

Final Fantasy IV Advance FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on May 24, 2006

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

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FINAL FANTASY IV ADVANCE - Game Boy Advance

Version 1.0 (05/24/2006)

Version History:

1.0: Basic Guide Complete - (05/24/2006)

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Legality:

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To contact me: entropiclobo(at)yahoo(dot)ca or chaos(dot)wolf(at)gmail(dot)com

*Before contacting me with anything about the game:

- I am most interested in mistakes or omissions, and they will have higher priority in getting an update put up faster.
- Any missing data on items, I would prefer to verify stats myself.

Websites with permission to use this Guide:

- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.lup.com
- www.SuperCheats.com
- www.honestgamers.com

Game by Square (SquareEnix)

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*Please note that this guide contains spoilers.

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Final Fantasy IV Advance is rated "S" for "Spoony." It contains scenes of adorable Toads and dubious Chocobos. Player discretion is advised.

FIV1: Intro

Now, here is a total 360 for me. Not only is this a game that's inherently less visceral than the games I have been writing for, but more well known. But, that has never been a factor in how I choose the games I write for. I'll write a guide if I enjoy a game, and I have enjoyed this game for fourteen years.

I was thrilled to hear that Final Fantasy IV, my favourite game in the series, was coming to the Game Boy Advance. I'm normally not too hot on getting games I already own, but I was excited for this one. The port itself is undeniably disappointing in that it seems like some of the most apparent glitches are so glaring that it's a surprise they made it out of testing. But, while the port is flawed, the game is still very much an enjoyable experience. I am personally never overly concerned about the storyline of a game. There are precious few titles that are an exception to that rule, and this is one of them for me.

Perhaps this is mostly attributed to the characters, for me they really do make the story... perhaps they are at times predictable, but I can't help but feel for them.

And of course, playing the game as a kid I loved the monsters, and they certainly influenced more than one drawing in my day. I've always been drawn to monsters and enemies in games because I've... just always loved monsters. There really is too much for me to talk about in the span of an introduction to a guide, so I'll leave my comments at that.

While the port is flawed the FF label is sure to attract young blood to the game. They will potentially experience the tale that folks who owned and loved the game have. The allure of this game's quest is timeless.

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|                               FIV2: The Game                               |  
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*FIV2.1: Playing*  
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Playing the game is a simple affair. You will essentially select what you want to do from Menus, and the game will carry out your choice. There is a different style of navigation based on what type of scene you are in.

1. Overworld Style Play

Where you're on the map or in the town, your avatar is pretty small. Basically, this is a way to get you from point A to point B.

Buttons and Functions:

A: Talk/Check/Board - Either talk to someone, check something out, or board a vehicle.

B: Cancel a choice.

Control Pad: Move avatar.

Hold B + Control Pad: Run, when B Button Dash is off.

L and R: Cycle between available characters to use as your map avatar.

Start: Bring up the Menu.

2. Main Menu

Use the control pad to navigate, and press A to confirm/B to cancel.

Items: Use items or check their descriptions.

-Sort: Sort your items into groups automatically.

-Trash: Discard an item.

Magic: Use magic or check their descriptions.

Equipment: Change or check a character's equipment.

-Best Equip.: Automatically equips a character with items from the inventory which (s)he can use and have the best attack/defence stats.

Status: Check the level, vitals, and experience needs for the next level.

-Name: The name of your character.

-Class: to the right of name, the class of your character.

-Handedness: Whether the character favours the right, left, or either hand.

-Live: Current level of your character.

-HP: Your total HP score (health points).

-MP: Your total MP Score (magic points).

-EXP: Your total Experience Points earned.

-For Next Level: Experience Points needed for your next level.

--Strength: Relates to physical attacks through the Battle command FIGHT.

--Stamina: Relates to the degree by which you gain HP.

--Agility: Influences how quickly the ATB gauge fills.

--Intellect: Influences the power of Black Magic.

--Spirit: Influences the power of White Magic.

--Attack: This shows your attack power, which is determined via Strength and the power of your equipment.

--Precision: The hit percentage of your weapon; how accurate you are.

--Defence: Your defence against physical attacks.

--Evasion: The percentage by which you can avoid damage.

--Magic Defence: Your defence against magical/special attacks.

--Magic evasion: Your chance to evade a magical attack, as a percentage.

---Press A to view the current equipment of your character.

---Press L or R to change to another character's status screen.

Order: Change the order of characters. Explained under battle.

Row: Change the Row of characters. Explained under battle.

*Note, this stays changes after battle, unlike the in-battle ROW Command.

Config: Change certain qualities of the game.

-Battle Mode: Wait or Active. Wait will stop the enemy's actions while you make a choice from a menu.

-Battle Speed: The pace at which the battle moves. Bigger numbers = slower.

-Battle Msg.: The time which messages presented in battle stay on screen. Larger numbers are slower.

-B Button Dash: When off, Hold B to run. When on, you can only run - not walk.

*I recommend "off" because if you can't walk, you may have trouble entering thin passages.

-Cursor Position: Set where the cursor will be positioned.

-Window Colour: use the Red/Green/Blue values to change the window's colour.

-Bestiary: Check out monsters you have defeated.

Quicksave: Save the game where you are. This is a one-time save. When you continue the game, the temporary save will be removed. This cannot be used to play one part again and again. It is meant to be a way to save if you suddenly have to stop playing and can't find a save point.

Save: On an overworld map, or a savepoint, you can save your game. There are

three files to choose from. Unlike Quicksave, this one lasts no matter how many times you load from it.

3. Battle Style Play

Battle plays out in an Active Time Battle system. Battle is based on HP, health points, in this game. When a character reaches zero HP, (s)he is knocked out and must be revived. When the enemy reaches zero HP, it is defeated.

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+-----+-----+
|Enemies Character HP ATB|
+-----+-----+
```

A box like this marks the bottom of the screen. In the left cel, the enemy names and amounts are presented. In the right, the characters of your party's names, then their HP (health points) then the ATB Gauge. When the Gauge fills, a character will get a turn to act.

```
+-----+ You are rpresented with a box containing the Standard FIGHT action
|Fight| which attacks the enemy with a weapon, whatever skills they may have -
|Skill| like the ability to sing or cast Magic.
|Item |
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+-----+ When in Battle, select a choice and press A to confirm, B to cancel.
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+----+ Pressing Left on the previous menu will bring up Row. This changes the
|Row| Row set-up for the battle and resets after the battle ends. I will
+----+ explain this in a moment.
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+-----+ You can press right on the Fight/Skill/Item menu to bring up this
|Defend| option. Defend will increase your defence until the next turn and
+-----+ use up your turn. Use this if you wish to skip a character (their
turn will be wasted, however).
```

Running: If you want to try to run from a battle, hold L and R until you get away. You may drop some money in the process, however.

-Rows and Order-

C = Character

Row Type 1	Row Type 2
C1	C1
C2	C2
C3	C3
C4	C4
C5	C5

There are two positions you can be in "Row" - Front Row and Back Row. The Back row differs from the Front row in that most weapons will do less damage back here, but most physical attacks against your character will do less damage.

Mage characters that have less defence and stick to casting spells are meant for the back row. Frontline fighters are meant for the Front Row where they can do the most damage.

Order simply means how your characters are positioned in the party. This will need to be changed if you change your row via the menu. Simply, Order lets you choose which position of which Row Type you want the character in.

-Types of Battle-

Besides just battling, there are a few instances available in the game that mix it up a little.

Normal: No specific changes.

Preemptive Strike: You will attack prior to the enemy - or rather your ATB gauge starts out full and they have to charge.

Ambushed: Your ATB gauges need to charge, and the enemies have a full ATB.

Back Attack: The enemies act before you and your row is caught from behind. If you want to fight it out, change the Rows temporarily with the ROW command.

-Levels and Money-

Enemies give Experience points and Gil at the end of a battle. Experience points are used to gain levels - and become more powerful as stats increase.

Gil is the currency of the game, used to buy items and gear.

-Magic-

Magic in battle is different than just FIGHTing because it is a finite ability. Magic is based on MP. Each spell has a certain cost and each Magic using character has a certain amount of MP.

There is often a way to restore MP prior to critical situations, so you should not be scared of using Magic outside of bosses. However, don't be too flagrant because you can burn your supply awful quick.

So please consider the following first:

A: The casting time of the spell, too long and it won't be so helpful.

B: The cost of the spell. If you can get the same results for cheaper, it's a better choice.

FIV2.2: Transportation

You have a number of vehicles in this game.

*This section contains spoilers.

1. Yellow Chocobos: Can run over shallow water and land without the threat of enemies.
Press A to disembark.
2. Hovercraft: Can travel over seas via rocky reefs and land.
Press A to board and disembark.
3. Enterprise: Airship, can only land on plain ground - not forest or desert.
Upgrade: Grappling Hook: Press A above hovercraft to pick it up. A again to lower it.
Press A to board and A to land the Enterprise.
4. Black Chocobo: Can fly over shallow seas and only land in Forests.
5. Falcon: Airship, can only land on plain ground.

Upgrade: Can fly over magma in the Underworld.
Press A to board and A to land the Falcon.

6. Lunar Whale: Final vehicle which can travel into space. Can only land on plain ground. Inside the whale are beds to sleep, controls to pilot it, and a Fat Chocobo to store items. Use the crystal to travel to space.

Well, with all vehicles - they accomplish the same task - getting you places you normally couldn't or want to get to quickly and without incident.

FIV2.3: Ailments

Ailments are the little conditions that effect your characters either beneficially - but more often negatively. Here they are, with their cures.

-Note that most negative ailments can be remedied with the spell Esuna or item Remedy. Staying in an Inn or using a Cottage is also effective.-

*Berserk: You're enraged, and attack automatically.

*Blind: Your eyes are covered in darkness and your precision drops.
Specific Cure: Eye Drops.

*Curse: Attack and Defence are cut.
Specific Cure: Cross

*Haste: Your ATB gauge fills more quickly.
Specific Cure: It's timed.

*KO: Your character has zero HP, and if all characters hit zero it's game over. To cure this, Phoenix Down, or A Life Spell can be used. Also, staying in an Inn or using Cottage.

*Mini: Your abilities are diminished as a Mini, and the only available spell to a Mini White Caster is Mini. Cure it before you take a serious hit.
Specific Cure: Mallet

*Paralyse: You are unable to move for a given timespan.

*Petrify: You are turned to stone and cannot act.
Specific Cure: Golden Needle.

*Pig: Your stats are cut, and you can't use your equipment as you've been turned into a pig.
Specific Cure: Diet Food

*Poison: During battle your hp will take a hit from time to time. Outside of battle, it's every step. Don't bother healing until after battle.
Specific Cure: Antidote.

*Regen: You gain back a few HP at a time, over a given time.

*Silence: Mages are unable to cast spells.
Specific Cure: Echo Herbs.

*Sleep: You are asleep and cannot act until woken up.
Specific Cure: Alarm Clock, being hit.

*Slip/Draining: Your HP constantly runs out, a few HP at a time.

Specific Cure: It's timed.

*Slow: Your ATB gauge fills more slowly.

Specific Cure: it's timed.

*Slowing Petrify: Petrification one third at a time. When a slowing petrify attack connects three times in a row, you are petrified.

*Stop: Your ATB gauge halts and you are frozen in time.

Specific Cure: It's timed.

*Toad: You are turned into a Toad. Your stats are cut and FIGHT does minimal damage. More severely debilitating than Pig.

Specific Cure: Maiden's Kiss.

FIV2.4: Glitches

Just a word about a few of the problems in this game. It's not a perfect port, after all:

-Slow Down: sometimes the battles slow down. This can disrupt game play.

-Sticking Buttons: Sometimes the buttons don't seem to register, this can result in wasted time or incorrect choices on menus.

-Problems with the ATB-

The ATB Gauge is new to Final Fantasy IV Advance, but the problem is the ATB system which was always in place.

It seems that some characters miss or skip turns when the battle speed is set higher.

For instance, someone's ATB bar will be 1/3 full, and you all of a sudden get another action with them. I guess that's not so bad...

The issue seems to be the constant input of commands. This makes certain skills like Kain's JUMP and Yang's POWER get delayed. You choose Jump for Kain and any number of other actions for the others and he may not Jump for two or three turns of the other player! That's bad. Give him a little bit of a breather, and the skill will be executed normally.

It also means that enemies often act sluggish or are skipped. So the game will seem much easier than it used to be for at least the first half of the core game.

-The Save Glitch-

This one is nasty, and I知 not sure if it痴 been fixed anywhere or not. But I can't assume you're playing a fixed version of the game.

It was posted on the Japanese site here:

<http://www.square-enix.co.jp/ff4a/info.html>

The glitch will delete all of your Save Files. Brutal.

The Requirements:

-One empty character slot.

-Use an item on a character.

- Select Order. Move the character whom you used the item on to a blank spot.
- Go to the item screen.

Well, this is so obscure that you may never encounter it OR you might encounter it purely by accident. Beware.

FIV2.5: A Few Words

Here, I'll just address a few game play issues:

1. What level do I have to be for ____?
--It doesn't matter what level you are, because if you play smart you can get around most problems. If you're having trouble, level up and try again.
2. Am I ready for ____ area?
--Generally, if you have access to an area - you're ready for it. If the enemies are difficult for you, you may want to try a different area first or gain a few levels.
3. Should I pay attention to Rows?
--Absolutely. Your back row fighters generally don't have too much HP, so the more defence the better.
4. Should I just use what "Best Equip." suggests?
--You can get away with this, but please be warned that Best Equipment generally refers to the best raw attack/defense/mag.defense of the item. The special properties are not considered. I urge you to check how the item actually influences your stats.
5. Where is a map when I need one?
--The map can be viewed by using a Dwarven Bread or the White spell Sight.
6. Who should I talk to?
--Talk to everybody, they may have hints or items for you.
7. When should I save?
--I save pretty obsessively. However, I generally make sure to save after an important scene or a certain goal is accomplished. If you're heading somewhere unknown - Save.
8. How can I store old items?
--Fat Chocobos will store some items for you. If you smell chocobo in the air, in Chocobo forests or other areas, use a Gysahl Green to call it. Outside of this, a Gysahl whistle calls one anywhere - but it's an expensive item.

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| FIV3: Walkthrough |
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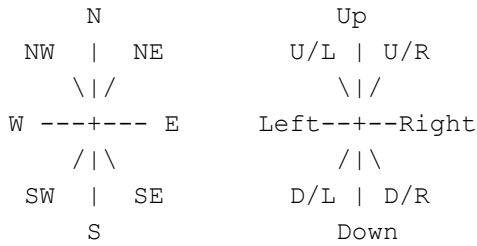
This is the meat and potatoes of the walkthrough. I have handled the core game as I always have over the years. This means I have a very definite way that I approach this game.

You don't have to take my work as definitive. You can approach any area you want as long as you can access it. And my strategies are generally old except scaled up for this edition. If you have anything fresh, or more effective - I am not adverse to suggestions.

FIV3.1: Using this Guide

-Directions-

For most of the guide, I give simple directions regarding where to go.



Compass Rose Scaled to Direction

I give directions in the sense of the Compass Rose and the Directional Pad. It just comes through like that. So, just to know, North refers to Up. Up and Left then refers to Northwest. Drawing a line to the diagonal up and left.

-ASCII Maps-

For the later half of the game I provide ASCII maps for dungeon floors, as they are beginning to get a little more complex.

Generally, I think these are a great way to actually illustrate my directions in an area where multiple paths may become muddled.

Each map has its own Legend, so you don't have to familiarize yourself anywhere here.

But when you see text indented like this, normally it means I'm showing a # hidden passage. The characters = one space of the passage, normally.

-Monsters and Treasure-

The "Monsters: and Treasure:" sections of floors and areas in this guide are a descriptive device of the particular area.

It should be noted that "Monsters" is NOT definitive. What I merely want to illustrate is a general diagnostic of the floor's monsters. If you want to complete a Bestiary, then look on a floor where the monster's listed.

Treasure is (hopefully) definitive. It lists what treasure is on each floor or section, and the walkthrough will tell you where to get it.

-Enemy Spotlight-

This describes an enemy in brief detail what I think is important, rare, or can be exploited in some manner.

These will appear as a single paragraph before the walkthrough of a given section.

-Bosses-

I provide a condensed version of the Bestiary entry for bosses. I give...

HP: The enemy's health points.

S: Strength - the enemy's attacking power.
D: Defence - the enemy's resistance to physical assaults.
M: Magic - the enemy's magic potency.
MD: Magic Defence - the enemy's resistance to magic.

EXP: The Experience provided by the enemy.
Gil: The amount of money dropped by the enemy.

Type: The enemy's type, as some weapons are designed against certain enemies.
Weakness: The properties the enemy is weak against.
Absorb: The enemy will gain HP if you cast a spell of this element. None does
bot mean "Non-Elemental."

Normally, I don't provide resistances because bosses generally resist most
status.

-Monster in a Box-

This section appears between "***! !**". It refers to a fight with a Monster
found in a treasure chest in a battle for the contents.

Enemy stats are provided as per Bosses.

FIV3A: Baron to Mist

As the game opens a fleet of Airships, the Red Wings, approaches the Kingdom of
Baron. You can pay heed now to a bit of set up for the story. There's battles
here, but they play out automatically.

After the encounters, you arrive at the Kingdom of Baron. The Captain of the
Guard, Baigan brings you before the King. Cecil hands over the Water Crystal to
the King of Baron, but before he leaves he questions the King's intentions.

This sets up your first quest, as the King is angered at Cecil's dissension,
he relieves him of his post as Captain of the Red Wings. He wishes you to slay
the Phantom Beast of Mist Valley and deliver a Bomb ring to the village of Mist
the next day. The Dragoon Kain will enter the room to defend Cecil. The King
will make Kain join Cecil on his Quest.

Received Bomb Ring

After a brief exchange with Kain, you gain control of Cecil. You can speak to
Kain if you head right. If you try heading back to the Throne Room, you will be
stopped. Head Down from the centre of the room and into Floor 1. You should see
a few Treasure Chests. There is a switch on the wall beneath them, from left
to right the treasures are:

-480 Gil
-Ether
-Tent

The two staircases in the centre of the room lead to information rooms
regarding Black and White Magic, but they aren't super helpful. The staircase
in the bottom right leads to the right side of the castle. You can talk to
Cid the Engineer's apprentices here, but parts of the castle are off limits to
you. Return to the first floor and take the bottom left stair. Follow the
stairs and you'll be stopped by Rosa.

Rosa is a white mage, and Cecil's love. She makes arrangements to visit Cecil later in the day. Head down through the door. The door immediately left heads down to a jail. When you're ready to proceed head up to the left tower. Cid the Engineer will stop you. When he comes down to talk with you, he talks about the King ordering Airships to be built as weapons of war.

Head into the West Tower, and continue up. Talk to the woman, then head up the stairs when she leaves. Get into the bed.

Cecil fights between his morality and loyalty, when Rosa comes to visit. Cecil confides in Rosa. After their exchange, Cecil finishes his sleep. In the morning he meets up with Kain and they leave the castle. After the prologue, you'll be out on the Overworld map.

Let's check out the Town of Baron.

Baron

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= Bridge

Water

* Stairs

(1) Item Shop

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

(2) Inn, 50 Gil

(3) Waterway - Locked

(4) Devil's Road/Training Room/Namingway

- (5) Rosa's House
- (6) Cid's House
- (7) Weapon and Armor Shop - Locked
- (8) Treasure: Tent
- (9) Treasure: Hourglass

Alright, so you only have the treasures you took from Castle Baron so far. You may want to buy 5 potions, 150 Gil. You can buy these in the item shop. Next, I'll get you to head to the Inn. We're not staying at the moment, instead, go up the far right wall. You'll see two swords crossed on the wall. Press A on them to open a secret door. There are three treasure chests. From left to right these are:

- Dwarven Bread
- Tent
- Eye Drops

Dwarven Bread casts sight, which on the overworld will let you view the map. Not bad, for now.

Now, head down to the counter of the Inn, head left. In the chamber before the beds, check the bottom jar for a Potion. Leave the Inn and check the pot in front of it for a Potion. Now, you should head to Rosa's House and check the pots to the left. You should find another Potion.

Head to the top of the town. The girl here will dance for you if you want, but right now, head down the stairs into the water. Follow the water path along until you reach the points on the map I have marked with 8 and 9, these are treasure chests:

- Tent
- Hourglass

Do you want to rename Kain or Cecil? Well, head to the Training Room in the basement of the Devil's Road and speak to Namingway. He'll let you change their names.

When you've talked to everyone you want to, head back onto the overworld map.

Overworld: Baron

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Monsters:

- Goblin
- Hell Diver
- Floating Eyeball

The enemies are none too difficult at the moment, you don't really need to level up to fight the Phantom Beast effectively, but if this is your first time playing the game you may want to get used to the fighting. Kain's Jump command will do more damage when he's equipped with a Lance, like his spear, and gets him out of harm's way briefly. Cecil's Dark hits all enemies, but it also drains his life. I'll warn you now that it's tempting to fight every battle with Dark but that can get expensive. The game at this point is easy enough that you get by with just Fight.

Chocobo Forest

={-----

Right, well, before heading into the Mist Cave, you may want to check out the

Chocobos. In front of Baron Castle is a Desert. Well, to the lower left of this Desert is a Chocobo Forest. There are three Yellow Chocobos. Riding a Yellow Chocobo on the world map lets you cross it quickly and without incident, it returns to the Forest when you dismount. The White Chocobo restores MP, neither character has any, and in the grass there is a treasure chest: Gysahl Greens. You can use these to call Fat Chocobo, in the 4x4 space at the top of the Chocobos' home. He can store items for you - you don't really need to now though.

When you've finished in the forest, leave and head North West. Walking between the mountain ranges you'll come to the mouth of a cave. Save your game now before entering.

Mist Cave

={-----

Monsters:

-Goblin

-Sword Rat

Treasures:

-Potion (2)

-Eye Drops

-Tent

Watch out for the Sword Rats - they drop quick but their "Needle" does around 40/50 damage to you. At this level, that's pretty big.

From the entrance, follow the path down and right. When you come to a staircase climb it. Now, head left. Take the two sets of stairs you come to, after the second head up. Up the next stairs, you are told to turn back. Continue forward and up the next stairs. Get the treasure chest: Potion.

Now, head back down the stairs and to the right over a bridge. Head up the next staircase and right to find a treasure: Eye Drops. Back left and down the stairs. Down two more sets, left and up for another Treasure: Tent. Head down, and back around to the two staircases. Head up the first then right. Take the treasure, a Potion.

Alright, it's up to you now. Either go back and save outside, or head up to the boss. Use a potion on Cecil and Kain to recover any lost HP.

When you're ready, head up to the exit of the cave, continue going even though you are told to turn back. The Phantom Beast will attack you...

****MIST DRAGON****

-HP: 465

S: 16 M: 10

D: 5 MD: 31

Gil: 200 EXP: 700

Weakness: None

Absorb: Holy

Alright, the Mist Dragon isn't terribly threatening. Have Cecil Fight and Kain Jump. When the Dragon turns into a Mist form, do nothing. If you attack now, it will spray you with Cold Mist doing 20/30 damage to Kain and Cecil. Nevermind Dark as it will probably do less than your sword strikes. She doesn't hit terribly hard when she physically attacks, mainly you have to be worried about

Cold Mist. If your HP is dropping too low, use a Potion.

As long as you're patient, the Dragon should fall. After is killed, leave the cave.

Overworld: Mist Cave to the Village of Mist

={-----

Monsters:

-Insectus

-Flying Eyes

Just walk right to the Village of Mist. The Insectus and Flying Eyes should not pose a grave threat if they attack you, but if they do take out the Flying Eyes first. Enter the village.

Mist

={--

As soon as you walk right, Cecil will remark that the Bomb Ring is glowing. It will release multiple of the enemy "Bomb" and they will set the Village on fire. You'll hear a young girl. You'll learn of her plight, then she will attack you. She summons Titan.

Titan defeats your party with one Earthquake, but also causes a collapse in the mountain ranges, separating you from the Village of Mist. When you wake up, Kain is nowhere to be found. Cecil takes the girl.

Overworld: Kaipo

={-----

Monsters:

-Goblin

-Desert Sahagin

-Hundlegs

-Sandworm

-Flying Eyes

-Insectus

Enemy Spotlight: Sand Worm

The Sand Worm is a fairly powerful monster with great drops for early in the game. However, it is also fairly scarce in this Desert. Search around for a while to find one, if you don't you may miss it in your bestiary.

Most of this area is Desert. If you get poisoned by a Flying Eyes, don't worry. As soon as you reach Kaipo, you'll be taken to an Inn. It is free of charge, so Cecil lays the Girl in a bed, then turns in himself. Through the night, some soldiers of Baron enter the Inn and demand the Girl. Cecil Refuses to give her up and so a fight ensues:

GENERAL AND BARON SOLDIERS (x3)

**General

**Baron Soldier

-HP: 221

-HP: 27

S: 26 M:0

S: 20 M: 0

D: 2 MD: 12

D: 2 MD: 4

M: 0

Gil: 80/EXP: 398 Gil: 54/ Exp: 157

Treasure: None Treasure: None
Type: None Type: None

Weakness: None Weakness: None
Resistance: None Resistance: Confuse
Absorb: None Absorb: None

Three against one seems like pretty unfair odds, I suppose. However, this is really not much of a problem at all. The General will run if all three Soldiers fall. However, we want his Exp and Gil!

The General never attacks. He orders the Soldiers to attack. So defeat two of the soldiers to make things easier on yourself while you attack the General. Use a potion if your HP drops low, but it probably won't if you take out the two soldiers at the start. After the General falls, take out the third Soldier.

After defeating the Soldiers, the girl confides in you her name is Rydia. She is a Summoner, and will presently join your party.

FIV3B: Damcyan and the Sand Ruby

Cecil's first quest has been complete, and the consequences of it have separated him from Kain, and have brought the Summoner of Mist, Rydia to join his Party.

Rydia at the moment has access to Black, White, and Summon magics. Her summon spell is Chocobo. The Chocobo Kick is, for the time being, and effective attack against a single target. However, she doesn't have many spells at the moment because she is only Level 1.

Journey back out into the Desert and raise her a few levels. Place her in the Back row. She's starting with 30HP and low defence, many of the Desert monsters can currently do a number on her.

But let's check out the Town of Kaipo at the moment.

Kaipo
={---

```
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```

Water
= Bridge

(1) Weapons Shop

Item	Price
+-----+	-----+
Rod	100
Staff	160
Bow	220
Iron Arrow	10

(2) Armor Shop/Namingway

Item	Price
+-----+	-----+
Leather Cap	100
Clothes	50
Leather Garb	200
Iron Ring	100

(3) Inn/Item Shop

Inn: 50 Gil/night

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

(4) Old Couple's House

Alright, let's head to the Weapon Shop. Buy Rydia a Staff. The bow and iron arrow is theoretically better for the back row - but the miss rate is going to be lower for her than for the Staff. Now, check the pots above the Weapon Shop for an Ether.

