication Trick still work?
- [FAQS.016] Does the Dark Crystal Warp Trick still work?
- [FAQS.017] What level should I be for [insert location here]?
- [FAQS.018] How do I get more Sirens?

Now then, let's do it.

+-----+

[FAQS.001] How do I beat Dark Knight Cecil?

[A] "A true paladin ... will sheathe his sword." Basically what you need to do is simply NOT ATTACK. Either heal yourself or use the "Defend" option and the Dark Knight will defeat himself.

Sure, you CAN defeat the Dark Knight on your own by attacking and healing yourself, but it's completely unnecessary for you to do so.

+-----+

[FAQS.002] Wasn't this FINAL FANTASY II on the SNES?

[A] The original FINAL FANTASY was released in Japan in 1987. However, the game FINAL FANTASY wasn't released in the US until 1990. By this time, there was already the superior FINAL FANTASY III released in Japan.

The Super Famicom, and later the Super Nintendo Entertainment System, was released in 1991. Instead of releasing FINAL FANTASY II on the NES, Nintendo simply translated FINAL FANTASY IV and released it on their Super NES as the game FINAL FANTASY II. Since the REAL FINAL FANTASY II and III had not been released in the USA yet, and Nintendo thought people would be confused by the sudden jump from FINAL FANTASY to FINAL FANTASY IV.

Personally, I think it would've eliminated more confusion NOW to make that jump from I to IV, but that's just me.

Source: http://en.wikipedia.org/wiki/Final_fantasy

+-----+

[FAQS.003] What's new in this version?

[A] A whole bunch of things. Here's a list of noteworthy things originally from another topic:

- You can freely choose your party AFTER the Giant of Babel. You can choose from your original five characters, as well as Yang, Cid, Edward, Palom and Porom. However, Cecil CANNOT leave the party at any point in time.

- There is a new dungeon that opens up in Mount Ordeals that can be used as a training ground AND contains superior weaponry for the five characters mentioned above. The character must be present for them to receive the weapon. These weapons are also guarded by harder versions of previous monsters.

- Once you beat the game, the Lunar Ruins appear. The Lunar Ruins are an all-new 50-level dungeon that's incredibly difficult and impossible to complete in one trip. You have to complete all nine trials (Palom & Porom count as one), fight dark versions of Rydia's Summons (much like the Dark Aeons) and collect all the Grimoires, you will then fight Zeromus EG.

- The Lunar Ruins have extremely hard versions of easier enemies. The Worst arlboros and Great Behemoths are just two of the many high-level enemies that you will face in the Lunar Ruins.

+-----+

[FAQS.004] What version of the game is this?

[A] The graphics are from the WonderSwan Color version. The gameplay is from the original version, dubbed the "HardType" version by some gamers.

+-----+

[FAQS.005] Are all the old abilities back in this game?

[A] Yes. Rosa has her "Pray" ability, Edward has his "Heal" ability, Dark Knight Cecil has his "Dark Wave" (called "Dark" in-game). The list goes on. Sufficed to say, if you've only played the SNES version, you WILL see new abilities in FF4A.

+-----+

[FAQS.006] Have the spell names changed?

[A] The days of Fire1, Fire2, Fire3, etc. are over. If Dawn of Souls was any indication, all the spell names have conformed to the newer "FF standard" (which has been in all North American games since FF VIII) of Fire, Fira, Firaga, etc.

Meteo has been changed back to its original Meteor. The Cure4 spell has been changed to Curaja.

+-----+

[FAQS.007] Has the music changed?

[A] Short answer: Yes.

Long answer: Yes, but these changes are mostly updates in the form of different instrument sets being used. Anyone who's played the previous versions will

notice no difference in the actual notes and tunes themselves.

+-----+
[FAQS.008] I hear about lag and slowdown in this game. Is that true?

[A] To a certain extent. The most noticeable lag is found when flying around on the airship. In addition, there's a slight bit of lag when you're fighting in a battle.

However, despite these lag times, it's NOTHING compared to the load times for Chrono Trigger or FINAL FANTASY VI (the PSX versions).

UPDATE: With the release of the European version, a lot of the glitches that are present in the US and JP versions are eliminated or fixed in the EU version. If you have the chance, pick up the EU version over the US or JP.

+-----+
[FAQS.009] I've played other FINAL FANTASY IV versions and this one seems really easy. Why?