You don't need to buy Rydia any armor here - she's got the best stuff the shop sells. However, if you wish to change her name Namingway can be found in the shop. If you're looking for the item shop, it's in the Inn. Maybe buy 5 antidotes and 5 maiden's kisses now for the sake of safety.

When you've checked out the shops, enter the house of the old couple in the top right. You will find Rosa sick in the bed. Talk to the Old Man, he will tell you that a Sand Ruby could cure Rosa's Desert Fever. So, Cecil's course is now clear. He'll head to find the Sand Ruby.

Before you start this journey, level Rydia a bit. The head Northeast of Kaipo to find a cave. Rydia learns Thunder at Level 5, which will help in the cave to come.

When you're ready, enter the cave...

Waterway - South

=({-----

Monsters:

- Gigantoad
- Vile Shell
- Water Bug
- Zombie
- Killer Fish

Treasure:

- Potion
- Maiden's Kiss
- Tent
- Iron Ring

Monster Spotlight: Water Bug

The Water Bug provides a fair bit of experience for this stage of the game, but retreats if it is alone - or the only other enemies are Water Bugs. Make sure to take them out first.

Head up to find two treasure chests. The one on the left is a Potion. The one on the Right is a Maiden's Kiss. This item is important in this dungeon as the Gigantoads can turn you into a Toad.

Head back down, and to the left. When you cross the bridge, head down and left for a treasure chest: Tent. From the tent head up and across the upward bridge and talk to the old man. He asks Cecil's assistance to help him rescue his daughter from a Bard in Damcyan. This is Sage Tellah, he will now join your party. If you wish to rename Tellah, head back to Kaipo now.

Tellah has no head or arm protection. You can head back, or give him the Iron Ring you find in this very room -which is the better choice. Though he's lv 20, you should put him in the back row with Rydia. When you're ready, continue past this bridge.

Take the first right bridge, and follow it along to enter the water. Once in the water, head left then up. When you reach the top, take the Iron Ring and equip it to Tellah. Now follow the path down to the big waterfall. Press against the middle of it.

Hidden Chamber

=({-----

Treasure:

- X-Potion
- Dry Ether
- Phoenix Down

Ah, a hidden chamber. Take the three treasures, the X-Potion, Dry Ether, and Phoenix Down. X-Potion restores around 1000HP, so hold on to it for a while. Dry Ether can restore ~100MP. Again, hold on to it for a bit. Exit the room when you're done.

Waterway - South

=({-----

Alright, get out of the Water and return to where you found Tellah. Head to the top left portion of the room and enter the door.

Underground Waterway - B2

=({-----

Monsters:

- Vile Shell
- Water Bug
- Gigantoad

Treasure:

- Potion
- Ether
- Ice Rod

Head as far up as you can, then go down into the water. Go down/left and up the first stairs you see. Head up from here to get a treasure, Potion. Head back down into the water.

Head down to the bottom of the water area and up out of it. Head left for a treasure, Ether. Head left, then down a bridge you would have passed going for the Ether. Down here, head left and down. Head up the bridge here and enter the door.

Save Room

=({-----

Tellah will describe the save spot to you, and you'll rest in a tent. Cecil and Tellah will discuss a number of things. You can save your game after the short scene. When you are ready, head up through the door.

Underground Waterway - B2

=({-----

You enter the same room from a different point. Head right over the bridge, and then up for a treasure, Ice Rod. Equip this to Rydia. She can use it as an item to freely cast Blizzard.

Afterwards, head down the stairs you see, into the water. Follow the path along to the next staircase, go up and through the door.

Underground Waterway - B3

=({-----

Monsters:

- Killer Fish
- Vile Shell
- Water Bug
- Red Mousse

Treasure:

- 580 Gil
- Bomb Fragment

Enemy Spotlight: Red Mousse

The first " pudding " type enemy you will encounter, you might notice that your physical attacks do very little damage. Their defence is, indeed, maxed. Hit them all with a Fire from Tellah to take them out. When fighting a pudding, it is important to discover its weakness and then exploit it.

Head down, and left. At the fork, head right then down for 580 Gil. Head left from this for a Bomb Fragment. Return to the fork and take the left. Follow the path along and enter the door.

Underground Waterway - B2

=({-----

Monsters:

- Killer Fish
- Vile Shell
- Water Bug
- Gigantoad
- Red Mousse

Treasure:

- Potion
- Feathered Cap

A different room on B2, head up until you see the door. Get that treasure chest which is a potion. Now, we'll enter the secret passage before going through the door.

```
#####      The Secret Passage is represented by these pounds. The D is the
#           #      door to the next room. You can enter the secret passage either
#           #      through the wall left of the door, or by following the path down
### D ##### and left from the entrance of this room, from B3.
# ##
#           The path will be 'invisible,' that is, it's obscured by the dark
#           spots of the map. So just follow the outlined map I've drawn here
#           to exit the secret passage.
#
#           Head down from the exit of the passage and get the treasure here,
#           a feathered cap.
#
#           Equip the Feathered Cap to Rydia, and give Tellah her Leather Cap
#           so that he has some head armor.
#
#           Now, return through the secret passage and enter the door.
#
###
```

Underground Waterway - N.

=({-----

Monsters:

- Zombie
- Gigantoad
- Toadgre
- Red Mousse

Treasure:

- Ether
- Antarctic Wind
- Hourglass
- Shadow Blade

Enemy Spotlight - Zombie

Braiiinnnsss! Zombies are kind of hard to take down at the moment - Cecil's Dark Swords are useless. Instead, have Tellah use Fire or Rydia use the Ice Rod to deal damage. Alternatively, you could damage them with Potion/Cure or kill them with a Phoenix Down/Life. This is a property of many Undead.

The north section of the waterway. If you're having trouble finding a Toadgre,

they appear on this floor. Beware - they counter with Toad.

Head up, and down the first staircase you see. Follow the path along to get the treasure, Ether, then up the nearest set of stairs for another treasure, Antarctic Wind. Head back down the stairs, and up the stairs to the right. Head up and right over the bridge. Head down from the door. Grab the two treasures down here, an Hourglass and a Shadow Blade. Equip the Shadow Blade to Cecil, then head up through the door.

Overworld - Underground Waterway

=(-----

Monsters:

- Flying Eyes
- Insectus

Alright, this is just a brief interlude before entering the cave. Use one of your tents if you need healing, and save the game before proceeding into the next cave.

Waterfall

=(-----

Not a whole lot you can do here. Enter the water and be swept down to a lower floor.

Sunken Lake - B2

=(-----

Monsters:

- Alligator
- Tiny Mage
- Sahagin

Treasure:

- Hades Helm
- Hades Gloves

Enemy Spotlight - Alligator

One of the rarer enemies of the Underground Waterway, Alligators can be found with a little searching in the Sunken Lake area. They're tough, but Cecil's Sword and Rydia's Ice Rod make short work of them.

When you land, head up and around. At the point where the path begins to curve up, head down and grab the treasure chests: Hades Helm and Hades Gloves. Give them to Cecil. Follow the path around and up to the door. Enter it.

Sunken Lake - B1

=(-----

Monster:

- Tiny Mage
- Sahagin
- Alligator
- Water Bug
- Red Mousse

Treasure:

- Hades Armor
- Hermes' Shoes

Enemy Spotlight - Tiny Mage

The Tiny Mages often attack in groups. Have Cecil take these out quickly - your Magic will do little to them now. They can attack with Fire, Blizzard, Thunder, and Hold making them priority targets above their other party members.

Head right and gather the two treasure chests, Hades Armor for Cecil and Hermes' Shoes. These cast Haste when used in battle. Save them for later in the game.

Head up from the treasure chests, then down into the water. When you approach the tentacles, be prepared to fight...

****OCTOMAMMOTH****

-HP: 2350

S: 22 M:0

D: 0 MD: 25

Gil: 500/EXP: 1200

Type: None

Weakness: Lightning, Darkness

Absorb: Holy

What convenient weaknesses, eh? Well, regardless of the weakness to Darkness, don't use Dark. Your Shadow Blade will do much more damage. Have Rydia and Tellah cast Chocobo and Thunder, respectively. As you damage Octomammoth, he loses tentacles and is weakened. Keep drilling him and he'll go down in no time at all. After destroying it, head up through the waterfall.

Overworld - Damcyan

={-----

As you approach the Castle Damcyan, the screen changes angle and the Red Wings fly by, levelling the castle to the ground. Head up into the castle.

Damcyan Castle

={-----

Head up through the wreckage. Talk to the people as you go. On the second floor you can pick up a tent in the unopened box.

When you reach the third floor, Tellah finds Anna out on the floor. He confronts the Bard in battle. The battle will be interrupted by Anna. She explains the Bard, Edward, is the Prince of Damcyan and she'd run away with him because they were in love.

This will be your first mention of Golbez as well. Golbez is the new Leader of the Red Wings and he is currently gathering the Crystals...

After a scene of Edward's mourning, you will recruit him into your party. You will also now have access to the Hovercraft.

You may want to return to the castle before heading out. Use the pots on the third floor to recover HP, MP, and status.

Overworld - Damcyan

=({-----

Monsters:

- Insectus
- Flying Eyes
- Desert Sahagin
- Hundlegs
- Goblin
- Sword Rat
- Tiny Mage
- Sand Worm

Edward is level 5. You may want to gain a couple of levels with him before venturing out to the Antlion's Cave. He comes equipped with pretty good equipment. If you're running low on potions or anything else, you can take the Hovercraft down to Kaipo from the rocks west of Damcyan Castle.

When you're ready, get in the hovercraft and head northeast. You can cross the "stony" regions of water in your Hovercraft. After you get onto the first bit of land, head down. The cave down here is the Antlion cave.

Antlion Cave - B1

=({-----

Monsters:

- Goblin
- Adamantoise
- Basilisk
- Leshy

Treasure:

- Potion (3)
- Spider's Silk
- Gold Needle
- Tent

*Make sure Edward's in the back row.

Enemy Spotlight - Basilisk

Basilisk can petrify you - but only one part at a time. Its Stone Gaze takes three hits to petrify you fully. Nonetheless, target these enemies first to make sure you aren't petrified.

From the entrance, head down, left, and up under the bridge to get a treasure chest containing a Potion. Head back down, then up the stairs to the left to get the next, Spider's Silk. Head back down the stairs and go right. When you hit the wall, head down then up that staircase.

Go right, across the bridge. Head up to gain a Gold Needle. Now down towards the two staircases next to each other, go down. Head left, and up under the bridge. Grab the potion from the chest, then head back down. Head all the way to the left. At then end head down. Follow the path and grab the Tent and the Potion, then head all the way back right again.

When you've gone back right, head down. Enter the door.

Antlion Cave - B2

=({-----

Monsters:

- Sand Worm
- Yellow Jelly
- Adamantoise
- Basilisk

Treasure:

- Antarctic Wind
- Lamia Harp
- Potion
- Spider's Silk

Enemy Spotlight - Adamantoise

The large turtles are very common in this dungeon. They're strong, but weak to ice. Even hitting them physically with the Ice Rod will do a lot of damage. However, you may still want to use it as an item for increased accuracy.

Head straight down until you hit a treasure chest. This is an Antarctic Wind. Enter the door you see.

There is a lone treasure chest in this room. Pick it up to gain a Lamia Harp. Equip this to Edward, it can confuse enemies. Head back out into the main chamber.

From the door, head down, left, and up. When you see another doorway, head to the left of it, then up the stairs to find a Potion. Return down the stairs and left across a bridge to find Spider's Silk. Now enter that door.

Antlion Cave - B1

={-----

Treasure:

- Pheonix Down
- Ether
- Emergency Exit

Enter the door you see. This is a Save Room. Take the opportunity to use a tent and collect the three chests, as listed above. Then return to B2. When back on B2, head left from the door, then down to the bottom (three staircases). Enter the door at the end.

Antlion Cave - B3

={-----

Monsters:

- Adamantoise
- Sand Worm
- Yellow Jelly

Head straight down to the bottom. When Edward tries to take the Sand Ruby, you get attacked by...

****ANTLION****

-HP: 1100

S: 11 M: 0

D:3 MD: 11

Gil: 800/EXP: 1500

Type: None

Weakness: None

Absorb: None

Antlion is a very straightforward fight. Have Cecil and Edward fight. Antlion will counter their attacks with Counter Horn, doing around 20/30 damage to a character. If Edward really isn't helping, then just have him Defend and Heal if necessary. Have Rydia cast Chocobo. It does considerable damage to the Antlion.

When you've beaten Antlion, you gain the Sand Ruby. Exit the Antlion cave.

Overworld - Damcyan and Kaipo

={-----

Pilot the Hovercraft to Kaipo. The rocks are southwest past Castle Damcyan. When you arrive at Kaipo, take the Sand Ruby to Rosa.

Kaipo

={---

Rosa is in the house at the top-right of town. Take the Sand Ruby to her. Talk to her, then select the Sand Ruby. Rosa wakes up, and there is some more talk on Golbez. Rosa is still sick, so the group will rest in Kaipo for the night. Rosa joins your party as a white mage.

****SAHAGIN****

During the night, Edward heads out to the water to play his harp. He is attacked by a Sahagin. Anna's ghost appears to him and tells him that he must fight. Just fight the Sahagin with you harp, it shouldn't take very many hits to go down. Edward has an epiphany of sorts afterwards, where he'll do what he can to oppose Golbez.

Rosa should be put in the back row. To fit Rydia, Edward, and Rosa in the back you may have to use Row. Rosa has 50 Iron Arrows, a Bow, Leather Cap, Leather Garb, and Iron Ring - so she's fine as far as equipment is concerned. You may want to buy another 50+ iron arrows in Kaipo, however.

FIV3C: Fabul

Overworld - Damcyan and Kaipo

={-----

Get back in the Hovercraft and pilot it back to Damcyan. Take the the northeast rocks in Damcyan again and continue right to the mountains. Exit the hovercraft and enter the mountain range.

Mt. Hobs - West

={-----

Monsters

-Skeleton

-Cockatrice

-Bomb

-Gray Bomb

Large blocks of ice block the entrance to Mt. Hobs. After a short scene, you will be past the ice...

Enemy Spotlight - Cockatrice

These floating enemies can petrify you on the spot with Peck, and as such they should normally be your primary target. It can be quite useful to try and confuse a Cockatrice, using Edward's Lamia Harp for example, so that they may use Peck on their allies.

Now, you'll soon notice that the monsters here are quite a bit more powerful than what you've been encountering. Exploit their weaknesses and fight with a plan and you should do this without much issue. Luckily, you should gain some quick levels as you progress through this area as well. Rosa learns Life at level 11, this could be helpful againsts ome of the undead.

Head up the sets of stairs and into the door.

Mt. Hobs - West 2

={-----

Treasure:

-Tent
-Potion
-Gold Needle
-960 Gil

Head down and to the left. There's a save point here, in the event that you need it. Down and to the right of the save point is a treasure chest, holding a Tent. There are three more chests near it: Potion, Gold Needle, 960 Gil. After looting the chests, return to the first room.

Mt. Hobs - West

={-----

Head right and enter the door.

Mt. Hobs - Summit

={-----

Monster:

-Cockatrice
-Gargoyle

Treasure:

-Holy Arrow (10)

Head right and grab the ten Holy Arrows. Head up from here to observe an encounter between a Monk of Fabul and some Monsters. Yang engages three Domovoi and Kicks them to death. The group helps him fight when he goes up against the

MOM BOMB

-HP: 11000

S: 30 M: 5

D: 1 MD: 9

Gil: 1200/EXP: 1900

Type: None

Weakness: Darkness

Absorb: None

Again, like Octomammoth, stick with your sword. Have Yang use Power if you want or just attack with him. Edward should attack, Rydia should cast Chocobo, and Rosa should Aim, healing when needed. Mom Bomb only really performs Physical attacks at this time.

After a while, she becomes a large, cloud monster. Just keep up the same patterns. When the message: IT'S GONNA EXPLODE! appears, make sure you're healed. Mom Bomb will soon Explode, doing 70/80 damage to everyone. In her place will be three Bombs and Three Gray Bombs.

Alright, concentrate on the gray bombs first, then the Reds. Handle this as you normally handle them. Don't be afraid to use a Chocobo Kick on a Gray either - they can hit fairly hard and you've just received a big hit. Have Rosa cast Cure following the explosion.

After taking care of the bombs, Yang introduces himself. He becomes convinced that Golbez will seek out the Wind Crystal of his home, Fabul. Cecil and the group offer to help Yang, and he joins the party. Head up through the door.

Mt. Hobs - East

={-----

Monsters:

- Spirit
- Skeleton
- Bloodbones

Enemy Spotlight - Spirit

It's tempting to blast Skeletons with Fire - but if they're with Spirits you'd better take them out first. Spirits absorb damage from fire - it heals them. Aside from this, they also cast Fire.

Follow the path down and out of Mt. Hobs.

Overworld - Fabul

={-----

Monsters:

- Gargoyle
- Cockatrice
- Bomb
- Gray Bomb
- Sword Rat
- Gatlinger
- Domovoi

Enemy Spotlight - Gatlinger

The Sword Rats used Needle on you when they attacked - Gatlingers counter with Needle. Take the quickest route when defeating a Gatlinger, probably a hit from both Cecil and Yang. You don't want it using too many Needle counters.

Walk East, passing through forest as you do. When you come to a fork, head down and through the forest. You will come across a Castle, this is Fabul. You can head east then north to find a Chocobo Forest if you like.

Chocobo Forest - Fabul

={-----

There's three Yellows, and a White. If you ever want to head back to Hobs for some reason, a Yellow Chocobo simplifies the trip quite a bit. There's some Gysahl Greens in the grass, and a Fat Chocobo spot at the top. When you're done head over to Fabul.

Fabul Castle

={-----

Head up, the guards mention the King wishes to see Yang. We'll take care of a few others things first, however.

Fabul Castle - First Floor

={-----

To the left is an Inn and item shop.

Inn: 100 Gil/Night

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

To the Right, a Weapons and Armor Shop

Item	Price
+-----	-----+
Fire Claw	350
Ice Claw	450
Thunder Claw	550
Demon Helm	980
Demon Armor	3000
Demon Gloves	800

Buy one Thunder Claw and one Ice Claw for Yang. He can equip two weapons at a time. The elemental properties definitely help against a variety of monsters too. Buy the Demon equipment for Cecil, and Equip it.

Fabul Castle - Second Floor

={-----

Head through the bottom door, then into the Left Tower.

*West Tower 1F:

Check the Pots and chests for:

- Rage of Zeus
- Potion
- Antarctic Wind
- Bomb Fragment

*West Tower 2F:

Namingway is here, if you fish to rename Yang.

*West Tower 3F:
This is Yang's Wife.

-Now head back outside, then into the right tower.

*East Tower 1F:
A few monks to talk with.

*East Tower 2F:
Check a Pot for a Bacchus's Cider. There's a... pretty Dancer on this floor.

*East Tower 3F:
Take a Tent from the Chest. If you sleep in the bed, Cecil remarks "What a huge Bed. I wish this was mine." =)

Return to the second floor of the Castle.

Fabul Castle - Second Floor
={-----

Take the top door.

NOTE
HEAL before entering the throne room and talking to the King. Buy anything you need first as well.

Fabul Castle - Throne Room
={-----

Approach the King. You will discuss the destruction of Damcyan, and the imminent attack on Fabul. Offer to help defend Fabul. Unfortunately, Rydia and Rosa are taken to assist the medic. So, it's just Cecil, Yang, and Edward.

BATTLE OF FABUL

**Battle 1:
Captain
Baron Warrior x2

This works just like the General/Soldiers fight in the Kaipo Inn. Take out one of the Warriors, then the Captain. Then attack the other Warrior. Focusing the three characters attacks to one target at a time will make this a moderate breeze. Yang's Power command can help against the Captain.

-The Red Wings attack the castle. You need to fall back.

**Battle 2:
Leshy
Domovoi
Sahagin

This should be cake, they're all older enemies. Take out the Leshy first, and have Edward confuse the Sahagin with the Lamia Harp. Take out the Domovoi and then let the Sahagin attack itself. Finish it off.

-More rush in and take out some Monks. You need to fall back once more.

****Battle 3:**
Captain
Barron Warrior x2

This is simply a repeat of what's already happened. You may need to use a potion on someone if he's been hit a few times now.

-You fall back once more, but it seems the Monk with you is a monster...

****Battle 4:**
Gargoyle

Just a lone Gargoyle... if you can manage to get Edward to Confuse it, it may use Tornado on itself - bringing its HP below 10. It's an easy win either way.

-Some more monsters rush in...

****Battle 5:**
Leshy
Sahagin
Domovoi

Repeat your strategy for Battle 2. This group should go down equally well.

-As you fall back, Edward trips and you're drawn into another battle...

****Battle 6:**
Captain
Baron Warrior x2

Another repeat of this fight. Again, be sure to take out the Captain before the last Warrior.

-After this, you withdraw to the Crystal Room.

In the Crystal Room, Kain enters. However, he challenges Cecil. If you've been playing normally, then Kain will defeat you - and he is supposed to. Well, Kain is not himself. Golbez enters.

Golbez notices Cecil's affection for Rosa, and kidnaps her. Rydia cures the party after Golbez and Kain leave.

Go see the King in his Quarters, in the East Tower. Stay in the Inn as per his request. In the night the party discusses strategy and agree that a Ship is the best way to get into Baron. You are taken to the Throne Room in the morning and the King gives you a Ship and the Deathbringer for Cecil. Equip this - it can randomly instantly kill an enemy. Very nice.

Return to the Throne Room

-Search the Pot beneath the Crystal Room door for a Hermes' Shoes.
-Enter the small passage to the right of the throne to open a secret door.

Walk along the hidden path until you reach three treasure chests:

-Spider's Silk
-Demon Shield
-Ether

Equip the shield to Cecil, and head outside.

 FIV3D: Ordeal

Enter the Ship. Yang's Wife will see you off. The ship will take off for Baron. A short way into the trip, the ship will begin to shake. Leviathan, Lord of the Sea, creates a whirlpool. You begin to lose party members.

The screen fades and Cecil wakes up on a shore. Calling out to his comrades, Cecil finds he is alone. You will be taken to the Overworld.

Overworld - Mysidia
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Head east, and enter the Town.

Mysidia
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(1) Item Shop

Item	Price
-----	-----
Potion	30
Hi-Potion	150
Pheonix Down	100
Gold Needle	400
Echo Herbs	50
Antidote	40
Tent	100
Cottage	500

(2) Inn/Namingway

Inn: 200 Gil/night
 Namingway is in the Pub
 The Dancer will "Piggy" you... Talk to her again to reverse the effect.

(3) Weapon Shop

Item	Price
------	-------

+-----+-----	-----+
Ice Rod	220
Flame Rod	380
Healing Staff	480
Crossbow	700
Holy Arrow	20

(4) Armor Shop

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

(5) Devil's Road

(6) Manor of Prayers

Speaking to people now will only have them cast spells like Toad on you. You can change back in this case by talking to them again. Basically, they remember you and the slaughter so they're none too friendly at the moment.

For the time being, head up to door marked at 6, and enter the Manor of Prayers to speak to the Elder. The Elder will see that Cecil has changed. Cecil talks about Golbez and Leviathan. The Elder believes it is a test - and that Cecil will have to prove his worth. He's come to rely too heavily on the Dark Sword, this only serves to darken his soul. The Elder suggests that you accept the Holy Light at Mt. Ordeals and become a Paladin.

The Elder calls two companions for Cecil, Porom - a White Mage and Palom - a Black Mage. Though they are children, Palom and Porom do learn spells quickly and are effective mages.

Put them in your Back Row, you can buy a special Rod for Palom anyways. Save the Ice Rod from Rydia and buy him a Flame Rod. Buy a Healing Staff for Porom. Buy two Wizard Hats, Two Gaia Gear, and Two Silver Armlets. Equip Palom and Porom, then sell their old gear.

Cecil is going to become a Paladin, and his old armor will be unusable. If you want, you can sell any Dark or Hades gear that you haven't yet. The Light Shield, Light Helm, Knight's Armor, and Gauntlets can be equipped once he changes class. After getting any items you want, and Palom and Porom's gear, pick up some of this Armor to equip to him after the change.

**SPOILERS FOR MT. ORDEALS: You will be getting back one of your spell casters, you may want to pick up a Wizard's Hat.

Overworld - Mysidia

={-----

Monsters:

- Zu
- Cockatrice
- Gatlinger
- Domovoi

-Goblin

Enemy Spotlight - Zu

The Zu is a large enemy, that attacks twice in a row. Have Cecil targetting it with his Deathbringer to take it out quickly in spite of its large HP score. You won't have this luxury coming back from Ordeals, but right now it means easy experience for Palom and Porom.

If you want to earn some Gil, Zu are a great source at the moment.

You may want to raise Palom and Porom's levels for a little while, they learn good spells - such as level 2 elemental spells - very quickly. When you're ready to go, head right along the snaking Dragon path of Mysidia. I suggest you learn Cura and Fira, at the very least.

You will eventually arrive at some mountains. Enter the path.

Mt. Ordeals - Entryway

={-----

Monsters:

- Skeleton
- Bloodbones
- Spirit
- Soul

Treasure:

- Potion (2)

The entrance is blocked by pillars of Flame. Palom stops them with Blizzard, and proceeds to brag.

The scene cuts away to Golbez and Kain. Golbez calls Scarmiglione, the Lord of Earth. Golbez knows Cecil is trying to become a Paladin, he sends Scarmiglione to stop him.

The game cuts back to Ordeals, begin heading up. There are two potions en route to the door at the top. Enter this when you arrive. Note that Souls are essentially an upgraded Spirit.

Mt. Ordeals - Station Three

={-----

Monsters:

- Ghoul
- Bloodbones
- Skeleton
- Spirit
- Soul

Enemy Spotlight - Gloul and Revenant

Cecil will be all but useless against the Zombie type enemies on Mt. Ordeals. He could use bomb fragments and the like, or you could instead have him focus elsewhere while Palom uses the Fire Rod and Fira to clear them out.

Start following the path up again, and you'll encounter Tellah. It seems he seeks the spell Meteor. Cecil tells Tellah what has happened to the other party members. Tellah will join your party, if you picked up a Silver Armlet and a Wizard's Hat for him - equip them. Also either equip the Ice Rod, or a Flame Rod if you brought an extra.

Alright, continue up and through that door.

Mt. Ordeals - Station Seven

={-----

Monsters:

- Lilith
- Ghoul
- Soul

Treasure:

- Ether (2)

Enemy Spotlight - Lilith

The Lilith has a fair bit of HP and likes to cause Status Effects. Her Slap can Silence or Paralyze, take her out with priority. Use a spell if you must, and heal your casters with Echo Herbs if you must.

Head left and up from the path, to the far left side. Climb the stairs and take the treasure, Ether. Head back down, then right, then up the thin path. Follow the path up and to the left. Get that treasure chest, an Ether, before heading into the door.

Mt. Ordeals - Summit

={-----

Monsters:

- Lilith
- Bloodbones
- Zombie
- Ghoul
- Revenant

Alright, we're here. The Twins hear a strange sound, but press on. Use a tent at the save point, Save, and head up and to the left. When you approach the bridge...

****SCARMIGLIONE****

Scarmiglione:	Skullnant:
-HP: 3500	-HP: 200
S: 19 M:15	S: 42 M: 0
D: 2 MD: 0	D: 2 MD: 0

Gil: 2000/EXP: 3200 Gil: 100/EXP: 50

Type: None	Type: Undead
Weakness: None	Weakness: Fire/Holy
Absorb: None	Absorb: None

Scarmiglione has rather weak defensive capabilities, so despite not having an innate weakness - spells and attacks will still do considerable damage to him. However, he always counters everything with Thunder - so don't just cut loose on him altogether.

Have Palom cast Fira on the enemy group. This will either greatly weaken or destroy the Skullnants. Have Tellah focus Fire on Scarmiglione, and Cecil should attack him. Porom should heal the group. When Palom has taken out the Skullnants, focus Fira on Scarmiglione for some heavy damage.

-You will be fighting another boss very soon. You may want to save and rest if Scarmiglione used up a lot of your MP and HP. Before crossing the Bridge you fought Scarmiglione on, use the Row option on the Subscreen. The next boss will be a back attack, and you'll be in fighting position if you switch now. The boss attacks you when you cross the bridge...

****SCARMIGLIONE - REMATCH****

-HP: 3523

S: 46 M: 31

D: 1 MD: 22

Gil: 2500/EXP: 3600

Type: Undead

Weakness: Fire, Throw, Holy

Absorb: Ice

Alright, Scarmiglione attacks you in a back attack - that's okay if you chose Row first.

Have Cecil Fight, Tellah use Fire, Palom use Fira, and Porom heal. He uses Song of Curse in an attempt to Curse you. If he connects an attack with you, it's likely to poison you. If you keep it up, Fira should down him in a few hits. Cure Spells harm him, but Life won't kill him =P.

-Alright, be sure to switch rows again.

-Cecil will be changing class very soon, and his Dark equipment he has equipped will be lost. If you wish to sell this gear, unequip it now.

Head up to the gravestone. Cecil will have to prove himself as a Paladin. The light changes his class, but a Dark Knight emerges from the mirror to challenge Cecil.

****DARK KNIGHT****

A true Paladin would sheath his Sword. This encounter can be won by defending until it is over. You shouldn't need to use hi-potion.

Cecil will now officially be a Paladin. Equip any armor that you bought for him in Mysidia. Tellah will get all of his old spells back. "Now you're playing with power!" However, he has Meteor but Tellah never gets more than 90MP so you will not be able to cast it. With new powers, Cecil and Tellah are ready to take on Baron.

Cecil is only Level 1. Take some time to fight the enemies you come across so that he may gain a few. You will probably fight a Lilith on the way across the bridge. I don't know if this is scripted or not, but it's happened to me every time I've played this game since the SNES... anyways, if you do encounter a Lilith, Cecil won't be doing very good damage at all - hell, he's level 1. Have Palom or Tellah cast Fira or Firaga (if you want to see the upgraded spells) and she'll go down hard. Cecil should be level 7 after a battle with a Lilith when he's level 1. Nifty.

Alright, as a Paladin, Cecil has access to some basic White Magic. He never gets a Cure spell greater than Cura, but regardless they can still come in handy - especially when he learns Esuna.

It's going to be tempting to let loose with Tellah's big spells - and I encourage you to try these out as a knowledge of spells will help you out later in the game. But from a practical standpoint - save spells when you're in an area you don't recognize, with Tellah on your party. He only has 90MP. That Goblin will crumble from one Firaga, but you can only cast three Firagas with Tellah's locked MP. Tellah has great damage potential, but you are going to have to make every hit count.

Chocobo Forest

={-----

Head back to Mysidia, and buy any equipment for Cecil that you haven't yet. You can grab a Chocobo in a forest Southwest of Mt. Ordeals. It has one Fat, one White, a Gysahl Greens in the grass, and three Yellows.

FIV3E: Return to Baron

Mysidia

={-----

When you've bought some supplies in Mysidia, go to the Manor of Prayers. The Elder is surprised that you passed the Ordeal, he is also surprised to see the Sword of Legends - which has an Ancient Mysidian Legend inscribed on it.

"One born of a dragon,
bearing darkness and light,
Shall rise to the heavens,
Over the still land,
The moon's light eternal,
Brings a promise to Earth,
With bounty and grace."

Now, this seems to be talking about Cecil mostly, and while never explicitly explained in the game, you will see other aspects of the game which also apply to this legend.

The group decides to head to Baron to steal an airship. Palom and Porom will come with you.

Enter the Devil's Road. This will take you to Baron.

Baron

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Go outside and save.

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= Bridge
Water
* Stairs

(1) Item Shop

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

(2) Inn, 50 Gil

(3) Waterway

(4) Devil's Road/Training Room

(5) Rosa's House

(6) Cid's House

(7) Weapon and Armor Shop

~Weapon:

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

~Armor:

Item	Price
-----	-----
Twist Headband	450
Kenpogi	4000
Silver Armlet	650

(8) Treasure: Tent

(9) Treasure: Hourglass

Return to the town. Enter the Inn, head up to the Pub section. You'll see Yang at the table with some guards of Baron, go talk to him. It seems he's working for Baron now, he has the two Baron Guards attack you.

****BARON GUARDS****

-HP: 280

S: 40 M: 26

D: 3 MD: 14

Gil: 230/EXP: 710

Type: Mage

Weakness: None

Absorb: None

These guys are just regular enemies. However, they counter with spells like Pig and Mini. Just take them out, make sure your party members are fully healed because...

****YANG****

-No Entry in Bestiary-

Yang attacks your party. He will only use kicks, while not such a hot attack against monsters, doing ~100/150 damage to the party hurts when you only have a few hundred HP to begin with. Concentrate Tellah and Porom to healing as you attack with Cecil/Palom. He will eventually snap out of it.

Yang was used by Baron, he'd contracted amnesia. He tell the group that Rydia was swallowed by Leviathan, and that he doesn't know Edward's whereabouts... Yang joins the party.

You will get an automatic stay in the inn, where the other members of the group introduce themselves to Yang. Cecil knows that they must find Cid to gain control of an Airship. Yang finds a Baron Key on his person...

You can use this key to enter the Waterway and the Weapon/Armor Shop. If you saved Yang his claws, equip them to him now. Otherwise buy one of each in the Weapon Shop (choose Baron Key to open the door). Buy a Thunder Rod for Palom, either keep the Ice Rod or get a Thunder Rod for Tellah. For Yang buy him a Twist Headband, Kenpogi, and Silver Armlet.

Don't leave the Weapons/Armor shop just yet. There is a hidden passage in the bottom right corner of this building. Follow it around and you can go behind the counters. The Treasure chests, from right to left are:

-2000 Gil

-Rage of Zeus

Alright, save the game. Equip the Thunder and Ice Claws to Yang. Have Yang and Cecil in the front row; Palom, Porom, and Tellah go in the back row. Now head to the "3" I've marked on the map. It's a wall on the West side of town, and you can use the Baron Key to open the door here and enter the Old Waterway.

Entrance

={-----

Treasure:

-1000 Gil

You should see a staircase with a horned head over it. Check the indent in the

wall to the right of this - there's a secret passage. The treasure chest at the end contains 1000 Gil.

Old Waterway - B4

=(-----

Monsters:

- Flood Worm
- Splasher
- Killer Fish
- Electrofish
- Death Shell
- Alligator
- Gigas Gator

Treasure:

- Hi-Potion
- Ether
- Rage of Zeus

Enemy Spotlight - Flood Worm

This big guy looks imposing, but it's not too powerful. The problem is its Tsunami hits everyone in the Party. Porom's Heal Rod should be able to counter this nicely, while you focus first on the worm and then other enemies.

Enemy Spotlight - Electrofish

Arguably one of the more difficult enemies of this area, they are simplistic but effetcive. Have Yang and Cecil take them on, do not attack them with electrical magic or else they will absorb it as HP. In this way, they are resistant or neutral to your attacks, and they can hit fairly hard for around 70HP.

Head straight down from where you begin. You'll notice that the enemies here are tougher than what you're used to. If Yang has a Ice and Thunder Claw, he will be able to exploit any weaknesses the water creatures pose. It's all about the weaknesses here, they're tough skinned but go down effortlessly with the right kind of push.

As you head down, you should see the tops of three treasure chests. From left to right, these are:

- Hi-Potion
- Ether
- Rage of Zeus

Head up from the treasure chests, and over the bridges spanning the lake. Head around. That bridge by itself does not lead into the water. So head to the next complex of bridges. Follow them around, and enter the door.

Old Waterway - B3

=(-----

Monsters:

- Flood Worm
- Alligator
- Death Shell
- Gigas Gator
- Hydra
- Electrofish
- Splasher

Treasure:

-Hourglass

-Spider's Silk

-Hermes' Shoes

Enemy Spotlight: Gigas Gator

One of the main reasons Yang should come with an Ice Claw... the Gigas Gator can endure a bit of punishment, hit twice, and has a weakness in ice - not Thunder. Everyone else would take a while with this foe, Yang usually downs it in one or two hits.

Head down those steps, right into the water. Interesting, you have two ways to go. Let's start with down.

Start

```
#       Take this first secret route heading straight down the indent seen at
##      the fork.
#
#       When you emerge grab the Hourglass in the treasure chest.
#
#
###
```

Start

```
#       From the Hourglass chamber, head down the indent of the bottom wall to
##      enter another hidden passage.
#
#
#       Follow this through and up to get a Spider's Silk.
##
#       Get on to dry land to the right of the Spider's Silk chest.
#
#
##
```

Start

```
###    From the Spider's Silk chest get on to land by walking right from the
#       stairs.
#
#       Enter this chamber via the indent in the right wall.
#
##     Head down into the water.
```

```
A       This passage has two possible exits. B leads to a path to the door
#       to the next floor, A is a bit of a backtrack. However, you can get
#       the rest of the treasure heading to A.
#
#       Emerge at point A, and go to that plateau in the water. Climb the
#### B  steps and get the treasure, Hermes' Shoes.
#
#
###
```

Start

```
##     If you go up from the island and enter at the rock, you will take this
#       passage. The chamber you lead to is just a "##" path away from the
#       starting fork.
```


Start

If you head to the right of the plateau island, you can take a small path out to the path that leads to the door to the next floor.

Alright, once you have all of the treasures, head up to that door.

Old Waterway - B2
={-----

Monsters:
-Baron Guard
-Hydra
-Flood Worm

Treasure:
-Ether

A short room, follow the path around and up. Enter the secret passage as so:

```
###
#### Start
#
# #
####
```

At the end grab the Ether. Head back in and around, exit the room via the door at the top of the screen.

Old Waterway - B1
={-----

Monsters:
-Baron Guard
-Hydra

Treasure:
-Ancient Sword

Head up and left into the door in the wall.

-Save Room:
Use a tent and save your game. Go to the rocks to the right and into the wall. Follow the room through to find a chest with the Ancient Sword. You don't need it right now - it is weaker than the Sword of Legends and causes the Curse status. You may like that Status, decreasing attack and defense by 1/2, but you are fighting a boss soon - and it will be immune.

Head back out into the main chamber when you have saved and picked up the sword from the hidden chamber.

Head up through the door at the top of the main chamber.

Castle Baron
={-----

You are in the moat of Baron. Take a path down and to the left, around and enter the door. Enter the first door to your right, follow it through.

Castle Baron - First Floor

={-----

You are stopped by Baigan, captain of the Royal Guards of Baron. Baigan joins your party - but Palom and Porom see through his disguise. Baigan attacks you.

****BAIGAN****

Baigan	Right Arm	Left Arm
-HP: 4444	-HP: 444	-HP: 444
S: 58 M: 9	S: 58 M: 9	S: 58 M:9
D: 1 MD: 11	D: 2 MD: 0	D: 2 MD: 0

Gil: 3000/EXP: 4800	Gil: 0/EXP: 10	Gil: 0/EXP: 10
---------------------	----------------	----------------

Type: None	Type: None	Type: None
Weakness: None	Weakness: None	Weakness: None
Absorb: None	Absorb: None	Absorb: None

Baigan is a component Boss - having three parts: The main body, and two arms. The arms go down easy, but they grow back so long as the body stands. Concentrate on the Main Body first.

If you use magic on Baigan's main body, it will cast reflect on itself. No problem, just hit it with something like Thundaga to start the battle off, it should do more than 1000 damage, anyways. Have Yang use Power on the main body, have Cecil Fight. Porom should heal. If you want to try casting spells at him, have Tellah cast refelct on a party member, then try to bounce spells back at him.

When he is taken down, attack the arms. They go down quickly. All in all, with the initial -aga spell, and Yang's Power - you should have taken almost half of his HP out in the first round.

Alright, now head back and save. You can use Cecil's bed in the West Tower to rest if you want. Head back into the Castle when you're ready, and enter the Throne Room.

Castle Baron - Throne Room

={-----

Approach the King. The King reveals himself to be an imposter. He is Cagnazzo, Elemental Lord of Water.

****CAGNAZZO****

-HP: 5312
S: 44 M: 29
D: 2 MD: 48

Gil: 4000/EXP: 5500

Type: None
Weakness: Ice
Absorb: None

Cagnazzo is fairly resilient against attacks from the Sword of Legend. Palom

and Tellah's spells, on the other hand, are much more devastating. Have Palom casting Thundara, and Tellah casting Thundaga. Yang could use Power, but there's no real need. Cecil should just fight, assisting with Cura if it's really needed.

Cagnazzo uses a lot of Physical attacks, and often casts Haste on himself. He will also use the Technique Tsunami, which hits 75/100 on all of your party. When he draws up waves around himself, he will cast Tsunami. You can break this Barrier with a Thunder Spell.

When he's almost dead, he'll go into a "Turtle Defense," withdrawing into his shell. He will use Restore now, healing himself for a few hundred HP. Strike him hard and fast so that he will go down before too much healing can be done. Thundaga works him over bad, just lay into him.

You defeat Cagnazzo, and Cid busts down the door looking to beat the face off Cagnazzo. Cid will promise you an airship...

However, it wouldn't be so simple - Cagnazzo wants his revenge. He locks you in this room, and causes the walls to cave in. Watch this scene... then count your losses.

The scene cuts to Golbez, considering the defeat of Cagnazzo. Kain plots to have Cecil collect the Earth Crystal for the exchange of Rosa...

Back in Baron, Cid is bringing the group to the Enterprise - your new Airship. Red wings appear as soon as you take flight, it's a white flag. Kain explains the terms for Rosa's release - the Earth Crystal of Troia.

And with that - you now have control of an Airship.

Now, as for the order of your party: Cecil, Cid, and Yang go in front, Tellah in the back.

FIV3F: Before Troia

*Note, this is just to explore the overworld with your new Airship. You can jump to the next section if you want, but you may want to explore around and find some gear first.

I will cover your destinations in this order:

- Village of Mist
- Mythril
- Agart
- Eblan Castle

Village of Mist

To reach Mist, head Northwest from Baron, towards the Mist cave. Head northeast from the Cave and land in the clearing near Mist. Land the Airship and venture inside.

Mist
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& Tree % Hidden Passage
Water E Exit Point

(1) Weapon Shop

Item	Price
-----	-----
Whip	3000
Dancing Dagger	5000

(2) Armor Shop

Item	Price
-----	-----
Bard's Tunic	70

(3) Inn and Namingway

Inn = 50 Gil/Night

- (4) House with Treasure
- (5) Bomb Fragment in Grass
- (6) Indent leading to secret passage
- (7) Bomb Fragment in Grass
- (8) Bomb Fragment in Grass

First of all, head to the grass in the top right, near where you found Rydia. Search the grass near the pond for a Bomb Fragment. Go to the bottom of town, and look for an indent in the trees near the bottom right (at 6). Take the secret passage through and collect two more bomb fragments in the grass.

Now head to the top left of town and enter the building. Walk into the fireplace all the way up, then all the way right. There are three treasure chests:

- Gold Hairpin
- Clothes
- Ruby Ring

Not bad, the Gold Hairpin is excellent. No one can equip it yet - but hold on to it for a later character. But that's not all kids, head through the adjacent wall and follow it around to find the Rod of Change. Thummer up!

The weapons/armor shops don't really have anything spectacular for you at this

time.

Mythrill

Mythrill is a hidden villiage on an island shaped like some animal's head. From Baron, fly southeast to reach Mysidia. Following the snaking form of Mysidia around to Mt. Ordeal. Head north, when you spot a cave, head northwst to spot the island that kind of looks like an animal's head. You can't enter that cave yet, but you can land on Myhtil.

Overworld - Mythrill

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Monsters:

- Treant
- Hell Needle
- Twin Snake
- Death Flower
- Cait Sith

Enemy Spotlight - Hell Needle

Very dangerous enemy, as their Needle attack and counter can wear you down fast with its ~100 HP of damage every time. Make sure you can destroy it in only one or two hits. Yang's Power might help.

Get used to the enemies here - they also appear around Troia. The Hell Needles are in particular annoying, but on the flip side the Twin Snakes are relatively frail. Well, fight around a while, then head into Mythrill.

Mythrill

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& Tree

E Exit Point

- (1) Inn/Namingway
 - Inn: 500 Gil/Night

(2) Item Shop

Item	Price
-----	-----
Maiden's Kiss	60
Mallet	80
Diet Food	100

(3) Weapon Shop

Item	Price
-----	-----
Mythril Staff	4000
Mythril Knife	3000
Mythril Hammer	8000
Mythril Sword	6000

(4) Armor Shop

Item	Price
-----	-----
Mythril Shield	1000
Mythril Helm	3000
Mythril Armor	17000
Mythril Gloves	2000

(5) Mythil Boys

(6) Mythril Staff in grass

(7) Mythril Knife in grass

(8) 5000 Gil in grass

Mythril is populated by Minis, Pigs, and Toads. They have very nice houses, perhaps from being isolated in peace?

Mythril has some nice equipment, but first let's get the treasure in the grass. Head up the dirt track and right along another to some grass. Search here for the (6), a Mythril Staff which you can give to Tellah.

Now, go above the Weapons/Armor shop and search the grass for the (8), 5000 Gil. Head right from this to the next patch of grass and search it for a Mythril Knife.

Head to the Weapon Shop, buy a Mythril Sword for Cecil and a Mythril Hammer for Cid. Do not sell his Wooden Hammer, it is going to be important in Troia.

Over at the Armor shop, buy Cid Mythril Gloves, Mythril Armor, and Mythril Helm so that his defense is a little less poor. As for Cecil? That depends if you have the Gil. Mythril Gear isn't really that superior to the Knight Armors, and lacks the Spirit Boost. Then again, Cecil isn't the best caster so it's your choice completely.

The item shop specializes in items that cure specific transformations: Mini, Toad, and Pig. Buy some if you want, but they aren't critical.

Namingway is in the Inn if you want to change a name.

Alright, let's head to Agart.

Agart

Get to this bird's head-shaped island by flying West of Mysidia's "Dragon Head" or by flying South of Baron.

Overworld - Agart

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Monsters:

- Fiery Hound
- Black Lizard
- Roc
- Roc Baby
- Ironback

Enemy Spotlight - Black Lizard

Black Lizard counters your attacks with Stone Gaze - three hits of this will petrify you. Take them out quickly and with as few hits as possible.

The enemies here are very powerful compared to all other you've fought. However, Agart's Inn only costs 50 Gil... beat a few enemy parties then use this Inn for good experience.

Don't wander too far from Agart, as enemies can hit hard - especially if you are ambushed or back attacked. Ironbacks aren't very difficult enemies, but can hit surprisingly hard. At any rate, Agart is a decent place to level - though it can get tedious.

Agart

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- (1) Observatory
- (2) Well
- (3) Inn/Item Shop
Inn: 50 Gil/Night

Item	Price
-----	-----
Potion	30

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

- (4) Namingway
- (5) Weapon Shop

Item	Price
+-----+	-----+
Rod	100
Staff	160
Spear	60
Boomerang	300
Bow	220
Crossbow	700
Iron Arrow	10
Holy Arrow	20

- (6) Armor Shop

Item	Price
+-----+	-----+
Iron Shield	100
Iron Helm	150
Iron Armor	600
Iron Gloves	130
Iron Ring	100

- (7) Antarctic Wind in grass

There isn't a whole lot you'll be wanting in Agart. Use the cheap Inn if you want to level on the enemies outside, and get the Antarctic Wind marked at point (7) on the map. The map can't be too clear because of the compexity of the plateaus in Agart, but you can find the grass by checking out the West end of the village.

Most of the equipment is very basic. That Boomerang could be useful for a character later in the game, but for now there's nothing that'd prove to be very useful.

When you're ready, let's head to Eblan.

Eblan

This is the most difficult stop on our journey, and you may not be able to complete it without levelling a bit. Have a few tents ready, and some Hi-Potions. Eblan is a deserted castle, and there are a few monsters in the box down here that can really put the hurt on you if you're ill prepared.

To reach Eblan, head west from Agart, or west from Mysidia to Agart then Eblan, or South from Baron to Agart, then west to Eblan. We will be landing at the southern portion of the continent, and entering that wrecked castle.

Overworld - Eblan
 =({-----

Monsters:

- Fiery Hound
- Black Lizard
- Roc
- Roc Baby
- Ironback

The same enemy set as Agart, however without the benefit of the Cheap Inn, you may not want to fight it out unless you are absolutely prepared. When you're ready, save the game and enter the Castle.

Eblan Castle

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Head straight up, until the road forks. We have three choices, I'll cover the West Tower first. Head to the left, down the stairs, thn up through the caged door. Enter the tower when you come to it.

West Tower - First Floor

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Treasure:

- Monsters:
- Bomb Core

Looks kind of hopeless, but don't fret - right above the door there is a secret passage leading to the right. Here's a look at it

```
##      Where D is the Door. Follow this path along, but be sure you're
#      read to fight before opening the chest - this contains a monster
#      fight.
#      #
##### Equip Yang with Ice and Fire Claws first. Then open the chest.
D
```

!MONSTERS IN THE BOX - STEEL GOLEM AND FOUR SKULLDIERS!

Steel Golem	Skulldier
-HP: 1950	-HP: 740
S: 86 M: 0	S: 74 M: 0
D: 4 MD: 21	D: 3 MD: 18

Gil: 445/EXP: 703 Gil: 116/EXP: 1577

Type: Giant Type: Undead

Weakness: Ice	Weakness: Fire, Holy
Absorb: None	Absorb: None

Very imposing battle, but you can do it. Play on the weakness here - have Yang with his Ice Claw focus on the Golem. Have Tella Spread Firaga over the group. Cid should attack the Golem as well, and Cecil should COVER Tellah and then attack the Golem.

Alright, the Firaga should wipe out the Skulldiers but only do maybe 300 damage to the Golem, that's fine - Yang should be exceeding 600 anyways. Cecil should cast Cura on anyone that needs it. If the Steel Golem hits you, you may be put to sleep. If Tellah is put to sleep or KO'd before Cecil can COVER him, get him up and still use COVER. Firaga is a great equalizer here - it toasts those Skulldiers nicely. Yang may consider using a Fire Claw along with an Ice - just

to take care of Skulldiers if keeping Tellah up is going to be a problem.

Your prize is the Sleep Blade. Go save and heal, then return to this room. Climb the stairs to the next room.

West Tower - Second Floor

=(-----

Treasure:

-Bacchus's Cider

-10000 Gil

-Mute Arrow

First, head down that indent in the left wall. This takes you to the first floor in front of a chest. Open it for a Bomb Core, then return to the second floor. Check the pots for a Bacchus's Cider

P## This represents a secret passage. Go down between the pots at the
P# bottom of the screen. Follow it around for two chests: 10000 Gil and
P PP# Mute Arrows.
####

Now, exit the tower.

Eblan Castle

=(-----

Work your way down and around, back to the fork. Run over and enter the East Tower.

East Tower - First Floor

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Treasure:

-Coeurl's Whisker

-Silver Hourglass

The room is shaped like a +. So, head to the top of the +, then left
into the wall. This passage is behind a pillar if you're having
difficulty finding it. Follow my outlined path around to reach a
treasure chest: Coeurl's Whisker. Leave the secret passage.
##

Head up the staircase.