[A] Perhaps you're just getting better at playing FINAL FANTASY IV? :)

In all honesty here, the beginning of the game is where it will seem the easiest. This is probably for newcomers to the series who are unexperienced with the FINAL FANTASY iv battle system. As the game progresses, the difficulty will increase and by the time you reach the Lunar Ruins, you probably won't think it's very easy.

+-----+
[FAQS.010] I hear about glitches in this game. Is that true?

[A] Yes. To not acknowledge the glitches in the battle system would simply be ignorant.

There are times where a character will get two turns in a row during a battle. This is probably a big inconvenience at best, but I personally see no reason for people to complain, since any character can exploit the glitch.

In addition, there's a glitch where characters will not get their turns in the proper order. Especially a problem if you play with speed on 1 and Active. It really throws a monkey wrench into any turn strategy that you might have at that moment.

Also, there's a glitch that where the cursor doesn't move when you press it; the same thing goes for the A button, where it might seem unresponsive at times.

These glitches DO exist, but most of us have dealt with them. I personally don't think they detract from the game as a whole.

Look at it this way. It's FINAL FANTASY IV that you can play on the can. Try doing THAT with a SNES and TV and keeping with electrical safety rules.

UPDATE: With the release of the European version, a lot of the glitches that are present in the US and JP versions are eliminated or fixed in the EU version. If you have the chance, pick up the EU version over the US or JP.

+-----+
[FAQS.011] Is there a stripper in Baron?

[A] In the Japanese version, there is a girl in Baron who basically strips for you. She still wears a bikini though, so there's no nudity whatsoever.

In the North American version, this girl keeps her dress on. For some odd reason, users on this board wish to complain about it. Personally I wouldn't even care to see a bikini-clad girl that's about 10-12 pixels tall.

+-----+
[FAQS.012] Is "You Spooky Bard" still in this game?

[A] Yes, it is. Although the rest of the translation has reverted to what it should be, SquareEnix has decided to keep this classic line (as well as "I, Garland, will knock you all down" in Dawn of Souls).

+-----+
[FAQS.013] How do I get Rare Items off enemies?

[A] Some people have been wondering how they can manage to score the rarest item off a monster. Well here's a helpful little guide to assist you:

http://db.gamefaqs.com/console/psx/file/final_fantasy_iv_rare_item.txt

This is Some Other Guy's Rare Item FAQ. For those of you who just can't live without the Goblin summon. It may be written for the PSX version, but most of the aspects of it still apply to this version.

+-----+
[FAQS.014] Are the Pink Puffs in this game?

[A] Yes. They have been renamed the "Flan Princess", but the Pink Puff is still back and good as ever.

The easiest way to encounter one is to steal a Siren from a Last Arm or Searcher enemy, both of which are encountered in the Giant of Babel. With a Siren in hand, head to the "Flan Princess Room", which is the southeastern most room on level B5 in the Lunar Subterrane.

+-----+
[FAQS.015] Does the Item Duplication Trick still work?

[A] Nope. Your days of cloning multiple Excaliburs/Masamunes/etc. have come to an end!

+-----+
[FAQS.016] Does the Dark Crystal Warp Trick still work?

[A] Nope. You have to go into the sealed cave like everyone else, and the challenge of going down there with only 4 characters is gone as well.

+-----+

[FAQS.017] What level should I be for [insert location here]?

[A] There's one rule you ever need to know for any FF game.

If you're beating down every enemy in sight, you're probably at a sufficient level. If you're getting your ass beat down by everything, it's either time to level up, or you're in the wrong spot.

If you feel the need to make a topic in the first place, go level up about 50 levels and then attempt the area in question.

+-----+

[FAQS.018] How do I get more Sirens?

[A] There are the two enemies in the Giant of Babel that Edge can steal Sirens from.

Other than that, the next place you can get a Siren is inside the Lunar Ruins. If you have not beat Zeromus yet, you're out of luck until then.

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[FAQS.019] Space for Rent

[A]

+-----+

[FAQS.020] Space for Rent

[A]

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1.2.1 - Completed: Tuesday, March 7, 2006 @ 3:34 AM. Size: 430k
- Added multiple little items

1.2 - Completed: Wednesday, February 22 @ 11:32 PM. Size: 429k
- Added User Strategies!
- Fixed an error in the Cave of Trials
- Fixed up numerous errors in the FAQ (mostly ones told to me by users)

1.1 - Completed: Wednesday, January 25 @ 1:12 AM. Size: 424k
- Completed "Lunar Ruins" section, and it's pretty in-depth