East Tower - Second Floor

=(-----

Treasure:

-Hi-Potion (2)

-Emergency Exit

-Hermes' Shoes

-Monsters: Blood Lance

To the right of the staircase is a switch, flip it to open a door. Run up, and left to get to those treasure chests. Take them for: Hi-Potion, Emergency Exit.

Next, check the pots for a Hermes' Shoes.

There are two treasure chests, with one by a pit. Get the one without the pit

next to it first for a high potion, then head back up near the pots.

```
#### From the Pots, head right into the wall. Follow the path around and
# # down. When it ends, turn left and open the treasure chest. This is a
# # fight against a Lamia and two Coeurl.
# #
```

!MONSTER IN A BOX: LAMIA AND COUERL!

Lamia	Coeurl
-HP: 1200	-HP: 593
S: 72 M: 0	S: 72 M: 0
D: 4 MD: 16	D: 3 MD: 17

Gil: 143/EXP: 2059 Gil: 345/EXP: 2759

Type: Insect	Type: None
Weakness: None	Weakness: None
Resistance: Sleep	Resistance: Mini
Paralyze	Toad
Absorb: None	Absorb: None

Alright, Coeurl's a bit stronger than the Cait Sith you've been fighting. But this fight shouldn't be too trying if you approach it the right way.

Start with Cecil useing COVER on Tellah. Have Tellah cast Firaga on the enemy group. Right, this should do 400-500 damage to each. Meanwhile, have Cid and Yang attack the Lamia. She can cause status effects, much like her sister Lillith, but if Yang connects with a Power following Tellah's spell then she should go down. Have Cecil cast Cura on whomever needs it.

You will earn a Blood lance when you are victorious. Of course, none of your characters can use it, so you can put that into storage if you want.

After the fight, exit heal and save. Return to the Castle.

Return to the East Tower, Second Floor. Use the hole to drop down to the first Floor. Snag the Silver Hourglass from the Chest and head down to enter the Underground Passage.

Underground Passage
={-----

Treasure:
-Monsters: Silver Apple
-Ether (2)

One of these chests has a potentially tough fight in it, so be careful. Open the chest on the right for Monsters.

!MONSTER IN A BOX - THREE MAD OGRES!

Mad Ogre
-HP: 2000
S: 86 M: 53
D: 4 MD: 254

Gil: 270/EXP: 2359

Type: Giant, Mage

Weakness: None
Resistance: Pig, Toad
Absorb: None

You know, I can remember my reaction to this fight playing Final Fantasy II on the SNES. I was completely obliterated, to be perfectly honest. If you know this fight is here - it's not so bad. If it catches you by surprised - verily you may screwed.

You just got an item that is going to make this one easy battle - that Silver Hourglass! It targets the group of Mad Ogres and should cast Stop on all of them - bloody excellent. Tellah should focus on healing any hurt folks, and Cecil should COVER him just in case.

Tellah might be put to good use casting Blink on party members, since if the Mad Ogres start moving again they could put the curt on you. None of his damage spells are useful here, the Mad Ogres have too high a magic defense.

Yang is best to attack rather than wasting time with POWER. Focus on the Mad Ogres one at a time. You should drop them if you'r diligent enough before the Silver Hourglass wears out. But you probably have a few killed by then and some extra hourglasses if you don't want to take on the Mad Ogre in motion.

Your prize is a Silver Apple. This permanently increases HP by 50. Why don't you save this until you have your full selection of characters to use? Let us now get the final two treasure chests of this area, they are two Ethers.

Head down and around the passage to the stairs. It leads outside. Save your game and use a tent to restore your characters after the Mad Ogres - unless they were your third fight, you can get by without a tent if you have no more battles. Return to the Castle Eblan and go straight up this time.

Eblan Castle - First Floor
={-----

Treasure:
-Hi-Potion

Had straight up, there is one unopened chest in this room. After the columns, alight yourself with the treasure chest and walk right through the wall. Open it for a Hi-Potion, then walk up the stairs.

Eblan Castle - Second Floor
={-----

Treasure:
-Unicorn Horn
-Alarm Clock
-Gold Needle
-Maiden's Kiss
-Cottage

You can't do anything at the moment, head up the stairs.

Eblan Castle - Throne Room
={-----

Head left or right from the throne to enter secret passages leading to sets of stairs. Let's head down the left first. There is a Unicorn Horn and Alarm Clock down here. Return to the Throne Room and down the right passage. Grab all three

treasure chests down here: Gold Needle, Maiden's Kiss, and Cottage.

Exit. We're heading to Troia now!

FIV3G: Troia

From Baron, head north into the Mountains and then Northwest. You should come across a large, sprawling forest. Locate the town near the large lake of the forest. Enter Troia.

Troia

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Water * Stairs
 & Tree = Bridge
 % Hidden Passage E Exit Point

(1) Weapon Shop

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

(2) Armor Shop

Item	Price
+-----+	-----+
Leather Cap	100
Feathered Cap	330
Clothes	50
Leather Garb	200
Ruby Ring	1000

(3) Inn
400 Gil/Night

(4) Item Shop

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

(5) Pub

Item	Price
+-----+	-----+
Membership Pass	10000

(6) Black Chocobo Farm

(7) Ether in Grass

(8) Dry Ether in Grass

(9) Decoy in Grass

(10) 1000 Gil in Grass

(11) Namingway in Water (may move around into any portion of the water)

Enter in the water from the southeast part of town and follow it around until you can exit it. Walk west through the trees and search the grass for Ether, Dry Ether, 1000 Gil, and a Decoy.

Return to the start of town. Tellah and Yang should be fine for equipment. Get Leather Garb and Feathered Cap for Cid and Cecil. Get a Ruby Ring for two of your party members. Why two? You will be getting two more in chests shortly. This is important - the Cave coming up is magnetic, and you really can't wear metallic items here. If you sold the Wooden Hammer, you are going to need to get a new one.

Alternatively, you could get Cecil a Gaia Gear and Wizard's Hat from Mysidia.

Also, Tellah cannot just use the Mythril Staff. It is considered metallic. I suggest equipping Tellah with a Rod, like Rod of Change or Thunder, and Maybe buy Cecil a Great Bow and 70+ fire arrows or 70+ Holy Arrows (from Agart). Put him in the back row with Tellah if you do this. Cecil will not be a very good fighter during this ordeal - but you at least want him free to Cover or cast Cura. Don't worry if you don't use nearly that many arrows, someone else can

use them later.

The Black Chocobo Farm only serves to give you information about Black Chocobo, as they are the method by which you reach the metallic cave.

The Pub has a secret club where you can watch ladies dance. The Membership Card to see this dance is 10000 Gil. There is nothing essential down here, so don't waste your money unless the fanservice really is that good ;).

Head outside and into the castle next.

Troia Castle
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Head straight up, and through the door.

Troia Castle - First Floor
={-----

Take the left passage, and head down through the door.

Troia Castle
={-----

Head around and enter that next door. You will see Edward in a bed, approach that room. Everyone spreads out around him and wakes him up. They will converse and it may be the first you heard mention of the Dark Elf.

The Dark Elf has Troia's Crystal, and so you must journey to his cave and take it back. Edward gives you the Twin Harp, he knows it will help in your struggle against the Dark Elf. Alright, when this is over, return to the first floor.

Troia Castle - First Floor
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Head down and around the righthand passage.

Troia Castle
={-----

Head around to the next door. There will be three staircases:

-Left Room:

This leads to the treasury of Troia. You need the permission of the Clerics in order to progress any further.

-Middle Room:

Treasure:

-Bacchus's Cider

Search the pots for the Cider.

-Right Room

Treasure:

-Tent (2)

-Hi-Potion (2)

-Ether (2)

-Ruby Ring (2)

There is a button in the centre of the floor. Walk over this four times to open all of the doors, then take the treasures.

Return now to the main chamber.

Troia Castle - First Floor

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Now, head up through the centre door.

Troia Castle - Second Floor

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There are eight Clerics in here. The important notes to consider are:

- The Earth Crystal was stolen by the Dark Elf.
- You will be lent the Crystal, if you can reclaim it.
- The Dark Elf lives in a magnetic cave, where metal is useless.
- The magnetism is a protection set up by the dark elf, who fears metallic weapons (his specific weaknesses reflect Cecil's Holy weapons though, so this technically holds true =P)
- The Cave is to the Northeast.

Leave the castle. Make sure you've got the proper equipment from Troia, then begin your trek north. You don't have to equip the gear you just bought until you reach the Cave.

Overworld - Troia

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Monsters:

- Cait Sith
- Hell Needle
- Death Flower
- Treant

You cannot land your airship near the cave, so keep it next to Troia and walk north through the forest. The small patch of trees at the northmost end of your walk is a Chocobo Forest.

Chocobo Forest

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Right from where you start, there is a Fat Chocobo to the left. There are also Yellow, White, and Black Chocobo. We are taking a Black Chocobo.

Overworld - Troia

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On your Black Chocobo, fly East. Black Chocobo cannot fly over mountains and they can only land in forests. Well, at least that's something they have over airships. The cave is surrounded by forest.

Head south when you see mountains then east again when it breaks to forest. Go Northeast from the opening until you see the mouth of a cave. Land the Black Chocobo in some woods nearby and save your game. Enter the Cave.

Magnetic Cave - B1

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Did you get the Twin Harp? No? Go find it in Troia Castle before proceeding.

Monsters:

- Ogre
- Cait Sith
- Hell Needle
- Mind Flayer (rare)

Treasure:

- Hi-Potion
- Unicorn Horn

****Enemy Spotlight: Ogre****

Not nearly as strong as the Mad Ogres you might have faced if you had done some exploration earlier, but still a deadly force when you lack your proper equipment. Focus Cid and Yang on these brutes first.

There will be a little explanation about metal items. If you are equipped with a metal, you can be Held to the floor by magnetism. This cannot be cured with Esuna and it cannot be bypassed by switching in a metal weapon during battle. Yang's Claws are ok, but Tellah cannot use the Mythril Staff.

I suggest equipping Yang with a Fire Claw and and Ice Claw.

Cecil's COVER may be useful for protecting Tellah. You can win most battles easily with a little patience and strategy, but Hell Needles could really work you over. If you decide to fight a group, make sure they go down in two hits maximum.

A special note is that Tellah's Magic is very helpful here - particularly the spell Pig! It can effect Cait Sith and Hell Needles, but it won't do this very well if you try a multiple target. Try an individual, or for great success use the Rod of Change (Found in a house in Mist). Pig is a cheap (1MP) spell that royally screws an enemy's ability to compete with you if it connects. It's a heck of a lot cheaper than using Thundaga on the enemy party or such. Tellah will also have more MP useable to Cure at that rate.

If you do have the Rod of change, it should be much more accurate with targeting a group than Tellah is alone.

From starting the cave, run to the right over the bridge, all the way right until you come across a treasure chest. Open it for a Hi-Potion.

Head back across the bridge, then down the bridge intersecting it towards the middle. Follow the land down and right until you come to the next bridge. Take it down, then head left to another bridge. Cross it, head up and pass the door. Open the chest for a Unicorn Horn, then enter the door.

Magnetic Cave - B2

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Monsters:

- Cave Naga
- Twin Snake
- Cait Sith
- Ogre
- Mind Flayer

Treasure:

-Ether (2)
-2000 Gil

****ENEMY SPOTLIGHT - MIND FLAYER****

The Mind Flayers are a classic Final Fantasy "Mage" design, and attack with a spell called Mind Blast. This will paralyze your character. Mind Flayers should be taken out quickly before they can do much harm. They are one of the only enemies that drops "Mind Flayer," but there's a much easier source of that summon later in the game.

Head to the left, then up. When you pass the large hole, head left to find an ether in a chest. Head back to the right. You will come across another large hole with a bridge. You don't need to actually take the bridge, but there's no advantage not to. Pass the hole and enter the door to the top right.

In this room, grab two chests: an ether and 2000 Gil. Then return to the main portion of B2. Head left from here, and enter the door/stairs you come to.

Magnetic Cave - B2
={-----

Monsters:

-Cave Naga
-Twin Snake

Treasure:

-Hi-Potion
-Spider's Silk
-Hourglass
-Fairy Claw

Head down and left, enter that door for a Save Point. Use a tent or cottage, save your game, and return to the main B3.

Follow the bridge down from the save room. Enter that door you come to in the large stone column area. You will find in the chests inside, a Hi-Potion, an Hourglass, and some Spider's Silk.

From this room, head west across the bridge. Go between the coulms of rock and head up. Enter the door at the end.

****Note that Yang can usually one-hit ko Ogres when he has the Fairy Claw.**

In this room, take the treasure chest for a Fairy Claw. Equip it to Yang, along with a Fire Claw. Take the door to the lower left.

Magnetic Cave - B4
={-----

Monsters:

-Cave Naga
-Twin Snake
-Ogre
-Cait Sith
-Draculady
-Cave Bat

Treasure:

-Emergency Exit

Enemy Spotlight - Draculady

Ah sweet, sultry seductress of the night. Draculady is a vampire, and attacks with her Cave Bats. They will continually use the spell Vampire, which causes you the Slip status - that is your HP is constantly dropping. This isn't so severe, however. Concentrate on the Draculady first. After her first Vampire, she's going to be casting attack magics - most likely. If the number of bats prevents you from actually hitting the Vamp, roast the group with a fire spell. Just don't use Thunder, as they can absorb it.

Head left across the bridge from the door. Follow the bridge around and up. Take a right when you see the bridge on the right. Enter this door for a Save Room. Take care of any healing and saving, then return to the main B4 Chamber.

Head upwards, past the next door and around to the left. Take the chest for an Emergency Exit. Now enter that door.

Crystal Room

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****DARK ELF****

Dark Elf		Dark Dragon	
-HP: 23890		-HP: 3927	
S: 10	M: 1	S: 80	M: 15
D: 0	MD: 254	M: 15	MD 254

Gil: 4000/EXP: 1000 Gil: 5000/EXP 6000

Type: None	Type: Dragon
Weakness: Holy	Weakness: Holy
Absorb: None	Absorb: Holy

This guy has a huge Magic Defense - Tellah is going to be playing Healer in this battle. From the start COVER with Cecil and just attack the Dark Elf outright. You don't have to win, you just have to survive. Heal with Tellah's Cura or Curaga as needed.

After the Elf casts Fira, Thundara, and Blizzara on you - Tellah will probably be out cold. He will then use Tornado on the entire party. Your party begins to give up hope - but the scene cuts to Edward. Sensing his friends' danger he gets up despite his health condition and plays his Harp, causing a melody to sound from the Twin Harp. The sound of the Harp breaks the control the Dark Elf had over the Magnetic Field.

Open up your menu - you're completely healed. Equip your characters with their best equipment - and give Cecil a Holy Sword like the Sword of Legend. This is to exploit the Holy weakness. ____ Put Cecil back in the front row. ____

With everyone re-equipped, engage the Dark Elf once more. Cecil should do a lot of damage with his sword.

Have Cecil Fight, Cid Fight, Yang Fight or Power, and Tellah use one of the Cure spells if needed. You will notice the Tri-Elemental Power is not what it once was, maybe managing 50 HP damage to everyone.

Eventually, the Dark Elf shifts to Dark Dragon. Its Magic Defense is Huge. I am not sure what "Weakness: Holy Absorb: Holy" really means but - you aren't going to be casting Holy anyways. Keep up the pattern from when you were fighting the Dark Elf. You may want to COVER Tellah, but if Cecil is at least level 24-26, he should be doing more than 1000 damage with the Sword of Legends, making the

fight comparatively shorter.

When the Dark Dragon is defeated, take the Earth Crystal and exit the cave. Ride your Chocobo back, and head down to Troia.

FIV3H: Zot

Enter Troia Castle.

Troia Castle
={-----

Head down to the Clerics. They will be surprised to see you've reclaimed the Earth Crystal. You will get a message from Kain, telling you to take the Crystal to the Airship, he will take you to Rosa. I suggest you purchase any supplies you're short on in town before getting on the airship.

Do not just run out the Airship. The Clerics are giving you permission to use the treasure in their main storage. Tell the guard who asks if you have permission, that you do. To reach this room, leave the Cleric's room, take a right, head around outside to the next door, and go down the left staircase.

When she hears that you have permission, she grants you entry. Follow the simple hidden path around through the door she opens. Enter the stairs.

Troia Castle - B2
={-----

This is simply a room full of treasure. The available treasures are:

- Hi-Potion (2)
- Remedy (2)
- Ether (2)
- Dry Ether (2)
- Elixir
- Echo Herbs (2)
- Great Bow
- 20 Fire Arrows (2 chests)
- 10 Thunder Arrows
- 20 Ice Arrows (2 chests)
- Silver Apple

It's nothing extraordinary, but it helps. That Silver Apple, you can either use it or save it for a later character who has a small quantity of HP. It's not really essential right now, so use your own discretion. I save them for later, personally.

Overworld - Troia
={-----

You'll be taken to the next Dungeon when you board the Enterprise, so make sure you've got some supplies. You can exit the Dungeon, but you can't leave the General Troia area via Airship until you complete it.

When you are ready, board the Enterprise. Kain will fly up along side of you, demanding the Earth Crystal. Kain tells you that Rosa is in the Tower of Zot, and that you should follow him.

Once you are in the Tower of Zot, Golbez demands you reach the top of the Tower to exchange the Crystal for Rosa. Of course, this means you must fight past his hordes. So Golbez wins no matter what, if you fall he keeps the Crystal and Rosa. => Now, now. You had best hurry, if you don't wish any misfortune to befall Rosa.

The Tower of Zot
={-----

The Tower of Zot is kind of tightly packed and twisty at times. I am going to provide ASCII maps that correspond # = one moveable square. It's sometimes easy to get turned around in this dungeon, so I hope they're helpful in that respect.

A note on enemies in the Tower of Zot, while many are available later they will often be rare. I recommend you kill as many of the Tower of Zot enemies as you can while you have a chance. Furthermore, this is your only opportunity to get the following enemies in your bestiary:

- Puppet
- Gremlin
- Centaur Knight

Tower of Zot - First Floor
={-----

Monsters:

- Ice Lizard
- Hell Turtle
- Puppeteer
- Puppet
- Centaur Knight
- Cold Beast
- Gremlin

Treasure:

- Flame Mail

Enemy Spotlight: Puppeteer

This is the first 'Summoner' enemy you will encounter. Now, when the Puppeteer is the only monster on the field, it will Summon a puppet to help it fight. It attacks if there are other enemies around. You can either destroy multiple puppets for increased experience by destroying them and not the summoner, or destroy the Puppeteer first so no more puppets are at summoning risk.

```
1##### D S: Start Point #: Walkable Point
    ## ##### D: Door to F2
    ## # ##### 1: Flame Mail
    ## # ### #
    # # # # The maps are going to appear like this, kind of
##### ### # # distorted due to the limitations the text format
## ### # # imposes on FAQs.
## ### # #
## ### # # The first floor isn't so bad, you may find that the
## ### # #### # monsters are very powerful, but this is decreased
## ##### # # when you first start getting fire weapons for your
## # # # characters in this dungeon.
## # #
## # # I recommend for Yang, the Fire and Fairy Claws.
```

```

##          # #
#####      ## # You can start the Tower by travelling up the
#####      ## # northwest paths to reach a treasure chest which has
#####      ## # a Flame Mail. Equip this to Cecil.
#####      #
#####      # There are no other treasures to be had, so head
#####      # right along the path to reach the Door at (D) and
# #####    ## proceed to the next floor.
#S#####
# #####    ## All three exclusive monsters are on this floor as
#           ## well, so it'd be easy to get them and the Hell
#           ## Turtle into your Bestiary.

```

Tower of Zot - Second Floor
 =({-----

Monsters:

- Puppeteer
- Puppet
- Cold Beast
- Centaur Knight
- Hell Turtle
- Ice Lizard

Treasure:

- Flame Sword (Monsters)

*Enemy Spotlight - Cold Beast**

Cold Beasts are rather strong, but they should be approached based on what weapons you have. Cecil with a Flame Sword, or Yang with a Fire Claw can most likely drop one in one hit. If it's appearing with something like a Centaur Knight, have Cid attack the Centaur, and Cecil do the same until he has a Flame Sword.

```

          D          Now the Tower of Zot is showing itself to be
          #####     a little more twisty and confusing. There is
          #####     one treasure on this floor, but it is guarded
          #          by a Fiery Hound. Look below the map for
          #          details.
          #          #
          #          #
          #          #          D: Door to Floor 1          #: Walkable Space
          ## #####    #          E: Door to Floor 3
          E # # # #    #          1: Flame Sword (Monsters)
          # # # #    #
          # 1# # #    #####
          # # # #    #
          # # #####  #
          ## # # #    #
          ## ## # #    #
          ##### # # #
          ### ## # # #
          ### # ### # #
          ### # # #
          ## # # #
          ### # # #
          ## # # #
          #####
          #####

```

!MONSTER IN A BOX - FLAME BEAST!

Fiery Hound

-HP: 1221

S: 68 M: 0

D: 3 MD: 22

Gil: 244/EXP: 1708

Type: None

Weakness: Ice

Resistance: Mini, Toad

Absorb: Fire

It's not that the Fiery Hound is that deadly of a foe, it's that it outclasses the monsters in the rest of the dungeon and can take you completely by surprised. Unequip Cecil's Flame Mail prior to the fight and equip Yang with and Ice Claw. If you wish, Tellah can kill this monster with a single Blizzara.

Be healed when you engage it, because Flame will likely do 500+ damage to most folks in your party.

Tower of Zot - Third Floor

={-----

Monsters:

-Puppet

-Puppeter

-Red Mousse

-Yellow Jelly

-Purple Bavarios

-Cold Beast

-Centaur Knight

-Ice Lizard

-Black Knight

Treasure:

-Nothing

```

#####          With nothing to pick up, and a very twisty map
###           ## comprising this floor, it's baiscally a sprint to the
#             # next door.
E #           ##
#####   ###   ###   ### D: Door to Second Floor      #: Walkable Space
#####   #####   ### E: Door to Fourth Floor
##  #  #  #  #   ###
##  #  #  #  #   ##### It really doesn't matter which route you take, but
D   ##  #  #  #  #  # the bottom route is definitely the leaset convoluted.
###  ##  #  #  #  #  #
###  ##  #  #  #  #  # Head down from the door, D, and right to the bottom
#   #   #  #  #  #  # of the room.
#   #   #  #  #  #  #
#   #   #  #  #  #  # Follow the path right, up 2, right, down, right. Now,
#   #   #####  ##### # at the far right end of the room, head all the way up
#####        #   # to the top of the room.
#####        #   #
#####        #   ## Follow the path to the left to find the next door.
####         #   #
###          #####  ##
##           ##  #####
#####

```


Tower of Zot - Fourth Floor

={-----

Monsters:

- Gremlin
- Ice Lizard
- Soldieress
- Black Knight

Treasure:

-None, just doors to treasure on the Fifth Floor.

Enemy Spotlight - Black Knight

Though the Black Knights don't really have the Stamina to take many hits, they can dish it out well enough. Target them individually with Cecil and Yang, they should be able to strike them down in one hit, sometimes two.

```

          G      D: To Third Floor      G: To Fifth Floor G
      D      #      E: To Fifth Floor E      H: To Fifth Floor H
    ###      #      F: To Fifth Floor F      #: Walkable Space
    ###
    ###      F      ##      This floor is simplified, with a high incidence of
#####      #      ##      the Black Knights.
#          #      ##
#      E      ### ##      We're going for the treasure on the Fifth Floor
#      #      ### #      first. You need to use this floor to get it.
#      #      ### #
#      ###      ### #      H Head all the way down, then head right. Following the
#      #####      #      path, you will come to a long corridor up that leads
#      #      #      #      to a threeway split. Let's do these left to right.
#          #      #      #      Follow the paths on the forks to reach these doors.
#          #      #      #      You can look at the Map of the fifth floor for help.
#          #      #
#          #      #      E: Hell Claw, Fire Shield. Either Keep Fire on Yang,
#          #      #      or give him this new claw. The shield is for Cecil.
##         #      #
##         #      #      F: Gaia Hammer. Equip this to Cid.
##         #####      #
##         #      ### #      #      G: Sage's Surplice. Keep Gaia Gear on Tella for now
#####      ### #####      because *SPOILERS* he leaves at the end of the Tower.
Which means you should probably unequip the Rod of
Change, as well.

```

When you have looted all of the treasures you can, head back to the fork and return down. Follow the path around to point H. Enter this door.

Tower of Zot - Fifth Floor

={-----

Monsters:

- Puppet
- Puppeteer
- Sorceress
- Soldieress
- Black Knight
- Cold Beast

Treasure:

-Hell Claw
-Fire Shield
-Gaia Hammer
-Sage's Surplice

```

                G
                ##### D: To Sixth Floor      *: Boss Fight
                E      ##      E: To Fourth Floor E      #: Walkable Spaces
#####1      F      ##      F: To Fourth Floor F      1: Hell Claw
#      3##### ##      G: To Fourth Floor G      2: Fire Shield
#      #      #      H: To Fourth Floor H      3: Gaia Hammer
#      #      #      I: To Save Room      4: Sage's Surplice
#      #      #      H
#####      4      ### The least complicated floor, actually. E,F, and G are
#####      D      # all explained on the last map. Follow them through from
#      ###      # the fourth floor and get the treasure.
#      #*#      #
#      #      # When you enter from point H, head down the path until
#      #####      # you see a door. This is a Save Room. Heal and save.
#####      #####      # Continue along the path to fight a boss battle (see
#      ##      # I      # below).
#####      ##      #####
#####2      ##      ##### When you're done, head on up through the door.
```

MAGUS SISTERS

Sandy	Cindy	Mindy
-HP: 2591	-HP: 4599	-HP: 2590
S: 30 M: 11	S: 36 M: 11	S: 30 M: 10
D: 1 MD: 11	D: 2 MD: 11	D: 1 MD: 0
Gil: 3000/EXP: 2500	Gil: 3000/EXP: 2500	Gil: 3000/EXP: 2500
Type: Mage	Type: Mage	Type: Mage
Weakness: None	Weakness: None	Weakness: None
Absorb: None	Absorb: None	Absorb: None

The Magus Sisters have been sent to steal the Earth Crystal from you, at the expense of your life. Thought his is a trio of mages, it's not as imposing as it might seem.

Target the one with the scythe, Cindy, first. She is the healer and can raise her sisters from the Dead. Don't use Magic on her because Sandy casts reflect on her, and Mindy then casts an -ara spell on Cindy, hitting a member of your party. However, this is not too damaging, nothing Tellah can't remedy with a Cura.

Now, attacking Cindy - FIGHT with Cecil and Cid (unless you want to Quake with the Gaia Hammer - it ignores Reflect, but is less powerful hits on all three rather than one solid strike on one). Yang should use POWER.

The tall one, Sandy, can cast spells like Confuse. Mindy just uses attack spells. Take Sandy out, and then Mindy. The same strat applies with your three fighters here, Tellah can crush one of them with an -aga spell (probably 1000+ damage).

When you have defeated them, you can do the following, read if you don't care about plot points: *SPOILERS* Tellah will be leaving, any good gear like the Rod of Change should be taken from him.

HEAL AND SAVE

Tower of Zot - Sixth Floor

={-----

No need of a map here... just follow the path around to Kain and Golbez. You hand over the Crystal... but Golbez isn't so eager to give up Rosa. Tellah will engage Golbez in battle, and so watch this scene.

Tellah leaves the party

Go over to Kain and talk to him. After a quick reconciliation, Kain takes you to Rosa and you save her from certain death.

Rosa and Kain Join the Party

NOW STOP! Before you do anything, equip Rosa best you can with gear from Tellah and put her and Kain in the back row. It doesn't matter for Kain at the moment because he can JUMP rather than FIGHT.

Anyways, make sure you're healed and well-equipped. Because when you try to leave you're going to fight a boss...

BARBARICCIA

-HP: 8636

S: 82 M: 63

D: 0 MD: 12

Gil: 5500/EXP: 9000

Type: None

Weakness: None

Absorb: None

The fiend of Wind blocks your escape. Without Tellah this seems like it may take a while, but you have five characters, better healing, and she's not weak against anything anyways. (By better, I mean much more MP and more healing for what you spend)

There's a high miss chance/lessened damage when she takes up Wind form. Kain's JUMP command forces her out of this state.

Barbariccia does use the wind spell Tornado. This brings your life down below 10. She also uses Ray, which is a petrifying technique like the stone gaze - it needs to connect three times. That's fine, Cecil and Rosa should know Esuna and you should kill her before she fully petrifies someone anyways.

Her physical attack is fairly brutal, however, and don't let her follow a Tornado up with a physical hit - Cure asap.

Through the Battle: Yang uses POWER, Kain uses JUMP, Cid and Cecil FIGHT, and Rosa uses Cura. Cecil can sub some healing if you really need it, after a tornado for instance.

If you were caught by surprise, you can still use these strats to take her down without too much trouble. You may want to COVER Rosa with Cecil, however.

When she's beaten, the tower will start collapsing! Rosa will cast Teleport to get you guys all the way back to Cecil's room in Baron. Kain will inform you that Golbez has only half the crystals, there are eight - not four. The Dark Crystals - in the Underworld. The Crystals will open a path to the moon, but no one is sure what it means.

Kain gives you a Magma Rock, which he says is the key to unlocking the Underworld. You must find somewhere to use it... if you're worried about the Enterprise, Cid assures you she's outside.

FIV3I: Dwarves

Alright, so you need to go underground. If you want to do some of the side-quests you could have done before Troia. When you're ready to head underground head to Agart.

Equip Rosa properly, the Sage's Surplice gives her a +5 Spirit. Kain should be fine with what he has. The Blood Lance gives him a load of attack, but -10 to all stats and -5 defense. If you're content with that tradeoff, go for it.

Kain and Rosa are back row, Kain can JUMP. Cecil, Cid, and Yang are in the front.

Maybe drop some stuff off in a Fat Chocobo/Sell some gear?

If you haven't reached Agart, it's the "bird head" shaped island to the West of Mysidia's "dragon head." In other words, the cove near the town. You could also travel south of Baron.

Agart
={---

Head straight up from where you enter the town, to that Well. Check the well, and when the item screen pops up choose your Magma Rock. This will cause an explosion in Agart's mountains, opening a hole to the Underworld. Get out of the town, and into your airship. Try to "land" on the hole, and you will descend to the Underworld.

Underworld - Dwarf Castle
={-----

You will fly around automatically for a bit, Red Wings from the East and tanks from the west. The Enterprise goes down in the crossfire between the two conflicting forces.

Make sure you're saved, you can stay at the Inn in the castle.

When you come to, head left into the castle.

Dwarf Castle
={-----

Lali-Ho! Welcome to the world of the Dwarves. Just head straight up and enter the door right in front of you.

Dwarf Castle - First Floor

={-----

The small girl dwarf is Luca, the princess of the Dwarves. She seems to have lost her dolls... You can go left, but only to an Inn. You are basically blocked until you talk to the King, Giott. So head straight up the central room. That is, of course, unless you need healing.

-Cid will be leaving to fix the Enterprise, switch his order with Kain, so that there is one back row space open-

Dwarf Castle - Throne Room

={-----

You immediately approach Giott's throne, and state that you are looking for the Dark Crystals. Giott believes you are not sided with the Red Wings. Giott does say that two Crystals have been taken, and two remain. One is in the castle, the Tanks belong to the Dwarves and they used them to fight off the Red Wings.

Cid will presently leave the party, to go fix the Enterprise. Yang senses something - a spy. You rush behind the door to the crystal room, where you are locked in.

Dwarf Castle - Crystal Room

={-----

Pleasant enemies, yes? Well, get ready for a boss fight...

****CALCOBRENA****

Calco	Brina	Calcobrena
-HP: 1369	-HP: 369	-HP: 5351
S: 54 M: 31	S: 54 D: 1	S: 106 M: 41
D: 0 MD: 11	M: 31 MD: 11	D: 2 MD: 25
Gil: 500/EXP: 1000	Gil: 500/EXP: 1000	Gil: 5000/EXP: 12000
Type: None	Type: None	Type: None
Weakness: None	Weakness: None	Weakness: None
Absorb: None	Absorb: None	Absorb: None

You are attacked by three Calco and three Brina. Now, their strengths are the same, but Brina are far easier to kill. They will take turns attacking you, and can probably do 100+ damage on someone like Rosa per hit. Now, kill at least one Calco and one Brina for your bestiary. Leave two of any of them alive so they can Unite into Calcobrena. You can take them out with just FIGHT with Rosa healing.

Calcobrena is much stronger than the dolls you just fought. One strike will do a few hundred damage to Rosa. It might be wise to COVER her with Cecil. She can also confuse party members with Gance. Have Cecil or Rosa cast Esuna right away - you don't want Yang attacking your Rosa healing the Calcobrena!

The strategy is basic. Kain JUMPs, Yang uses POWER or FIGHT, Cecil FIGHTs, and Rosa cures folks. When they are confused, Rosa/Cecil casts Esuna. She only has 5351 HP, she should go down quick.

But, that isn't quite it. The Calcobrenas have informed Golbez of the Crystal's

location. Presently, he arrives in the Crystal Room. Golbez attacks.

****GOLBEZ****

Golbez Shadow Dragon

-HP: ? -HP: ?

S: ? M: ? S: ? M: ?

D: ? MD: ? D: ? MD: ?

Gil: ?/EXP: ? Gil: ?/EXP: ?

Type: ? Type: ?

Weakness: ? Weakness: ?

Absorb: ? Absorb: ?

*For the fight itself, however: 11000 GP and 15000 Exp.

I say. The bestiary is mighty handy here...

Your attacks will be missing Golbez. He uses a special move Ice Bind which should paralyze everyone in the party. He summons Shadow Dragon, who has equally secret stats, and it uses Black Fangs to instantly kill some of your party.

A familiar Phantom Beast will come to your aide as you are decimated by the Shadow Dragon, killing it. Any paralyzed party members are healed. Use a pheonix down on fallen comrades - Rosa is priority. Once she's up raise anyone else - then start dispensing your best cure spell.

Rydia joins the fray, the Mist Dragon was her's. She's matured, and now has access to Dragon, Titan, Ramuh, Shiva, and Ifrit summons. Try the latter three out on Golbez to do consistently decent damage.

He will attack with such spells as Bio, and Thundaga though they are drastically weak. Just fight with your fighters, JUMP with Kain if you wish. Golbez will fall shortly.

Rydia explains that Leviathan took her to the Land of Summons. Time flows much differently there, so she has aged considerably.

Rydia joins the party, and there was much rejoicing.

Golbez isn't quite done, however... His hand walks over to the Crystal and vanishes with it. Now, I've always asked myself "why didn't they even attempt to stop his hand?" but I guess I'll give that to plot device ;).

Dwarf Castle - Throne Room

={-----

Talk to Giott, he will tell you of the last Crystal. It is in the Sealed Cavern which is locked by a particular key. Giott figures you should instead head to the Tower of Babel and steal back the seven crystals Golbez already has. I have got to say - I like his style.

He will distract Golbez's forces with his military while the group sneaks in. Now is your only chance. Get stocked up in the Castle's shops (which are now available) and then get out to the Tower of Babel.

I'll take you through the Castle. Head down into the first floor, and West into the second floor via stairs.

Dwarf Castle - Second Floor - West

={-----

This is the Inn, but also two item shops.

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

Item	Price
+-----	-----+
Pheonix Down	100
Potion	30
Hi-Potion	150
Tent	100
Cottage	500
Dwarven Bread	100
Gysahl Greens	50
Remedy	5000

Inn: 600 Gil/Night

When you're ready, head down the stairs in the upper right.

Dwarf Castle - B1

={-----

Treasure:

-Gysahl Greens (3)

That door close to the west stairs is the Infirmary. The Dwarf who asks if you have permission is guarding a secret door. This is the back exit of the castle and is the way you're sneaking through. Let's skip it for the moment.

Between the next two Dwarves is a Fat Chocobo, if you need to use it and you are out of greens, a shop in the Inn sells them. Not to mention the pots in the little corner to the right let you find three Gysahl Greens.

Head up the Eastern stairs when you're ready.

Dwarf Castle - Second Floor - East

={-----

In here are the Weapon Shop and Armor Shop.

Weapons Shop:

Item	Price
+-----	-----+
Dwarf Axe	15000

Great Bow	2000
Dark Arrow	40
Flame Sword	14000
Fire Lance	11000

Armor Shop:

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

It is certainly tempting to buy a Dwarf Axe or Fire Lance for Kain. However, the axe won't really help his jumping, and the next area is quite fraught with Fire creatures. Don't buy a Dwarf Axe anyways, there's one in a chest in the East Tower.

What you can do is get a Surplice for Rydia, Mitters for Rosa and Rydia, and Rune Armlets for Rydia, Rosa, and Yang. Don't worry - you will be getting new stuff in the Tower of Babel. It's just that you shouldn't waste any coin on gear that's going to go out of style instantly.

*ALTERNATIVELY: Get the Gold Hairpin from the Fat Chocobo/Inventory (if you went back to Mist) and give it to Rydia.

If you feel the Wind Spear simply isn't enough, buy the Lance. But it won't be needed.

```
*****
*                                     *
*                               ~!~SECRET~!~                               *
*                                     *
*****
```

Between the two counters for the Armor and Weapon Shops, you'll see a column. Walk behind this column and up to find the Lali-Ho Pub...

But that's not all ;), those first row of tables? Look on the wall directly right of them. It's kind of blackish - it's the entrance to a secret passage. Follow this through to find...

Dev Team Office
 =(-----

Treasure:
 -Magazine

This secret area allows you to talk to many folks involved in the Development of Final Fantasy IV. You can even fight some as monsters.

If you take the stairs down to the Break Room, check the book shelf for a Magazine. It's, ah, stimulating material.

Enjoy the Dev Room for a while, then get ready for your trip to the Tower of Babel.

```
*****
*                                     *
*                               ~!~SECRET~!~                               *
*                                     *
*****
```


Alright, now that we've indulged ourselves in secretive delight, let's finish looking this here Castle over. Back in the Eastern Second Floor room, head to the Up stairs to enter the East tower.

East Tower - First Floor

={-----

Treasure:

-Dwarf Axe

Get that chest for a Dwarven Axe. You've got question the wit of these shopkeeps when they keep their most expensive item in an obvious chest right above their places of business. But RPGs will be RPGs.

East Tower - Second Floor

={-----

Treasure:

-Bacchus's Cider

It's just the Cider. If you want it, head to the Southernmost part of the Tower room, in that open square next to two pots. Walk left into the wall and check the pots for the Cider.

East Tower - Third Floor

={-----

Treasure:

-Elixir (2)

-Power Armlet

-Silver Hourglass

Alright, there are secret passages here to the chests but a map would be superfluous. Just move in the direction of the chests while you're standing on the stairs tile and you will reach it. Simple.

Exit the Tower at the first floor. Run to to west Tower.

West Tower - First Floor

={-----

Nothing here, climb those stairs.

West Tower - Second Floor

={-----

Treasure:

-Bacchus's Cider

Only another Cider. If you want to get it, head to the lower left corner of the room between the pot and the wall. Walk down into the wall, then right. Search the pots for the Cider.

West Tower - Third Floor

={-----

Treasures:

-Hi-Potion

-Black Belt

-Ether

-Elixir

%%%% 1: Hi Potion X: Impassable
%%XXX%XX 2: Black Belt %: Passable
%XXXXX%XXX 3: Ether S: Stairs Down
%XXX 4 %XXX 4: Elixir N: Namingway
X%%XX%XXXX%

XXXX%XXXXXXXX% Head left from the Stairs to point 1 and grab the Hi-Potion. Now,
XXXX%XXXXXXXX% Head down while standing in front of (1) and follow the path down
X1 % S XN 3% and around to 2. Grab the Black Belt and Follow the path farther
X%XXXXX% along to 3, an Ether. Namingway is here if you need to use him.
%XXXXX%XXX Head behind (3) and follow around to (4), the elixir.
%XXXXX%XXX
%% 2 %XX Follow the path out of here.
%%XX%X

Dwarf Castle - B2

={-----

Treasures:

-Cottage (3)

Get the Dwarf to open the door in the wall in B1, follow the passage inside to B2.

Follow the path around and take the first East to find three treasure chests with a cottage each. Finfih the path and take the stairs at the end.

Dwarf Castle - Base

={-----

Just head on through. There's a pot which heals HP/MP - if you need it.

You may have picked up a Black Belt and Power Armlet in the Castle's chests. You should equip the belt to Yang. If you want some balance with him, keep the Rune Armlet. If you want him stronger - use the Power Armlet. However, it is certainly the case that he can get a huge damage potential from claw mixing rather than just boosting his strength a bit.

FIV3J: Babel 1

Underworld - Dwarf Castle

={-----

Monsters:

- Magma Tortoise
- Armadillo
- Goblin Captain

*Equip the Fairy Claw and Ice Claw on Yang. Give Rosa any Ice Arrows you may have - if you don't have many, save them for the Tower.

Head down and left from the cave mouth, pass the first North you see and keep going left. Continue left until you're blocked by a sea of lava. You should head straight up from here. Continue up until you are blocked by a plateau with tanks on the other side. Follow the right path from here. The ground will shake as the two forces exchange fire. Head over and in to the Tower of Babel's front door. Wipe your feet, and prepare to kick some arse.

The Tower of Babel

={-----

Like Zot, this is somewhat twisty, I will again be providing ASCII maps.

Make sure to get the following monsters:

- Security Eye
- Naga
- Chimera
- Fiery Knight

Babel Tower - First Floor

={-----

Monsters:

- Black Lizard
- Magma Tortoise
- Goblin Captain
- Puppeteer
- Evil Doll

Treasure:

- 20 Ice Arrows (2 chests)
- Ether

B	1: Ice Arrows (10)	B: To Second Floor B
#	2: Ice Arrows (10)	A: To Underworld
## # ####	3: Ether	#: Walkable Space
##### # # #		
##### # # #		This is a simplistic floor. Run up the bridge until
##### # ## #		you come to a fork.
2##### #		
##### # ## #		Follow the path around right to reach a chest with
##### # ## # 3		an Ether.
##### # # #		
##### # # #		Now, return to the fork.
### # # #		
### # # #		Head straight left to the chest for some Ice arrows
### ### #####		(10). Now, head down from this chest to find another
# # ## ##		chest with 10 Ice Arrows at point 1.
# # ### # ##		
1# #		When you have looted all of the treasure, return to
#		the fork and head straight up. Enter the door ar (B).
A		

Babel Tower - Second Floor

={-----

Monsters:

- Puppeteer
- Evil Doll
- Fiery Knight
- Fiery Hound
- Mystery Egg

Treasure:

- Green Beret
- Ice Brand

Enemy Spotlight: Mystery Egg

Hitting a mystery egg will cause it to hatch into some other creature - most often a Dragon or Insect type. If you can destroy the egg in one hit, it will not Hatch. If it hatches into something you haven't seen, it won't count in the bestiary.

```

      B
#####
#####
1####
#
#
#
#
# C
# ###
# ###
# ### D
## ### ####
# #####
# #####
# ###
# ###
# A ###
#####
#####

```

1: Green Beret
A: Room with Monster Box (Ice Brand)
B: To First Floor B
C: To Third Floor C
D: Room with Monster Box (Ice Lance)
#: Walkable Space

There is a treasure chest very close to where you enter. This holds a Green beret - equip it to Yang as it increases Strength and Stamina.

Following the path along, you will come to three doors. The first door, marked at A, has a Security Eye Monster in the box (see below). The Second, and highest up, at (c) leads to the Third Floor. The Fourth, and most right at D is another room with a Security Eye Monster Box (see below) with an Ice Lance as the prize.

Fight the two Monsters-in-the Box, then head up to the third floor via C.

!MONSTER IN A BOX - SECURITY EYE!

Security Eye

-HP: 1425

S: 112 M: 0

D: 0 MD: 254

Gil: 380/EXP: 2008

Type: Mech

Weakness: None

Absorb: None

This strategy applies to all Security eye fights.

Before opening a box, make sure Yang has an Ice and Fairy Claw, and then open it to fight the Eye. Security Eye will only attack you, with Beam, when there is another monster present. Whenever you strike it, it summons a monster.

What you should do is Have Kain JUMP, Cecil FIGHT, Yang FIGHT, and Rydia Summon Dragon (but after the eye is hit first). You will easily take out much of the Eye's HP in your initial assault. Chimera absorb Thunder, Ice, and Fire so the Mist is your best damage option at the moment and should do 700+ damage.

If you destroy the Eye before the summoned enemy, no more summons can come. However, if you want to rack up experience, you could keep forcing the eye to summon a monster by hitting it every time you kill its ally.

Treasures from fights:

-Ice Brand (2nd Floor) - Summons Chimera

-Ice Lance (2nd Floor) - Summons Stone Golem

- Ice Armor (4th Floor) - Summons Fiery Hound
- Ice Shield (4th Floor) -Summons Naga

For:

- Chimera: Physical attacks or Dragon summon. It absorbs Ice, Lightning, and Fire.
- Stone Golem: The Fairy Claw/Ice Claw Combo should do around 8000 damage.
- Fiery Hound: Have anyone with an Ice Weapon just FIGHT it.
- Naga: Not too much HP, it's taken with FIGHT.

Babel Tower - Third Floor

=(-----

Monsters:

- Fiery Hound
- Fiery Knight
- Magma Tortoise
- Black Lizard

Treasure:

- Hi-Potion
- Pheonix Down

Enemy Spotlight - Fiery Knight

Tough customers that can hit about as well as the Hounds they often attack with and can take more punishment since they aren't as weak to ice. With ice equipment, Cecil Kain and Yang can drop a Fiery Hound in a single hit. It may take two or three for the Knight, so focus on him first.

```

      ##
      #####
    #####   ####
  ##   #     ###
  #     #     ##
  ##   #     #####
  ###   #     ## #
  #     1     ## #
  #     ###   ## ##
  #     #### C   ## #
  #     ##### #
##
##
###
##
##   A ##   B # 2
#####
  #   ####
  #   ####
  #   ####
  #   ##
3####

```

A: Fourth Floor A 2: Hi-Potion
 B: Fourth Floor B 3: Pheonix Down
 C: Second Floor C #: Walkable Space
 1: Cat Claw

From C, head left and grab the Cat Claw. Unlike most claws so far, it increases Yang's Attack. So you may want to switch the Fairy Claw for it, but keep the Ice Claw.

Head right now from C, and down. Enter the door at B to go to the fourth floor (use the below map if you need) and grab the Killer Bow (equip to Rosa) and the Antarctic Wind. Return to Third Floor B.

Head down from B, grab the Pheonix Down in chest (3). Now return to the hallway leading to (C) and head up. Take the right at the branch, follow it for a Hi-Potion.

Return to the branch and go up. Follow this all the way around and enter the door at A.

Babel Tower - Fourth Floor

=(-----

Monsters:

- Chimera
- Mystery Egg
- Black Lizard

-Magma Tortoise

Treasure:

- Killer Bow
- Antarctic Wind
- Ice Armor
- Ice Shield

Enemy Spotlight - Chimera

Chimera have the nasty ability to absorb Thunder, Blizzard, and Fire spells. It may take a while with your elemental weapons to do them in, so you might consider Rydia's Dragon summon - as it is non-elemental and should do more than Cecil or Kain in terms of damage.

```

          #####      A: Third Floor A          G: Fifth Floor G
            # #      B: Third Floor B          1: Killer Bow
##### #      C: Save Room          2: Antarctic Wind
##### #      D: Monster Box (Ice Armor) #: Walkable Space
G # # F      E: Empty Room
##### #      F: Monster Box (Ice Shield)
##### #####
# # #      From A, walk into C. Heal and save in this room
# # #      and then exit. Head north up the path to the
# # #      right of C, then right across the bridge when
# # #      you reach it.
## #      When you can go down, do so. The first door
## #      has a monster box, where you can win an Ice
## # D E    Armor from a Security Eye. The next door leads
## #####   to an empty room. Security Eye is covered under
C ## A #1# B the second floor map.
##### #
##### #
##### # #      Head back to the path and go up. Stop by the
### # # #####2 door at F. Enter this room for another Security
# # #####   Eye Battle for an Ice Shield. Again, this fight
# # #      is covered under the Second Floor.
# # #
# # #
# # #

```

Babel Tower - Fifth Floor
 ={------

Monsters:

- Fiery Knight
- Chimera
- Fiery Hound
- White Mousse

Treasure:

- Arctic Wind
- Hi-Potion

```

          B          A: Locked Door          1: Arctic Wind
          ###      B: To Sixth Floor B      2: Hi-Potion
G # #          G: To Fourth Floor G      #: Walkable Space
### # #      A
### # # #    #      A fairly straight-forward room. Run down from
### # # #    # # ##### G to the Southmost portion of the room. Take
## 1 # #    # # ##### the first up to chest (1) if you want an

```

```

### # # # ##### # Arctic Wind.
### ## # # ##### #
### # # # ### # Head along the bottom of the room, when you
### # # # ### # head up, take the thicker path.
### ## # # ### #
## ## ### # ## # If you want a Hi-Potion, take the right
## # ### ##### # branch off the thicker path. Follow it down
## # # ##### # to chest (2) for the potion.
#### ## # ##### ###
##### # ### #2# When you're ready, follow the thick path to
### # ## the top and take the doorway marked at (B) to
##### reach the Sixth Floor. On the Sixth floor,
##### take the next door and go to Floor 7.

```

Babel Tower - Sixth Floor
 =({-----

Monsters:
 -Chimera
 -Security Eye

```

A ##### A: Seventh Floor A #: Walkable Space
##### B # B: Fifth Floor B
#####
##### Just walk from point B to point A.

```

Babel Tower - Seventh Floor
 =({-----

Monsters:
 -Security Eye
 -Stone Golem
 -Medusa

Treasure:
 -Dry Ether

Enemy Spotlight - Medusa
 She can petrify you, yes, but it is a slowing petrify. She uses the same attack as the Fiend of Wind in this case, Ray. It takes three hits to petrify, so put her down first and you'll have no worries.

```

A ##### A: Sixth Floor A
## ##### B: Save Room
## ##### # C: Eight Floor C
## ##### ### 1: Dry Ether
### ##### ### #: Walkable Space
### ##### # B
### ##### ##### You currently cannot reach the far left area you
### ##### ##### can see.
##### #####
#### ##### This is a straight-forward run. You can try some
#### ##### of the Security Eyes for a Naga if you don't have
#### ##### one yet.
## ### C
## ### ### From A, head right and follow the path around to
# ### ##### point B. This is a save room, and you should heal

```

```

## ##### and save here since we're fighting a boss soon.
## ##
# ## From B, return to A. Head south from A, then at
# ## the bottom of that path head left to the treasure
# ## chest.
1 ## ###
##### Grab the Dry Ether from the chest, then head right
##### and up to find the next door at point (C). Take
##### this door to the Eight Floor.

```

Babel Tower - Eight Floor

={-----}

Monsters:

- Security Eye
- Chimera

```

## ##
# #
#### ####
#####
#####
#####
#####
#
#
#
###
## ##
### #
# # C
# #####
## # ## #####
##### #####
#####*#####
## # ## #####
# #####
# #####
##### #####
#####
#####
#####
#####

```

You come in on a doctor talking to Rubicante, the Fiend of Fire. When Doctor Lugae catches wind of you, a battle ensues.

DOCTOR LUGAE AND BARNABAS

Doctor	Barnabas	Dr. Lugae
-HP: 4936	-HP: 4832	-HP: 9321
S: 18 M: 0	S: 86 M: 31	S: 86 M: 7
D: 0 MD: 11	D: 0 MD: 11	D: 1 MD: 11

Gil: 2000/EXP: 5500	Gil: 2500/EXP: 5500	Gil: 4000/EXP: 10101
---------------------	---------------------	----------------------

Type: None	Type: Mech	Type: Mech
Weakness: None	Weakness: None	Weakness: None
Absorb: None	Absorb: None	Absorb: None

Barnabas-Z

-HP: 4581
S: 114 M: 0
D: 1 MD: 5

Gil: 2500/EXP: 20

Type: None
Weakness: None
Absorb: None

Ah, that's the first time I've had to use two lines for a boss. There are four Bestiary entries, but it's not so bad. To get Barnabas-Z, you MUST fight Barnabas rather than the Doctor at first. It's kind of a shame you don't have Cid with you, his Hammers would do a number on the machines.