- Reconfigured "Magic Setups" section
- Added more questions to the "FAQ" section
- Fixed tons of smaller errors (I forgot to list items, forgot to add items, etc. Message Board users helped me on this part, so thanks y'all)

1.0 - Completed: Thursday, January 12, 2006 at 10:14 PM. Size: 351k

- Characters section complete.
- Updated Summons list

0.4 - Completed: Sunday, January 8, 2006 @ 3:02 AM. Size: 322k

- Added "Magic Setup" to "FF4 Mechanics"
- Added "Fat Chocobo" to "FF4 Mechanics"
- Completed "Main Menu" section
- Completed "Secrets" section
- Corrected "Travel Notes"
- Added Anti-Plagiarism tags

0.3 - Completed: January 5, 2006 at 12:51 AM. Size: 303k

- Walkthrough is officially complete!
- First submission to GameFAQs.

0.2 - Completed: December 20, 2005 @ 10:14 PM

- Added Controls and Mechanics section
- Added Characters section
- Completed Table of Contents section.
- In the middle of the FAQ, up to Baron.

0.1 - Started: Friday, December 9 at 1:07 AM (yeah, I should've slept)

- Completed: Sunday, December 11 @ 4:55 PM
- Added Spoiler Disclaimer
- Added Latest Version Info
- Added Font Spacing Check
- Added Keyword System
- Added Anti-Plagiarism Format
- Started Table of Contents
- Started Travel Notes (needs updating for FF4)
- Added Full Update History
- Added Copyrights, Disclaimers, etc.

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I swear that all of this FAQ was written by ME. This document is based solely on my knowledge of Final Fantasy IV Advance. I did NOT claim any info as my own if I did not obtain it on my own. I expect you to do the same. Don't copy this FAQ or any information inside. You may NOT post this FAQ on a site without my consent. I assure you, I'll do my best to protect my work with the full extent of the law, if need be. I will not tolerate any illegal copies of this document

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A few special thanks before I close this FAQ (in alphabetical order):

Action <-- Yeah! I thank me first and foremost, and not just because my name just so happens to be alphabetically first. I took a lot of pride and time to make this thing great, moreso than I ever have before. So I'd like to thank me for writing this.

Anubis IV <-- For creation of the Keyword System used in this FAQ

Arctic <-- For designs from his Final Fantasy VII FAQ and being the inspiration for my first big FAQ/Walkthrough for Final Fantasy II

GameFAQs/CJayC/SBallen <-- For hosting many great FAQs/Walkthroughs/etc.

Squaresoft LTD <-- For making the original Final Fantasy IV. Without it, there wouldn't be a FFIV Advance for me to write on. ^_^

SquareEnix <-- For making Final Fantasy IV Advance, and for giving me a game to write on.

YOU! <-- Yeah, you, the reader! For reading this and using it! This FAQ really wouldn't be very useful if nobody read it, so my hats off to you all! I mean, I don't really wear hats, but if I did, they'd be off to you readers!

The following users for their help in making my guide better. Whether or not I answered your emails (due to Gmail being stupid), keep in mind I always read them!

In alphabetical order:

Aaron G <- Told me about the Soma Drop

Andros80

Brax

Cleteromagos

DarkMaster22 <- ANOTHER "Non-Metallic" item and an enemy I missed

darkness86 <- Let me know I missed the enemy summons

doom x <- Let me know that Excalibur isn't the strongest sword

gartomic

gravix <- User Strategy on Bagain

Guardian2414 <- Informed me on the Sleep Blade in Eblan Castle, which I forgot

GunCrazy90

Impact <- User Strategy on the Elemental Lord

Jackall13 <- Told me that Knight's Armor is considered metallic

jomontferrand <- Told me the location of the Mage Masher
Knivesx2004 <- Told me about a trial I missed in The Paladin's Trial
Kael Kazaki <- Help in Edge's Lunar Trial
Magic Kid <- Let me know of a few errors in my FAQ
Ogreinside
Paladin_85 <- Told me the MP values for the enemy summons
Psychobrigade
QULETRLOT
ravioli <- Well, he asked for the name
Roman <- Told me about the Soma Drop
sethmchris
ShademanGS <- Told me about a trial I missed in The Paladin's Trial
Shadow Scribe
sNOw88 <- User Strategy on Trap Doors
Squall530 <- I let him use my "Enemies Encountered" list in his own FAQ
SwiftBlue
tongueless
Themootiger <- User Strategy on Asura
TwilightLink008
Vampyrlic Kitty
ViLeBlOoD

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- F I N -

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