But you don't have him, so no worries. Rydia can't really exploit any weaknesses here - but you can still hit them with your best spells. Yang should either FIGHT or use POWER. Kain should JUMP, Cecil should FIGHT, and Rosa should keep to her healing. If she's level 30, she'll have Curaga for the fight and will be more helpful.

Doctor and Barnabas: The Doctor will command Barnabas to attack. He can hit somewhat hard, but nothing too imposing. His first hit will even be against Lugae - so you can end this fairly quick, power and jump should do over 2000 damage to the Robot and Cecil fighting and Rydia casting an -ara spell should hit 500+ a piece. When Barnabas is destroyed, the Doctor takes control of him himself.

Barnabas-Z: Keep up the same strategy as Barnabas. However, be prepared for when it goes down. He will Self-Destruct doing massive damage to one of your characters.

Dr. Lugae: The Doctor uses the standard Mech "Beam" attack, as well as a few gases. Sleeping Gas targets a single person to put them to sleep. Poison Gas targets the group and poisons them all.

Yang should POWER, unless he's poisoned in which case he won't be able to. In this case, FIGHT will be fine. Cecil should FIGHT, or cast ESUNA on anyone who is asleep. Rosa should heal, Kain should JUMP and Rydia should SUMMON some of her better summons, it doesn't matter which. Don't worry about the Poison, it really isn't an issue until after battle.

Laser is a very powerful shot that you will need to heal after. In fact, it did nearly 1500 damage to Cecil at level 30 in my guide writing run. Use a Pheonix Down then have Rosa cast Curaga following a Laser if possible.

Flame Thrower hits all your party for minimal fire damage. It's nothing to worry about unless you just rose someone.

Panacea is odd, it heals everyone. If Yang's healed of Poison then you can use POWER again if you want.

When he is defeated, you get his key. It seems Rubicante has taken all of the Crystals to the surface already - bummer.

But your immediate concern is to stop the Tower's cannons.

Save your game on Floor 7, then go to the locked door on the fifth floor.

Babel Tower - Fifth Floor

={-----

Open the locked door using Lugae's key.

Giant Cannon

={-----

"Hahaha! Killing Dwarves is fun!"

You enter the control room of the cannons Lugae was talking about. The technicians are three Goblin Captains, you can drop them without issue. After beating them, they destroy the controls.

Watch the scene that follows.

Leaving the Tower

={-----

So, Yang's gone...

It seems that there are some treasures and rooms left untrodden? You cannot get to these presently. All you have to do is leave the Tower. You can't cast Exit, either, it's essential you walk out.

When you try to leave the tower, Golbez will return and attempt to burn the bridge. You fall to certain death, but Cid saves you in the Enterprise in the nick of time.

Watch through the scene that follows...

FIV3K: Babel 2

--If you hadn't revisited Mist before Troia, you should go and loot the treasures there.--

Cid and Yang are gone. When you are back over Agart, head to Baron Castle.

Baron Castle

={-----

Head straight north opening doors until you enter the first floor. Head out to the right. Follow the stairs up then down. Search under the left torch as you head down this set of stairs to open a hidden door.

At the end of the path, there are six chests:

-Ether (2)

-Unicorn Horn (2)

-Pheonix Down (2)

Return to the opening of the passage and head down through the door. Talk to the two folks out here, Cid's apprentices. They will modify the Enterprise for you.

They give it a grappling hook which can pick up the Hovercraft. When they're done, you'll be outside in the Enterprise.

Hovercraft

={-----

Head on over to the Hovercraft. You will most likely find it around Mt. Hobs. Position yourself over the Hovercraft with the Enterprise. Press (A) to hitch the hook to the Hovercraft. Pressing A again will lower it.

We can make an optional stop at the Adamant Grotto, just so you know where it is, or we can go straight to the next plot point.

Adamant Grotto

={-----

You can reach this cave by landing your Hovercraft on Mythril, and driving it south over the rocks to the cave. Inside is the Tail Collector. When you find a rare tail, he will reward you. So mark this location.

Overworld - Eblan

={-----

--Eblan Castle is covered earlier.--

Eblan can be reached to the West of Agart. Land your Hovercraft and the Enterprise on the continent. Get out and hop into the Hovercraft. Follow the rocks around and enter the Cave.

Eblan Cave - B1

={-----

Monsters:

- Skulldier
- Bloody Bat
- Ironback
- Black Lizard
- Steel Golem

Treasure:

- Shuriken
- Remedy
- Vampire Fang

Right from the start, there is an indent in the wall. The secret path is as shown in the # diagram. Just walk through and get the Shuriken.

Beneath that chest is another secret path, as depicted. Head through and get the chest. It's a Remedy.

Head back to the door through both paths. Cross the bridge and head to the left. Follow the path along until you see a door. Take the path to the right and not the door/stairs.

Heading along this path there will be a split. Head down to the chest for a Vampire Fang. Return now to the door and enter it.

Eblan Cave - B2

={-----

This is technically a town.

From the left cave opening to the right,

**Cave 1:

Treasure in Pots:

-Potion (2)

This is the infirmiry. You may also find Namingway here.

**Cave 2: To Path to Tower of Babel

**Cave 3: Weapons/Armor Shop

Armor:

Item	Price
+-----+	-----+
Ice Shield	10000
Ice Armor	35000
Black Robe	10000

Weapons:

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

**Cave 4:

Item Shop/Inn

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

Inn: 700 Gil/Night

**Cave 5: To B1

-Alright, so what do we do here? First of all, buy a Black Robe for Rydia. It increases her Intellect by 5 points. With the Gold Hairpin found in Mist this will really help her spells - especially if you've got the -ara spells and only her basic summons.

As for Rosa? That Power Staff increases Strength by 10 - but really, it's too inaccurate of a weapon. Besides, Killer Bow increases Strength by 5. You can stick with the elemental arrows or go for the Poisons which are much stronger and can poison. Poison isn't very effective in this game as a status effect -

but the arrows are strong and cheap so it's your choice entirely.

Let's head into the second cave from the left, when you're ready.

Path to the Tower of Babel - First Room

={-----

Monsters:

- Bloody Bat
- Iron Back
- Black Lizard
- Skulldier

Treasure:

- Ether
- Tent
- Hi-Potion (3)
- Cottage
- Elixir (2)
- Spider's Silk
- Pheonix Down (2)
- Silver Hourglass

Grab the Ether near you when you enter. Head up and left along the the path until you come to another chest. This is a tent.

Alright, you'll see a wounded soldier. Enter the indent below him.

```
# The indent leads into a secret path in this shape. Follow it through
# and head down to find a chest with a Hi-Potion. You'll see some more area
# to the right with some chests and guards, but you cannot yet reach this.
#
# We'll get there from a different room, but right now head back through the
# secret passage and into the door at the top of the room.
#
###
```

Path to the Tower of Babel - Second Room

={-----

Monsters:

- Bloody Bat
- Steel Golem
- Bloodbones
- Skulldier

Treasure:

- Bomb Core
- Shuriken
- Gold Needle

Head up and right from the wounded guard. On the plateau, you will find a bomb core. Now, you will see a chest behind some rocks near to the Bomb Core and some more treasure to the right of the cave wall.

Beneath the plateau leading to the bomb core is a structure like this:

```
|
/| A cliff flush to the wall next to the stairs leading up to the Bomb Core.
|| This landmark is significant in this respect:
```

||
\\

| There is a secret passage beneath the small cliff. This leads to a
/| chest containing a Shuriken.

||

|| Get this chest then leave the secret passage. Head down through the
\\ door below you when you emerge.

->##

The treasures you missed can be picked up later, you can't reach
#-> them yet.

Path - First Room

={-----

We're back in the first room, on the other side of the wall. Grab the three
chests for two hi-potions and a cottage.

-> ## T: Treasure Chest R: Rock #: Hidden Path -> Entrance/Exit

R|#

T|## Alright. Above the two treasure chests near the first door, there is a
T| # rock. Enter the secret passage from above the rock and head on through
#-> to get hooked up with two chests, both Elixirs. Having obtained these,
take the secret passage back out.

Head down until you find the wounded guard. Head down for a bunch of treasures:

-Spider's Silk

-Pheonix Down (2)

-Silver Hourglass

Path - Second Room

={-----

From entering this half of the room, head left up the plateau. Get the chest
for a Gold Needle.

Returning to the entrance door, head into the door in the wall.

Path - Save Room

={-----

Treasure:

-Blood Sword

I usually don't section off save rooms, but this has a chest in a secret path.

#####

->#####

R#####->

Where R is a rock. This is above the four rocks on the right side of the room.
Enter the passage above them, follow it through as above, and emerge near a
chest. It is a monster chest, two Steel Golems. You should be able to handle
that, but if you're worried go back and save first.

!MONSTERS IN A BOX - TWO STEEL GOLEMS!

Steel Golem

-HP: 1950

S: 86 M: 0

D: 4 MD: 21

Gil: 445/EXP: 703

Type: Giant
Weakness: Ice
Absorb: None

Kain and Cecil probably still have their Ice weapons equipped? Attack one of the Golems each and have Rydia cast Blizzara or Shiva. Shiva's a slower cast I believe, but ensures you'll wipe them out in the first set of exchanges. Sure, the Golems can hit hard to your casters. But they're normal cave enemies here, no problem.

And if they are, again: Ice helps. When you defeat them you get a Blood Sword.

Now, the Blood Sword looks appealing in that it steals HP with every hit. But it isn't an advised weapon. Take a look at the stat bonuses:

Strength -5, Agility -5, Stamina -5, Intellect -5, Spirit -5.
Stick with your Ice Brand.

Save the game and heal if need be, then return to Room 2.

Path - Room 2
={-----

Follow the path up from the save room door. You will eventually run into a Man confronting the Elemental Lord of Fire, Rubicante. He's the Prince of Eblan, Edge. Rubicante easily dispatches him.

After the party talks to him for a bit, he joins your party as a Ninja.

Once you've acquired Edge, head straight down then left through the secret passage to reach the chest. Open it for a Dry Ether.

Now, we'll be heading back into the Tower of Babel. If you want to save your game - do so now. If you want to get supplies or equipment, now's the time...

Edge's Kunai are stronger than the Boomerang, but the Boomerang will be effective against a lot of flying enemies. Edge can also use some of Yang's claws - maybe bring an Ice Claw along for Rubicante?

The Return to the Tower of Babel
={-----

Your return to the Tower of Babel is also your last. It has a new set of enemies and some rares.

Make sure you get the following:
-Grudger
-Sorcerer

It is best to get the following here:
-Green Dragon

As always, I list most encountered enemies at the start of each new floor. As always, they are not definitive - but will help you get these monsters into the Bestiary.

Babel Tower - B1

=({-----

Monsters:

- Mystery Egg
- Mad Ogre
- Balloon

Treasure:

- Unicorn Horn
- Silver Hourglass

Enemy Spotlight - Balloon

Balloon are essentially the bombs you've fought before, except they can drop the Bomb summon. Now, this is a highly useful summon later in the game, but the balloons are maybe too uncommon here to make it a worthwhile search for the time being.

```

#####      1####      A: To Babel Path      #: Walkable Space
###      #      ###      B: Entrance/Exit      1: Unicorn Horn
##      ###      ####B B      C: To B2 (C)      2: Silver Hourglass
#      ####      ##      #
###      ####      ##      # From entering the tower head north up the
####      ###      ##      # bridge. Edge will use his Ninja skills to help
#####      #####      # you through the wall. If you want to leave the
###      #####      # tower, just return to the spots marked B.
####      #####      2 #
##      #      # # From B, head up and left for a Unicorn horn.
##      #      # # From here, head down and follow the path around
##      #      # # as outlined here.
##      ##      # #
##      ##      ### # Pass the door at C and keep going up to point 2
##      #      ## C ### A to earn a Silver Hourglass in the chest.
##      #####
#####
#####

```

Babel Tower - B2

=({-----

Monster:

- Sorcerer
- Ghost Knight
- Mad Ogre
- Coerl

Treasure:

- Ogrekiller

Enemy Spotlight - Ghost Knight

Don't just go all out attacking this enemy - it counters with Bio. This is not a very powerful spell when cast by the Ghost Knight, but Cecil can't COVER it so if you have someone weakened... they might be taken out by Bio.

```

#####      #####      A: To B3 (A)      #: Walkable Space
###      ##      ##      ###      C: To B1 (C)      1: Monsters (Ogrekiller)
##      #####      ##
#      #####      #      This is a very simplistic floor. However, there

```



```

###          ###          ###   are mostly Sorcerer/Ghost Knight fights and they
#            #            #     seem to be geared towards Ambushes and Back
#            #            #     Attacks... Make sure you get a Sorcerer for your
#            #            #     bestiary.
#            #            #
#            #            #     From (C) HEad right, then up around the path.
#            #            #     When it forks, head down for a chest. This is a
#            #            #     Monster Box, a fight against four Mad Ogres for
#            #            #     an OGREKILLER axe. See below the map for details
#            #            #     regarding this fight.
# # # # # # # # # # # # # # # # #
# # A # # # # # # C # #
##### #1# #####
##### # # # # # # # # # # # #
##### # # # # # # # # # # # #
##### # # # # # # # # # # # #
##### # # # # # # # # # # # #
##### # # # # # # # # # # # #
##### # # # # # # # # # # # #

```

When you have dealt with the Ogre chest, head up and left at the fork. Follow this all the way around to find another door at (A). Enter this for the next floor.

!MONSTER IN A BOX: FOUR MAD OGRES!

Mad Ogre

-HP: 2000

S: 86 M: 53

D: 4 MD: 254

Yikes, now this does look bad I suppose. But it's not so bad as you think, again as long as you take them on one at a time. You could even use the Silver Hourglass you picked up on the previous floor...

Alright, if not:

Have Rydia hit the group of them with Sleep, then try stop if you have it. As they are incapacitated, you may want Rosa to haste or blink members of the party. She should use Curaga if they wake up/resume moving.

Edge and Cecil should FIGHT one at a time. They should do 1000 damage per round if you've been good about leveling. Anyways, they should be able to take one down on their own.

Kain should JUMP on another Ogre. Hopefully, this will do 1500+ damage, and Cecil or Edge can clean up.

When you are victorious, you get an OGREKILLER. You might want to equip it to Cecil because of all the Mad Ogres in this dungeon, but make sure you have the Ice Brand equipped when you take Rubicante on.

Babel Tower - B3

={-----

Monster:

-Sorcerer

-Ghost Knight

Treasure:

-Kiss of Lilith

```

##### A: To B2 (A) #: Walkable Space
# # ##### # B: To B4 (B) 1: Kiss of Lilith.
# A # ##### #
##### # # # # # This floor section is really short, unless you want

```

```

###      # #1#  # the Kiss of Lilith.
#        # ###  ##
# #      # #   # Head down, and right to find the next Door. However,
# #      # ##### you can continue along the path to find a Kiss of
# # B    # Lilith. When you're ready, enter the door at point B.
#####

```

Babel Tower - B4

=({-----

Monsters:

- Balloon
- Grudger
- Coeurl
- Lamia
- Mad Ogre
- Sorcerer
- Ghost Knight

Treasure:

- Ahura

Enemy Spotlight - Coeul

It's somewhat of a powerful straight attacker, but the Coeurl has a special move that can slay you instantly - Blaster. Coeurl may be a primary target on account of this. It seems like it is a counter-attack. Have Kain jump the cats to take them out more efficiently.

Enemy Spotlight - Lamia

Lamia charms you as a counterattack... in a group she may be the last foe you go after so she's easily taken down before charmed folk can do much damage...

```

                ##          B: To B3 (B)   #: Walkable Space
                ##          C: To B3 (C)   1: Ahura
                #####      Y: To
                # ##### Z Y    Z: To
C      ###   ## #####
# #     ###   ## #####      Kind of an odd floor. Though it looks convoluted
# #     ###   ##           it's not very difficult to make your way through
# #     ###   ##           through it. The points marked at Z and Y are for
# #     #     ##           later in the dungeon...
# #     #     ##
# #     #     #####      Start at B and head right, then up. When you reach
# #     #     #####      the end of this thin section, turn and go left, up
# #     #     #           and then left.
# #####      #
# #         #           From here, go down as much as possible until you
# #         #           arrive at position (1), a chest containing the
##### #1#     #           Ahura for Edge. Equip it.
####  ##     #
####  ##     #
###   ##     #           Now, head up two spaces from the chest, and then
#####      # #         follow the path around left to the next door. Take
#####      #####      it to B3.
##### B #####
#####

```

Babel Tower - B3 - Section 2

=({-----

Monster:
 -Sorcerer
 -Ghost Knight
 -Mad Ogre

Treasure:
 -None

```

##### ##   ###
#  # ##   ###
#  # #####
C #  # # #  #  #  Y
##### # # # #  ###
##### # # # #  A ###
##### ### #  #####
###      ### #####
###      ## ## #####
#         #####
#         ### #####
#
#

```

A: Save Room Y: To B4 (Y)
 C: To B4 (C) #: Walkable Space
 two doors.

Follow that upper path along and you will come to two doors.

A is a save point. You've likely been using magic up to this point so use a couple of Tents or a cottage, then save your game.

When you're ready, head through the door at (Y). This will take you back to the fourth floor.

B4 - Section 2

={-----

Simply run from door to door.

Babel Tower - B5

={-----

Monsters:
 -Balloon
 -Grudger
 -Sorcerer
 -Ghost Knight
 -Coeurl
 -Lamia

Treasure:
 -82000 Gil

```

                Z
#####
### #
#  #
#  #
#  #
#  #
1  ##### A ##### #
#  ##### # ##### #
#  ##### # ##### #
#  ##### # ##### #
# #   ##### #  #
# #   ##*## #  #
# # #   #   #  #
# # #   #   #  #
##### #   #####
#####
#####
#####

```

A: Crystal Room #: Walkable Space *: Boss
 Z: To B4 (Z) 1: 82000 Gil

Alright, take the down passage on the left, the far right passage leads to a dead end.

At the bottom, head to the left until you come across three bridges. A chest here holds 82000 Gil.

Afterwards, head to the middle of the room and go up the short bridge in the centre of the room to engage a boss. The boss encounter is described below...

#####

****EBLAN ROYALTY****

-No entries in the bestiary

The King and Queen only use minore attacks like Fira, and should inflict much damage. Everyone should FIGHT, though Rosa should AIM. Maybe have Rydia Summon.

Eventually they will break free of the control over them and end themselves.

Rubicante will appear. Watch the scene that follows and note that you will soon have to fight Rubicante...

You can go save before you fight Rubicante. Note that he will restore you fully before battle. Equip the Ice Brand to Cecil. Talk to Rubicante when you are ready to fight.

****RUBICANTE****

-HP: 34000

S: 80 M: 16
D: 3 MD: 37

Gil: 7000/EXP: 18000

Type: None

Weakness: None

Absorb: Fire

Though Ice isn't cited as a weakness, this will damage him moreso than other spells. It's not a weakness, however, because when he draws his Cloak over the front of his body, he absorbs Ice.

Rubicante's Fire assault often begins with Fira. This is a weak attack to the whole party for maybe 50HP of damage.

He can cast Blizzara on himself... this often does over 1000 damage. Why? Well, he wants to heal himself but his Cloak may or may not be up. Free damage, don't knock it!

Glare is a strong attack to a single opponent. Chances are this could drop you, so prioritize who will attack and who will raise. If Rosa's down, Pheonix Down her with Edge. Cecil should heal her.

Have Rydia SUMMON Shiva. Diamond Dust can do upwards of 5000 damage to Rubicante when his Cloak is down. It'll only heal about 600 if it's up.

Have Cecil FIGHT. The Ice Brand should connect for 2000+ Damage when the cloak is down, and 1000+ when it is up.

Have Kain JUMP. With his Ice Lance, this should hit for more than 4000HP of Damage when the Cloak is down.

Edge may as well cast Flood. To be honest he's not the biggest asset in this fight, Flood only doing 1500+ damage at best, at normal levels. Keep him around for fast Item use, however.

Rosa of course heals. If he hits your party for any significant damage, remedy this with Curaga.

Rubicante can quickly gain ground if you don't heal after Glare. However, he's relatively slow in casting this. Just be careful not to heal him (Have Rydia cast a thunder spell or Titan maybe) when his cape is up.

Following the fight, some folks from Eblan will arrive. Edge will decide to join your group permanently. You can go back and save if you want.

Crystal Room

={-----

It's a trap! You fall through the floor to a lower level. Ah, floor 8? I guess you fell up...

Babel Tower - F8

={-----

Monsters:

- Coeurl
- Ghost Knight
- Lamia Matriarch
- Grudger
- Mythril Golem

Treasure:

- Hi-Potion

Enemy Spotlight - Lamia Matriarch

She's nothing you haven't put up with before, and falls easily. However, she is somewhat rare. Pick her up on this floor to save yourself the headache.

Enemy Spotlight - Mythril Golem

Another rare enemy of this floor, run around until you run into it. It'll probably be flattened in one swing of the OGREKILLER. If not, a follow-up hit from Edge or Kain will do it in.

1 A: To Floor 7 #: Walkable Space

1: Hi-Potion

#

Of course, the advantage of "Falling" from the basement to Floor 8

is that you will wind up in this area.

#####

Of course, this is the area you were cut off from on your previous

visit to the tower. Too bad the chest is only a Hi-Potion!

####

Still, head to the top of the room to get said Hi-Potion from the

chest.

####

Now, head to the southernmost portion of the room and enter the door

marked at (A) to begin your descent of the Tower.

####

#####

#####

A ####

#####

#####

Babel Tower - F7

={-----

Monsters:

- Coerl
- Sorcerer
- Grudger
- Ghost Knight
- Lamia Matriarch
- Mystery Egg

Treasure:

- None

B A: F8 (A) #: Walkable Space
B: F6 (B)

Another straight out run. Though you should get the Sorcerer
and Grudger entries if you haven't yet.

Essentially, you follow the path, more or less a path with a net
direction of North.

When you're ready, enter the door at (B).

A ###

##

Babel Tower - F6

={-----

Monsters:

- Green Dragon
- Grudger
- Coerl
- Ghost Knight
- Sorcerer

Treasure:

- Hi-Potion

Enemy Spotlight - Green Dragon

You may have fought one before, during a Mystery Egg fight, but you need to fight just the dragon to get it in your bestiary. Basically, search around the floor until you find one. They aren't "weak" enemies, but you can probably damage it enough with Kain, Cecil, and Edge's FIGHT before it does much harm to you. They are somewhat rare, so good searching.

B A: Exit
B: To F7 (B)
1: Hi-Potion
#: Walkable Space

```

###
####      This floor is your best chance at finding a Green
####      Dragon. You don't need to fight it here, but it could
#####      1      help.
#####      #
#####      #      #
#####      #      #      Run down from where you enter at (B) until the path
#####      #      #      forks. Take the right path and then head up.
#####      #      #
#####      #      #      At the end is a treasure chest with a Hi-Potion. Snag
#####      #      #      it and head back down.
#####      #      #
#####      #      #      Take the down and left path at the fork. Head down
#####      #      #      across the bottom, then up at the end.
A          #      #####
#          #      #####      Enter the door at (A) to exit this dungeon...
#          #      #####
#          #####
#          #####
#          #####
#####

```

Airship
 =({-----

You will steal an enemy airship, and Edge will name it 'Falcon.' I will use the terms Falcon and Enterprise to distinguish between the airships. Now that you have an Airship in the Underworld, let's do some sidequests...

 FIV3L: Sidequest Time: Prepare!

Alright, so you have an airship, but you can't fly over the magma. We'll need to fix it. This sidequest preparation sections covers this:

- Dwarf Castle
- Tomra
- Kokkol's
- Rare Underworld Enemies

You will need to spruce up the airship anyways. Even if you're skipping the Land of Summons and Sylvan Cave, at least do this material.

-**Dwarf Castle**-

So, you need to get your airship up and running properly - after all it can't fly over magma! Fly southeast from Babel to arrive at the Dwarf Castle.

Dwarf Castle
 =({-----

Head into the throne room to talk to Giott. It seems Golbez is going after the final Crystal in the Sealed Cavern. You should snatch it up before he does. Giott will give you the key to the Sealed Cavern. Now, this is our next big quest - I will be covering a few sidequests first.

Dwarf Castle - B1
 =({-----

We still have a small problem: Your airship hasn't been upgraded. Head down to

Floor B1. Enter the infirmiry.

Cid is here! You greet him, and he gets in a fight with Edge. The group explains to Cid the condition of the Falcon. Cid hops out of Bed, and starts to work on the Falcon.

When it is done, Cid falls back asleep (after a bit of a scare from the music!) and the Falcon can fly over magma.

Let's check out a Dwarven town, yes?

-**Tomra**-

Head south from the Dwarf Castle, then west along the bottom wall. You will eventually come to a town. This is Tomra.

Underworld - Tomra
={-----

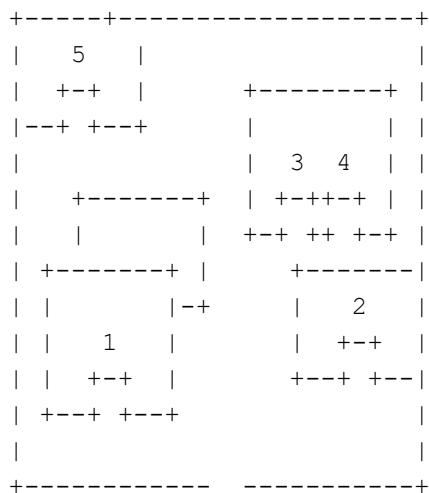
- Monsters:
- Blood Flower
 - Hell Flapper
 - Chrysalis
 - Undergrounder

Enemy Spotlight - Chrysalis

They attack with Hell Flappers. Focus on the Flappers first. Note that the Chrysalis can cast Slow, but they aren't a major threat as far as damage is concerned. Well, Hell Flappers aren't either but they are moreso than the Chrysalis.

Walk around here if you want some underworld enemies. They're all very common, so you should get them eventually.

Tomra
={---



Exit

(1) Item Shop/Namingway

Item	Price
Gold Needle	400

Maiden's Kiss	60
Mallet	80
Diet Food	100
Echo Herb	50
Eye Drops	30
Antidote	40
Cross	100

Item	Price
+-----+-----+	
Pheonix Down	100
Potion	30
Hi-Potion	150
Tent	100
Cottage	500
Dwarven Bread	100
Gysahl Greens	50
Remedy	5000

(2) Inn: 300 Gil/Night

(3) Weapon Shop

Item	Price
+-----+-----+	
Ahura	7000
Chain Whip	6000
Ogrekiller	45000
Killer Bow	3000
Mute Arrow	100

(4) Armor Shop

Item	Price
+-----+-----+	
Diamond Shield	15000
Diamond Helm	10000
Diamond Armor	40000
Diamond Gloves	5000
Gold Hairpin	20000
Diamond Armlet	4000

(5) Treasure Room

- Antarctic Wind
- Rage of Zeus
- Bomb Fragment
- Bestiary
- Dry Ether
- 2000 Gil

Alright, go to the treasure room in the top left. Find the treasure in pots and chests. It's kind of useless, but you can sell it.

Now, head to the weapon and armor shop. Nothing in the weapon shop is super attractive at the moment. You will be getting better equipment during the side quests if you want to wait. You may want some Mute Arrows.

As for Armor, you only need to buy a set for Cecil. His shield and such do need an upgrade. It's too expensive to go for Kain as well. Unless you really want

to.

Anyways, Diamond Armlets don't give Intellect or Spirit bonuses like the Rune Armlet, so those stats will be down by three. Pick two up for the girls if you don't mind this drop.

Gold Hairpin benefits Rydia way more than Rosa. Rydia probably already has a hairpin, don't buy one for Rosa. Replacing her Miter will result in a Spirit drop of 5.

*Note that you can walk between the weapon and armor shop via a secret passage in the wall separating them.

When you're done in Tomra, we will be resuming the Adamant Grotto sidequest...

-**Kokkol's**-

If you fly slightly east of the Dwarf Castle (only a smidge) and then travel south, you will arrive at Kokkol's Smithy. There's not much to do here yet, but I feel it necessary to point this out to you.

This is a continuation of the Adamant Grotto sidequest.

Underworld - Kokkol's Smithy
={-----

Monsters:
-Blood Flower

(I fought for a 1/2 hour and it was always "Blood Flower 2..." Odd.

Enemy Spotlight - Blood Flower

Well, the Blood Flower usually begins with a move called Pollen. Now, their pollen drains your life as per the spell Bio. However, they often only do less than ten HP of damage with their pollen so you don't have to worry about your slipping below 0 very often. Blood Flowers are very common enemies.

Kokkol's Smithy
={-----

Check the pots on the first floor for a Remedy - nice. Talk to the Dwarves here to find out about Kokkol. Go upstairs to talk to Kokkol, he will only forge a sword if he has Adamantite (which you need to get from the Adamant Grotto by bringing the Tail Collector a rare Tail).

Check his book case for a Soma Drop, then leave.

-**Rare Underworld Monsters**-

You can either skip ahead to the Sidequests or the Sealed Cavern. However, if you stick around, I'll tell you how to earn the Underworld's rarest encounters.

Taking Flight
={-----

-Head west from Dwarf Castle until you hit a wall.
-Head north until you come to some land.
-Head east back out over the magma.
-Head north until you see a tiny strip of land flush to the wall.

It looks like this:

```
| / /  
| | <-- These three steps are  
| | <-- our points of interest  
| / <-- for the monsters.
```

Land on one of the three spaces and start walking up and down. Float might be a good spell to cast on the group in case you fight Tarantula. Rosa needs to be level 35 to cast Float.

Gorgon is very rare - don't get discouraged.

Underworld - Land Strip
={-----}

The exclusive monsters marked with <Exclusive>

Monsters:

- Gloomwing <Exclusive>
- Crawler <Exclusive>
- Blood Flower
- Tarantula <Exclusive>
- Coerl
- Mystery Egg
- Medusa
- Gorgon <Exclusive>
- Stone Golem

Gloomwing:

Fast and Strong, Gloomwing would be targeted before Crawlers. It has a Magic Defense stat of 254, so attack physically

Crawler:

Like the Chrysalis, it casts Slow as a counterattack. Strong, but not very quick.

Tarantula:

Strong physical attacks and Earthquake does a few hundred damage to everyone. The Coerls are probably a bigger threat in fights with her. Float renders Earthquake useless.

Gorgon:

Very powerful, and usually uses physical attacks. If you're doing this section as soon as you can, she may be able to hit for over 1000 damage in a single hit which will incapacitate some of your characters. Have Kain JUMP from the start and everyone else target her.

Okay! So you've got the rare monsters of the Underworld. Ready to start a sidequest?

FIV3M: Land of Summons

*NOTE: It can help to get the Mage Masher knife from the Sylvan Cave prior to doing the Land of Summons.

*NOTE: Having the Spell FLOAT is very convenient in these caves. Some floors damage you, and Float avoids this completely. Float needs to be recast every floor, but it can target multiple allies.

*NOTE: The enemies here and in the Sylvan Cave are much more stronger than those you have previously encountered. Come prepared.

The Land of Summons is an optional cave which benefits Rydia greatly. When you are ready, we can head to the cave. I have recommended FLOAT. Rosa needs to be level 35 to cast this spell.

To reach the Cave of Summons, fly West from the Dwarf Castle. There will be a small island in the sea of lava with a cave. Enter this Cave.

Cave of Summons - B1
 ={------

Monsters:

- Bloody Eye
- Summoner (Special Note: One encounter can summon Goblins. Use this to help acquire the Goblin Summon if desired.)
- Thunder Dragon
- Warrior
- Mini Satana

Treasure:

- Hi-Potion
- Pheonix Down
- Ether

Enemy Spotlight - Summoner

Alright, so you've fought enemies like this many times before. However, the Summoner can summon Goblins - making it easily your best chance to earn a Goblin Summon... if you want it. If the Summoner is alone on the field, it will summon a monster. This is always the same monster for any one Summoner, so if you find a Summoner calling Goblins - exploit it.

XXX	XX#	A: Exit	%: Hidden Passage
2XXXX%#####1		B: B2 (B)	1: Pheonix Down
XXX	X##	#: Walkable Space	2: Ether
	#	X: Damage Space	3: Hi-Potion
	X		
	X	Cast Float on your Party. The Red, glowing floors	
A	X	will cause you damage if you walk over them. If	
#	X	you float, they will not.	
XXX	#XX	XXX	###
XXXXXXXX##XX	##X#####XX		
XXX	###	###	XXX
#	#	#	X
B	#	#	X
	#	#	X
	#	#	X
	#	#	X
X##	###	##3	
XXX#####XXX#XXX			
XX#	###	XXX	

From the entrance, move down and take the first path east. Travel up, then open the chest you come to for a Pheonix Down.

Head directly west of the chest at 1 through the wall to find the chest at 2, an Ether. Get this and return to chest 1.

Head south from Chest 1 until you find a third chest. This is a Hi-Potion. From here, head west until you stop, then take the upwards path. Take a left at the top and enter the door at point B.

Cave of Summons - B2

={-----

Monsters:

- Belphegor
- Summoner
- Warrior
- Mini Satana

Treasure:

- Hi-Potion
- Cottage

Enemy Spotlight - Mini Satana

A very aggravating little fiend indeed. The Mini Satana is perhaps the most imposing enemy in the dungeon simply because it casts Confuse as a counter attack. Hit it hard. You do not want to strike it multiple times in a row, causing it to confuse half of your party! Be ready after your hits to restore your party member's senses. Attack with Rosa unequipped, or use Esuna, maybe...

<pre> X2X XXXXX XXX XX XX XXX XX ##### XX ##### XXXX#XX ##### XXX XXX#X #####XXX #X #XX ##X ## # ## A ##XXX B ##XXXX # X#####X # #####XXXXX # # XXX ### ## ## ####XXX X# ### X# ##X #XX#XX1 ##X </pre>	<p>A: B3 (A) 1: Hi-Potion</p> <p>B: B1 (B) 2: Cottage</p> <p>#: Walkable Space</p> <p>X: Damage Space</p> <p>Cast FLOAT on the party.</p> <p>Head down from B, then follow the path up and right. When you come to a fork, take the path down and right to arrive at a chest containing a Hi-Potion.</p> <p>Take the potion and up beyond the fork, to another fork. Keep travelling in a generally northwesterly direction to find a path composed of damage floors.</p> <p>Right. Well, at the end of this path is a chest containing a cottage.</p> <p>Take the cottage, and head back down. At the fork, follow the path up and right, then around to the door at A.</p>
---	--

Cave of Summons - B3

={-----

Monsters:

- Bloody Eye
- Warrior
- Mini Satana
- Summoner
- Arachne

Treasure:

- Hi-Potion
- Poison Axe
- Kikuichimonji
- Pheonix Down
- Bestiary

-Defender

Enemy Spotlight - Arachne

Arachne cast Earthquake. Fortunately, you probably have FLOAT if you're playing through the Cave of Summons anyways. FLOAT will make Arachne's earthquake miss you. Easy pickings!

A		A: B2 (A)	2: Posion Axe
#		B: B4 (B)	3: Kikuichimonji
#		#: Walkable Space	4: Pheonix Down
#		X: Damage Space	5: Bestiary
XXX	###	XXX	XXX
XXX	#X##X###	XX6XXXXXXXXXX	1: Hi-Potion
#XX	###	XXX	XXX
#			X
X			X
X			X
#			X
#			#
X##	XXX	###	##X

From where you start, head left, then down. At this point, head left into the wall at the secret passage marked with "%". Head down, and check the walls. You will find three treasure chests in a room off to the side: Hi-Potion, Posion Axe, and Kikuichimonji (Equip to Edge).

%%XXX###XXXXX ##B#X%##XXXX%
 % X## XXX ### XXX % Leave the secret passage at its entrance, then
 % # # % head right and down to arrive at the chest at
 % # # % (4) - take the Pheonix Down. Head farther to
 % # # % the right and grab the chest at (5) for a
 % # # % Bestiary.
 % 123 ### ### #5X %
 %%#X### %#XX#####X#XXX##XX% Head into the secret passage to the right of 5,
 % ### #4# ### ### % and follow it up and around to chest 6. This is
 % % % a monster fight (see below).
 % % %
 %%%%%%%%%%% Afterwards, head right from 6, down, left
 through the wall and step onto the plate at B.

!MONSTERS IN A BOX - FIVE WARRIORS!

-HP: 2900
S: 104 M: 0
D: 4 MD: 26

Gil: 575/EXP: 4288

Type: None
Weakness: None
Absorb: None

The Warriors are enemies you've fought throughout the dungeon. But five at once may take you by surprise. Their inital assault will definitely be a deciding factor in how you play this out.

However, I generally begin this fight the same way each playthrough. I have Cecil COVER Rydia, and Rydia start to summon Titan. I have Kain JUMP and Edge Fight. Rosa heals with Curaga. Titan should damage these Warriors enough that one or two hits from your fighters will take them out.

If you can't cast Titan, it's going to take a little while longer. That is, you will need to focus on one Warrior at a time, with your FIGHT command. Keep your HP up with your casters. This is longer, and more immediately difficult. However, as Warriors fall, you will have more room to breathe.

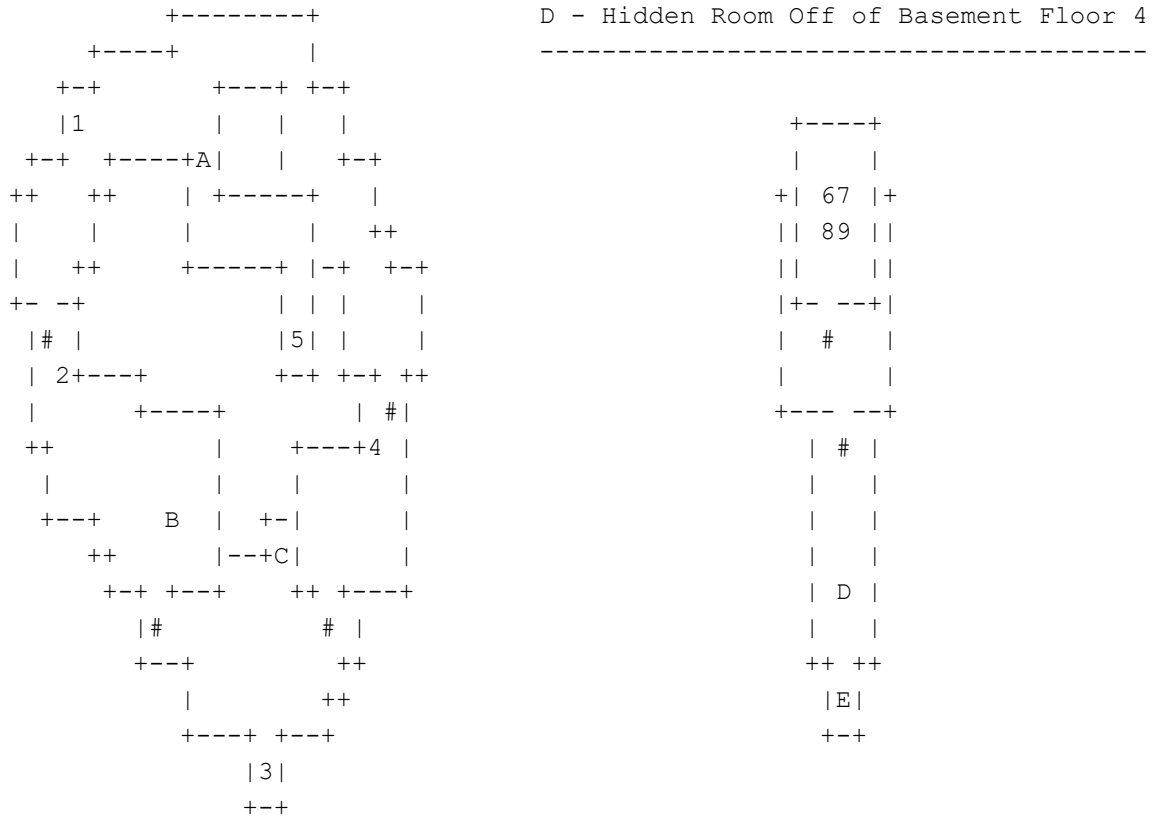
The Defender is a decent weapon, consider equipping it to Cecil. It's bonus to defense and stamina, as well as being his strongest weapon at the moment are real perks here.

Cave of Summons - B4

=(-----

There's no monsters here, you'll be coming up on the town portion of the Land of Summons now. Let's collect the treasure on this floor first, however.

The maps will be drawn more like the town maps here.



- | | | | |
|--------------------|-------------|-----------------|-----------------|
| A: Land of Summons | 2: Ether | D: To C | 7: Dry Ether |
| B: B3 (B) | 3: 6000 Gil | E: Exit Cave | 8: Yoichi Arrow |
| C: To D | 4: 5000 Gil | 6: Yoichi's Bow | 9: Elixir |
| 1: Bestiary | 5: Rat Tail | | |

#: Stairs (in both maps)

Make your rounds around the perimeter of the room, getting the treasure chests 1, 2, 3, and 4. Now head into the portal tile at A. Go back into the tile once you arrive on the other side.

Head down and around from a standing position on the tile to find the Rat Tail in chest number 5. This can be given to the Tail Collector for some adamant ore but we'll deal with that in a while.

To reach the hidden room depicted next to the main map, head down to the bottom chest of Floor B4. Alright, head up and you will see a tile that looks similar to the floor in an alcove. Stepping on this tile will bring you to the secret room.

Once in the room, grab the chests... Yoichi Arrows are more effective when used with the Yoichi Bow. However, you only get ten of them. Regardless, the Yoichi Bow gives you a strength Bonus of +10... equip this to Rosa over the Killer Bow

if you are using bows and not staves.

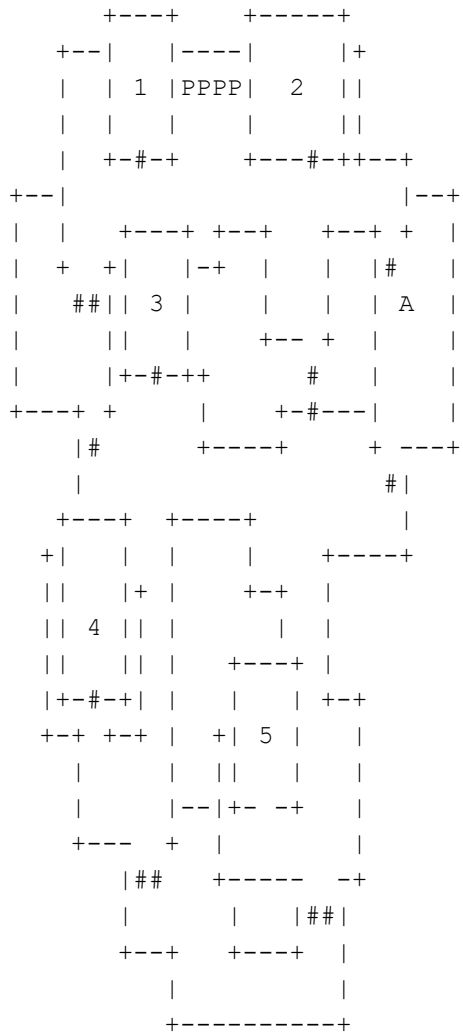
Head back through the teleporter at (D), not (E), as E will take you out of the cave.

Run around back to point (A) and enter the next floor down...

*NOTE: You need to take that Rat Tail to the Adamant Grotto.

Land of Summons

=(-----



#: Stairs P: Pots

- 1: Save Room
- Two chests:
- Bestiary
- Phenix Down

2: Inn/Item Shop

Inn: 1200 Gil/Night

Item	Price
Phenix Down	100
Potion	30
Hi-Potion	150
Tent	100
Cottage	500

Dwarven Bread	100
Gysahl Greens	50
Remedy	5000

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

3: Library. Leads to boss fights (see below).
 -Namingway resides in the library.

4: Weapon Shop

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

5: Armor Shop

Item	Price
+-----+	-----+
Aegis Shield	20000
Light Robe	30000

From where you enter the Land of Summons, head up into the Inn. Buy any items you need and rest up - you will be fighting a boss soon.

Head left from here and save in the house, and grab the two chests. Buying a cottage and using the save point is, alternatively, a cheaper alternative to using the Inn ;P.

Go to the shops now. The Light Robes are good for Rydia and Rosa. The Light Robe offers +5 in both Intellect and Spirit, meaning you should consider it for either. The resistance to lightning is just an added perk here.

As for the Aegis Shield? Pick one up if you want, as it is a decent piece of armor. It resists petrification. While this is not an immediate threat, you may find the shield useful later for its properties and useful now for the defense. It's not that big an upgrade from the Diamond Shield, howeverm don't buy it for the sake of buying it.

At the weapon shop, buy a Kotesu for Edge. Pair it with the Kikuichimonji and he'll have a fair offense.

For Rydia, you have two choices in the Fairy Rod and Blitz Whip. Here's the rub on these weapons: The Fairy Rod offers +10 Intellect and can cast Confuse. The Blitz Whip is a lightning whip and is a stronger weapon, but changes your stats

in no way. So what's a summoner to do? Well, Lightning is the weakness of an upcoming boss, but you would be best off casting Ramuh or Thundaga. The Fairy Rod in turn could help the casting.

Overall: what are you going to do? Cast or attack? The Fairy Rod's +10 Intellect is attractive enough that I would go that route, but since the Blitz Whip has no negative stats, it's an alluring choice as well. You could buy both but if you're short on cash then you may want to use scrutiny.

Then there's the Kinesis Staff, which grants a +10 Spirit. Again, you get a stronger attack weapon, the Yoichi's Bow, for Rosa which increases her strength by 10. This is another choice you must make - additional spirit for casting, or strength for attacking. The Yoichi's Bow is from a chest anyways. Maybe buy the Kinesis Staff and use it for the bosses, the bow for random battles?

When you're ready to take on the bosses, make sure you've saved and rested and head to the library at point (3). Namingway is here if you need him. Follow the panels and stairs down to the bottom of the library to encounter the King and Queen of the Land of Summons, Leviathan and Asura.

Now, Leviathan and Asura are summoned monsters, but to actually use them you must defeat them. You must fight Asura first to be allowed to fight Leviathan. You can leave, save, and come back after fighting Asura.

*Asura is a Mage type monster. This is why the Mage Masher knife from the Sylph Cave was recommended.

****Asura****

-HP: 31005

S: 134 M: 69

D: 3 MD: 37

Gil: 0/EXP: 20000

Type: Mage

Weakness: None

Absorb: None

Accept Asura's challenge and the battle will begin. Asura is likely the source of frustration for many first-timers in this game. It's because she heals herself and hits hard. However, there is a fairly simple method to this madness if you have the spell Reflect.

You see, Asura casts a certain spell or adopts a certain action pattern depending on what head she has rotated to. If she casts a curative spell on herself, you'll notice it will be rather effective. In that sense, casting Reflect on Asura grants you the benefits of her healing.

Her heads and general courses of action are:

Blue:

-Casts Life.

Red:

-Casts Protect.

Fleshtone:

-Casts Curaga (Normally heals 2000-3000 HP)

The second thing to watch out for with Asura is that she is a counter-attacker.

This will get some first timers straight off the bat. If your party is around a net level of 35, she may be able to do 1000+ damage per hit. Every time you hit Asura, she switches her head and attacks you. Then she falls into her usual pattern.

You can use the spell Blink, Image with Edge, to help buffer your characters. She will not attack until you do, so set a Blink up on everybody. Blink will fail after two successes so you will need to restore the Blink. If you take this battle slowly, then you should be able to maintain the Blink as they fall.

As far as attacking - stick to JUMPing with Kain and using a spell like Titan or Quake with Rydia. Combining items for 60+ Intellect was landing between 2500 and 3000 damage consistently with Titan's Gaia's Wrath. Cecil should work on Healing, and Edge should be on board for potions, unless you want to THROW something. Cecil should COVER Rydia or Rosa, and also use Scan every now and then to test if Asura's Reflect has expired.

If her Reflect expires, set up a new one. Rosa should otherwise Heal and Blink your party members.

This battle is a crawl if fought this way. If you want, you can cast Reflect on Asura from the start and dig into her full force. But she counters every hit. If you aren't a high level, it's best to do this slow and steady.

When you're finished with Asura, head out and use a cottage in the Town, or use the Inn. It was likely a very Magic-draining fight, and you'll need to be prepared for Leviathan.

****Leviathan****

-HP: 50001

S: 174 M: 34

D: 5 MD: 54

Gil: 0/EXP: 28000

Type: None

Weakness: Lightning

Absorb: None

Leviathan has very imposing statistics, but the fight is much more traditional than Asura, it's actually a simpler matter because everyone, barring Rosa who should heal, can contribute to the damage without much fear.

Of course, when Leviathan attacks it isn't going to be something you can neglect. He starts the battle with a Tidal Wave, which can do around 400 damage to most party members and hits everybody. You will want Rosa to start the mending right away.

Leviathan has increased defense when he looks away. While in this mode, he will also cast Blizzara on a single character. A Cura from Rosa will be apt to remedy this.

FIGHT with Cecil and Edge regardless of what mode Leviathan is in, and if Rydia does not have Thundaga, call RAMUH. Rosa may want to cast HASTE on a fighter if she gets a chance. Kain should JUMP when possible. A BLITZ from Edge also does a bit more damage than his regular attacks... use the few of them you can cast with your limited MP.

Leviathan will use TIDAL WAVE when he switches his mode. He'll quickly look away again to prepare another wave. The difference in damage you can inflict to him between modes seems only to be a few hundred. Curaga the party after a Tidal Wave.

One last thing I'll mention - Cecil may still have an elemental armor equipped. Make sure it resists Ice, otherwise if you Equip the Ice Armor then Blizzara will be hitting him hard.

You now have access to the Summons Asura and Leviathan.

FIV3N: Sylvan Cave

Our next stop is the the Sylvan Cave. I recommend you deposit any items you do not need in a fat Chocobo and restock any items. Toad is a common affliction in this Cave. I suggest you take a few Maiden's Kisses. The Malboro enemy has the multi-affliction technique Bad Breath. Esuna will be fine to heal those who succumb to those effects, but keep a few Remedy potions on hand in case Cecil and Rosa aren't available for Esuna castings.

*The Sylvan Cave contains a one time item. While you can complete the Cave at any time after this, the item will be gone after a later event in the game.

Sylvan Cave

={-----

The cave itself is easy to find. Fly to the northwest corner of the Underworld and look for a cave here. It is the Sylvan Cave.

Like the Land of Summons, there are damaging floors here - you would do well to cast Float on your party.

Again, Float is learned by Rosa at level 35 and you can target the party with it to cut down on casting cost.

Let's begin.

Sylvan Cave - B1 - Section 1

={-----

Monsters:

- Bog Witch
- Tiny Toad
- Malboro
- Evil Dreamer
- Mammon

Treasure:

- Angel Arrow (10)
- Bestiary

Enemy Spotlight - Malboro

The greatest reason you should bring curative items into this Cave with you are the Malboro - a notorious enemy that can inflict you with multiple status ailments. Bad Breat hits you with Pig, Toad, Mini, Confuse, and Silence. It's a

nasty attack that the Malboros start the fight with. Esuna, or Remedy will get rid of all effects in one swoop. However, if Cecil or Rosa continually get hit with Bad BReath then Remedies may become used up very quickly.

Normally, you should have Cecil cast Esuna, because he had less uses with his White magic otherwise. Rosa can as well, if Cecil is hit with Bad Breath. Using separate curative items is tedious, but less expensive... I'd say to have a few Remedies on hand for battles and use the single items outside of battle. Curing five conditions with separate potions is not an ideal situation during a battle at all. Well, keep a few Remedies handy because there are some treasure chest fights with Malboros.

```
A           A: Exit           1: Bestiary
#           B: B2 (B)        2: Anegl Arrows (10)
#           #: Walkable Space 3:
#           XX##           X: Damage Space      (must get (3) from B1 Section 2)
#####     XX#23
###  ###XXXX##X1  If you have Float, cast it on your party.
#           ###
#           ###           Alright, there's a lot here you cannot reach at the moment.
#           ###           Instead, you must arrive at it by another section of this
X           ##           same floor. This includes one treasure chest, number 3 on
#####XXXXX##     the map.
##
##           From where you enter, take the first path leading right and
##           grab the Bestiary and Angel Arrows. You cannot get the chest
##           at (3).
###
#####           When you're ready, head to the bottom of this room to enter
#           the stairs at (B).
B
```

Sylvan Cave - B2 - Section 1

={-----

Monsters:

- Mammon
- Evil Dreamer
- Malboro
- Bog Witch
- Tiny Toad

Treasure:

-None in this section.

Enemy Spotlight - Bog Witch and Tiny Toad

This is the reason I urged you to stock up on Maiden's kisses. These foes are not life-threatening but they are a nuisance to be sure. When the Bog Witch says Ribbit, the Tiny Toads will begin to cast Toad on your party. While they do drop fast, there's not much you can do as a Toad. Wait until only the Witch is left before contemplating healing your party of the status. Alternatively, silencing her will silence the Toads. Regardless, don't use an item until the Toad onslaught is definitely over. If they cast it again on someone who has been Toaded, he or she will be restored. Take a physical attack route with this battle as well, you don't want to waste MP on a failed spell after all.

```
#####X#####     B: B1 Section 1 (B) #: Walkable Space
# # #           C: B1 Section 2 (C) X: Damage Space
X D #           D: B3 Section 1 (D)
```

```

X                X
X                #   There aren't many damage tiles here, but you can cast Float
X                B   X   if you want. This room serves more as a hub than anything
#                #   X   else. You can see chests, but cannot reach them.
#                #   #
#####
#                #   Before proceeding to the third basement, I suggest you check
#                #   out the door at (C) and the other portions of Basement 1.
#                #
#                #   When you've finished with all that route includes, head down
C                #   to Basement Floor 3 via the door at the top of the room.
#                #XX
#                ##X   (Please note that I will complete B3 Section 1 and beyond
XX##X#X         before I take you through door C.)

```

Sylvan Cave - B3 - Section 1

={-----}

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Mammon

Treasure:

- Hi-Potion
- Maiden's Kiss
- Fairy Rod

```

                J   D: B2 Section 1 (D)   #: Walkable Space
                #   J: B2 Section 2 (J)   X: Damage Space
X23%% %   #   1: Maiden's Kiss           %: Hidden Passage
XX1 % %%#### 2: Hi-Potion               O: Open Chest
#####% % 00000 3: Fairy Rod
#         %
#         %   Short and sweet. Cast Float on your party and head around the
#         %   path and up to find the chests. Now, 1 and 2 are a Hi-Potion
#         %   and Maiden's Kiss. The third is a Fairy Rod. To reach this,
#         D %   head right into the wall beneath the Kiss' chest. A short
#X%%##%%     hidden passage as marked on the map wraps you around to the
#         #   chest. This Rod casts confuse and gives a +10 Intellect. A very
#         #   nice weapon for Rydia, if you prefer her to have a bolstered
#         #   Intellect.
#         #
#         #   To reach J, head down the long vertical passage until you see a
#####       damage square in an indent. Follow the hidden passage marked
                here to reach the door at J, and take it.

```

Sylvan Cave - B2 - Section 2

={-----}

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Malboro
- Mammon

Treasure:

- 3000 Gil
- 2000 Gil

- Remedy
- Bomb Core
- Maiden's Kiss (2)
- BEstiary
- Ether
- Emergency Exit

```

XXXXX          J: B3 Section 1 (J)          6: Maiden's Kiss
XX#####      K: B3 Section 2 (K)          7: Bestiary
#              #          1: 3000 Gil          8: Ether
J              X          2: 2000 Gil          9: Emergency Exit
                X          3: Remedy          #: Walkable Space
                X          4: Bomb Core        X: Damage Space
                X          5: Maiden's Kiss    O: Open Chest
                X

```

```

3X4 X          A lot to do in little space. Most of this floor is a damage
XXXXXX        floor so cast Float.

```

```

2X1 X          Head right and down. Stop in the small room to get the items
                X          from the four chests, 5000 Gil, a Remedy, and a Bomb Core in
                X          all.
                X

```

```

                X          Head down to the very bottom of the room now. Get all of the
                X          chests here before jumping in the hole.
                X

```

```

                X          The hole will take you to Section 2 of Basement Floor 3.
                X          There is no way to back track once you drop down this hole,
                X          and it ultimately leads to a treasure room. Well, you could
                X          try Warp.

```

```

5XXXXXXXXX
OX60007X
8XXXXK9X

```

Sylvan Cave - B3 - Section 2
 = {-----

- Monsters:
- Bog Witch
 - Tiny Toad
 - Evil Dreamer
 - Mammon
 - Malboro

- Treasure:
- None

```

00000          K: Starting Point    X: Damage Space
XXXXXXXX%%%%%XXX% L: Treasure Room    %: Hidden Passage
XXLXX          X          #: Walkable Space    O: Open Chest
XXXXX          X

```

```

00000          X          You have no way to back track from here, just make your way
                X          to the exit. Most of the floor is made up of Damage Tiles so
                X          Float is definitely useful here.
                X

```

```

                X          We'll be going to a grey panel you might of seen from
                X          Section 1. This will take you to a Treasure Room with a
                X          number of monster boxes.
                X

```

```

                X          So, head straight up from where you start, until the very

```

```

X      end when youc ome to the wall.
X
X      From here, you can walk left through the wall via a hidden
X      passage and enter the tile at point (L).
X
X
X
X
#
#K#
#

```

Sylvan Cave - Treasure Room

={-----

Monsters:

- Evil Dreamer
- Mammon
- Malboro
- Bog Witch
- Tiny Toad

Treasure:

- Red Fang
- White Fang
- Blue Fang
- Full Moon
- Avenger
- 10 Medusa Arrows

```

XXXXXXXX      L: Starting Place      3: Monster Box (Blue Fang)
XXX  X1X2X3X XXX  M: Exit Cave      4: Monster Box (Full Moon)
XLXXXXXXXXXXXXMX  1: Monster Box (Red Fang)  5: Monster Box (Avenger)
XXX  X4X5X6X XXX  2: Monster Box (White Fang) 6: Monster Box (10 Medusa Arrow)
XXXXXXXX

```

Cast Float on your party and take these chests one at a time - if you want them that is. Many are a fang item (fullscreen elemental attack) and each is guarded by monsters. You will want to heal between each fight. The encounters are described below.

- Box 1 - Evil Dreamer x6 - Red Fang
- Box 2 - Evil Dreamer x6 - White Fang
- Box 3 - Evil Dreamer x6 - Blue Fang
- Box 4 - Mammon x2 + Malboro x2 - Full Moon
- Box 5 - Malboro x4 - Avenger
- Box 6 - Undergrounder x2 - 10 Medusa Arrows

*When you are finished, either warp back a few floors or leave the cave via the plate at M. Return to B2 Section 1 and head down the passage to B1 Section 2, the section you would have skipped. The coverage starts after the Monster Box fights described below.

!MONSTER IN A BOX - SIX EVIL DREAMERS!

```

Evil Dreamer
-HP: 2800
S: 100   M: 11
D: 3     MD: 23

```

Gil: 362/EXP: 3141

Type: None
Weakness: None
Absorb: Fire

Six of the guys will attack you at once with Fira. Perhaps, an armor that absorbs Fire would do well here. Remember that their absorb is fire - don't cast any Fire Spells. Instead, Titan is a good Summon for Rydia to make use of here.

Aside from Rydia: Edge, Cecil, and Kain should focus on one Evil Dreamer at a time and Rosa should be set to Cure your party. To be sure they aren't very powerful enemies, but six of them can cause trouble if they don't spread their attacks out.

Appear in:
Chest 1: Red Fang
Chest 2: White Fang
Chest 3: Blue Fang

!MONSTER IN A BOX - TWO MAMMONS AND TWO MALBOROS!

Malboro		Mammon	
-HP: 4200		-HP: 3900	
S: 112	M: 0	S: 104	M: 74
D: 3	MD: 23	D: 3	MD: 38

Gil: 458/EXP: 5641 Gil: 525/EXP: 5041

Type: None	Type: Mage
Weakness: None	Weakness: Fire
Absorb: None	Absorb: None

Potentially Brutal - Mammon particularly have a nasty physical attack and of course Malboro have Bad Breath. But here's the very reason you take a handful of Remedies into this Cave. If you lose Rosa -and- Cecil to Bad Breath, apply a Rememdy immediately.

You need to approach this in an efficient manner, take these guys out as fast as possible. If Rydia does not yet have Firaga, then have her start out by casting Ifrit. The Mage Masher knife can also help out against the Mammons.

Edge, Kain, and Cecil. Kain can JUMP a Malboro if he is free, and Edge and Cecil should FIGHT the other. Rosa will definitely be needed to Cure in this match.

I do recommend taking on the Malboros first because they are strong and their special ability is crippling. Digestive Acid is a weak attack that causes your HP to slip, but it isn't a huge problem. Bad Breath, as usual is where it's at...

If you don't have a load of MP for Rydia, you may want to hold off on another Summoning/Spell until the next chest. But if you have it to spare, use it. The reason being, of course, taking out the Mammons with more fire can be a real boon.

The Summon, Leviathan, can be a clear way to win too.

Appear in:
Chest 4: Full Moon

!MONSTER IN A BOX - FOUR MALBOROS!

Malboro
-HP: 4200
S: 112 M: 0
D: 3 MD: 23

Gil: 458/EXP: 5641

Type: None
Weakness: None
Absorb: None

Yikes. Well, again you are going to get a face full of bad air, and this group has the ability to take out 4/5 of your party, if they don't spread their Bad Breath out.

Cecil and Rosa are priority. Esuna/Remedy them and get them out there to heal the rest.

Edge and Cecil will FIGHT one Malboro at a time, Kain JUMPs another. Rosa keeps the Healing game up and Rydia should cast an attack spell. Titan, any third level elemental spell or Quake, and especially Leviathan will do heavy damage. A spell like Leviathan has a real chance of blasting the party of Malboros in one fell swoop.

As usual, be careful and keep a focus on one at a time.

Appears in:
Chest 5 (Avenger)

The Avenger decreases Intellect and Spirit by 10 and raises Strength and Stamina by 10. However, it's two handed and casts berserk on the character using it. Be careful assigning this sword, you need to consider it's strengths and weaknesses carefully because you'll giving up the control of a character while using this weapon.

!MONSTER IN A BOX - TWO UNDERGROUNDERS!

Undergrounder
-HP: 655
S: 76 M: 3
D: 5 MD: 29

Gil: 342/EXP: 2714

Type: None
Weakness: None
Absorb:None

The big threat with Undergrounder is that it counter attacks with Earthquake. But, you're probably already floating. If you are, Earthquake won't touch you. Not too bad.

Just FIGHT with everyone in this instance. Beat them for some Medusa Arrows.

Appears in:
Chest 6 (Medusa Arrows)

Sylvan Cave - B1 - Section 2

={-----

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Mammon
- Malboro

Treasure:

- 100 Gil
- Cottage
- Elven Bow

3%% C: B2 Section 1 (C) #: Walkable Space
 % E: B2 Section 3 (E) X: Damage Space
 % 3: Elven Bow %: Hidden Passage
 % 4: Cottage S: Save Point
 % 5: 1000 Gil
 %

% Another section of Basement Floor 1, there is a
 % fair amount of Damage squares here so cast Float
 % if you've got it.
 %

% From (C), head left and up around to the two
 %%% chests, 4 and 5. Take the Gil and Cottage then
 %%% head back to (C). To the right of this point is a
 %%% Save Point.

```

45      XXXX##%
X#      #XX
X#      ##X
X#      (SECTION 1) ###
##      ###
#X      #X#
XX      #XXX#
X#      XXXX   #XX#XX#
#####X  XX#####XX#S#XX
#        #      #XX#XX#
#        C      #XXX#
E        #X#
  
```

Save and rest if you want, then head up until you
 come to a dead end. Head to the right and into a
 hidden passage. Follow this around as outlined in
 the map, it's mostly a straight line.

Take the Elven Bow from the chest and return to
 the save point. Pass door (C) and take door (E)
 to Section 2 of the Second Basement.

Sylvan Cave - B2 - Section 3

={-----

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Mammon
- Malboro

Treasure:

- Mage Masher

%%%%%%%%%% E: B1 Section 2 (E) #: Walkable Space
 % % F: B1 Section 3 (F) X: Damage Space
 % % G: B3 Section 3 (G) %: Hidden Passage
 % % 1: Mage Masher (Monster Box) O: Open Chest
 %% %

###XX %X###% This is one long haul. Be sure to cast Float on your
 ###X% XX1###% party. If you see any open chests, they're already open.
 # # % % Don't think you're back tracking.

```

# G %%%%%%%%%%
# From E, you're going to head up in this room, all the way to
X the top. Pass the Door at G and head to the right, into the
# wall.
#
# Now, there are two routes around into the same room. Follow
# the passage to the right, under the room with the chest. But
# when you are going past it on the up route, head to the left
# into the room with the chest. The passage continues around
# in a loop to reach this same room from the left...
# F
# # The chest is a monster fight, with a Bog Witch and Six Tiny
X # Toads. Now, this is a common encounter in the Cave but I've
XX### provided a refresher after this map for you. When you win,
X you get a Mage Masher. This dagger is effective against mage
# enemies and can mute them.
#
# Leave the hidden passage and skip that first door you come
# to at (G) and head down to (F) and take it back to the first
# E floor. Complete this section (see next map) and then come
X # back to this floor and run up to door (G). See the section
# # O on Sylvan Cave B3 - Section 3 for details.
#XXX####

```

****!MONSTER IN A BOX: BOG WITCH AND SIX TINY TOADS!****

Bog Witch	Tiny Toad
-HP: 2960	-HP: 600
S: 98 M: 223	S: 19 M: 47
D: 4 MD: 0	D: 5 MD: 37

Gil: 598/EXP: 3441 Gil: 335/EXP: 1841

Type: Mage	Type: Insect
Weakness: None	Weakness: Ice
Absorb: None	Absorb: None

Alright, well what we have here is a common encounter from the Sylvan Cave that you have likely run into by now.

As with any other encounter with the Bog Witch and her Tiny Toads, take it physically. It is likely that she will get off a ribbit before you start attacking - so to be sure don't waste your MP on spells. Have Cecil, Kain, and Edge FIGHT. Maybe have Rydia FIGHT or use the Fairy Rod to confuse the Witch. Rosa should FIGHT, or AIM, she probably won't have a tremendous opportunity to Cure in this battle.

Keep this up and some Toaded characters may be restored by the end of battle. If not, use Esuna and Maiden's Kisses only after the battle.

Your prize is the Mage Masher knife. Hang onto this dagger regardless. You can, for instance pair it with Edge for decent overall damage against mages or give it now to Rydia. She probably has a +10 boost on her Intellect if you already have the Fairy Rod, and the Mage Masher is +5 in comparison. While this is less, the Mage Masher's effectiveness against mages and the ability to Mute your enemies is nice. Consider it.

Sylvan Cave - B1 - Section 3

=(-----

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Mammon
- Malboro

Treasure:

- Fire Arrow (10)
- Ice Arrow (10)
- Thunder Arrow (10)
- Ether
- Hi-Potion

```

123      F: B2 Section 3 (F)      4: Ether
###XX4   1: Fire Arrow (10)      5: Hi-Potion
###XX5   2: Ice Arrow (10)      #: Walkable Space
#        3: Thunder Arrow (10)  X: Damage Space

```

```

X
#       There's not much to do here but cast Float and get the treasure chests
X       at the top of the room.
X

```

```

X       Leave when you get the treasures, and head to B3 - Section 3, via B2 -
#       Section 3.
#

```

```

X
####
####
#
F

```

Sylvan Cave - B3 - Section 3

={-----}

Monsters:

- Bog Witch
- Tiny Toad
- Evil Dreamer
- Mammon
- Malboro

Treasure:

- Elixir

```

      G      G: B2 Section 3 (G)  X: Damage Space
      #      N: Sylph House      *: Stairs
      #      1: Elixir           P: Pot
1     #      #: Walkable Space
#     #
#     #
X     #
X     #
X####

```

Right on, the final area. Cast Float on yourself and head down. When the path forks, take the up route for an elixir.

```

#       Following this, continue down to the bottom fo the
#       room and then right. You will come to a house
#       eventually. Head inside.
#
#           P
#           ###
#           N ###
##          #####

```

```
#           #####
###       XXX * #X
#         #####X
###     #####X#
#       #
#####
```

Sylph House

={-----

Treasure:

-Hell Claw

-Cat Claw

Get the Hell Claw and Cat Claw from the chest, then head left to talk with Yang. He's out cold.

-If you wish, outfit Edge with some Claws.

You will need a specific item to wake him up. When we can return to the surface I will inform you of which item this is.

Climb the stairs and take the panel out of the Cave.

Return to Dwarf Castle, deposit any items you want to keep in the Chocobo, recharge your stock of items, and get set for the Sealed Cavern.

FIV30: Sealed Cavern

*I recommend doing the previous three sections of the guide (Side Quest Preparation, Land of Summons, and Sylvan Cave) prior to this section. There are still a few loose ends but we will be taking care of that when we return to the surface.

If you have completed these challenges, you will be more than powerful enough for the Sealed Cavern.

Dwarf Castle to the Sealed Cavern

={-----

Reaching the Sealed Cavern from the Dwarf Cave is no big task. Hop in the Falcon and fly southwest towards Tomra. The Sealed Cavern is near the town, a Cave Mouth to the northwest surrounded by cliffs. Land in front of the mouth and enter.

Sealed Cavern

={-----

Walk up to the door and use Luca's Necklance. The door will open, and you can enter the Cavern.

Trap Doors

={-----

Trap Doors litter the Sealed Cavern. This dangerous enemy can cause problems for folks their first time through the game. I will cover the Trap Doors now, before I start the walkthrough, because they are such an essential part of this dungeon.

Keep in mind that not all of them are required fights. But the experience is good and you can get a few monsters in your Bestiary. The trap doors can transform into another monster if you don't defeat the door right away. Try to defeat the door at least once. I will also cover the other monsters here.

During the walkthrough of the Sealed Cavern, I will mark sections regarding required Trap Doors with three ***. Other Trap Door encounters which are useful but not required are marked with ^^^, and Trap Doors guarding empty rooms are marked with ---.

Trap Door

-HP: 5000

S: 88 M: 0

D: 3 MD: 38

Gil: 4500/EXP: 30000

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze.

Absorb: None

Rough customer, eh? Trap Door will search for a party member and then use the attack Ninth Dimension, which is an instant kill. Well, what you can do is have Rosa cast Reflect on whoever is searched for. This will reflect the Ninth Dimension back at the Door, destroying it.

If you don't have Reflect, then someone is probably going to die unless you can smack off a clean 5000 HP of damage before the Door's second turn. Well, it is certainly possible at higher levels, but if you aren't able to strike it down, Ninth Dimension will strike.

You could use a Phoenix Down and take the door out after everyone's back up.

But, if you take too long the door will transform and attacks like the Chimera Brain's Blaze will certainly strike down any freshly raised comrade.

Big spells from Rydia, like Leviathan will leave a dent but the door will likely get a Ninth Dimension off before it finishes casting so the MP used to take it out early is somewhat wasted.

Chimera Brain

-HP: 3400

S: 114 M: 0

D: 3 MD: 38

Gil: 1200/EXP: 28000

Type: None

Weakness: None

Resistance: Pig, Toad, Sleep, Mini, Death, Paralyze

Absorb: Fire, Lightning, Ice

Chimera Brain becomes a nuisance because of its Absorb qualities. It will also make elemental weapons do miserable damage. But besides that point, Blaze is a semi strong attack that can cause your party a few woes.

This battle is mostly a physical affair. If faced with multiple, focus on one at a time. However it should be noted that Rydia's non-elemental or non-Fire, Ice, and Lightning magic works just as well.

Yellow Dragon

-HP: 3100
S: 108 M: 0
D: 4 MD: 37

Gil: 1500/EXP: 28000

Type: Dragon
Weakness: None
Resistance: Pig, Toad, Mini, Sleep
Absorb: Lightning

The Yellow Dragon can cause you some trouble with its Thunder attacks that hit the party, but it shouldn't be too bad. It's a tough customer, but you do have more options than the Chimera Brain.

It absorbs Lightning, but any other magic is fair game. But like the Chimera, it is still mostly a physical fight. But if Kain has a weapon like the Ice Lance it won't do as miserably as against the Chimera Brain.

Kain should JUMP and everyone else should FIGHT. However it always counters with LIGHTNING, dealing a few hundred damage to the party each time. Take it slow and you will come out on top.

Sealed Cavern - B1

={-----

Monsters:
-Evil Bat
-King Naga
-Screamer

Treasure:
-Bestiary
-Kotetsu (Behind Trap Door)
-Ether (2 Behind Trap Doors (different doors))
-Hi-Potion (Behind Trap Door)

From the door, head right and then down. Take the rope down when you come to it. You can ride ropes simply by walking into them.

Head straight down from the large pillar with the door in it. Open the chest down here for a Bestiary.

^^^If you want to head through the door in the pillar you've just passed, you will need to fight a Trap Door. The Trap Door is covered in detail just before this walkthrough. Defeat the door to gain access to the room, which holds some chests: Kotetsu and Ether. If you have not completed the Land of Summons and Sylvan Cave, then Kotetsu is a good weapon for Edge. If you've completed these sidequests, you likely have a combo better suited for this dungeon. Leave the room.

Head to the left from the pillar and then take the rope upwards.

***You will come to a pillar with a door in it. This door, like all doors in this dungeon, is trapped. In case you skipped the previous trap door, the Trap Doors are described in detail at the start of the Sealed Cavern walkthrough. Defeat the door and proceed through to the next area.

Once inside, grab the chest for a Hi-Potion and Ether. There are two doors and a stairwell. From left to right:

---The first door from the left leads into an empty room.

---The second door also leads to an empty room.

The battles are decent experience, if you wish. When you're ready, take the stairs.

Sealed Cavern - B2

={-----

Monsters:

- Evil Bat
- Chimera Brain
- Screamer
- King Naga

Treasure:

- Bestiary
- Phoenix Down (2, one is behind a trap door)
- Light Sword (Behind Trap Door)
- Fuma Shuriken (Behind Trap Door)
- Elixir (Behind Trap Door)
- Light Curtain (Behind Trap Door)
- Kotetsu (Behind Trap Door)
- Black Cowl (Behind Trap Door)
- Ether (Behind Trap Door)
- Hi-Potion (Behind Trap Door)

Take the rope down from the doorway to a lower section of the room. Follow the short path around to come to a treasure chest. Take the Bestiary inside.

Return to the doorway pillar via the rope. Head to the right over the bridge. Take the chest for a Phoenix Down. Head up from here. There are a number of Trap Doors lining the wall.

From RIGHT to LEFT:

---The first door from the right leads to an empty room.

^^^Defeating the Trap door second from the right leads to a room containing a Light Sword. If you already have the Defender from Land of Summons, stick with that.

^^^The third from the right leads to a room with a Light Curtain, Elixir, and Fuma Shuriken.

---The fourth from the right is an empty room.

^^^The fifth from the left is a Save Point. Rest up.

^^^The sixth from the right contains chests with Kotetsu and Black Cowl. Now, if you have completed the previous sidequests then the Kotetsu is probably extraneous. If not, a Kotesu/Kotetsu combo for Edge might not be bad. Make your choice with the Cowl for Edge, it offers +3 to Strength, Stamina, and Agility. His Green Beret, however, offers +5 to strength and Stamina. It's a tough choice, but the Cowl prevents sleep so it might be a more attractive choice for you.

->When you are ready, head to the far left of the room, then down and around until you find another door.

***You need to defeat this door to progress. When you enter the room, grab the Ether and take the stairs.

You aren't yet in the next area. You come to a small room with chests and a door. Grab the chests, for a Pheonix Down and Hi-Potion.

---The door leads to an empty room.

At the bottom of the room is a small indent. This leads to the next basement floor.

Sealed Cavern - B3

={-----

Monster:

- Evil Bat
- Screamer
- Chimera Brain
- Miss Vamp

Treasure:

- Bell of Silence
- Dry Ether (Behind Trap Door)
- X-Potion (Behind Trap Door)

Enemy Spotlight - Miss Vamp

Our sultry madam here is not altogether common. I'm alerting you to her being here, search around and find her. She attacks with Evil Bats, which are Vampire spammers like the bats before them. She often starts with Vampire herself, and will use it quite often. Focus on the Vamp before taking out the bats.

The door shuts behind you. This is not a Trap Door, and you can return to the previous floor safely. Head down the bridge you notice to the right.

Run right and around the hole. Look behind the pillar for a Bell of Silence.

---The Trap Door in the pillar you just passed leads to an empty room.

To progress, use the rope at the pit.

When you're down, you can head left or right.

^^^The door to the right offers two chests, Dry Ether and X-Potion.

Heading to the left, you will find a staircase, and no Trap Door guarding it. Down this staircase is a Save Room. Take care of any business you need to here and proceed out of the Save Room the end opposite that which you entered.

Sealed Cavern - B4

={-----

Monsters:

-None?

Treasure:

-None

This floor of the Sealed Cavern is pretty simple. I walked around for quite some time and didn't run into any encounters. Just make your way into the center stairwell and proceed to Floor B5.

Sealed Cavern - B5

={-----

Monsters:

-None?

Treasure:

-None

Like the previous floor, this seems to have either a very small or non-existent encounter rate.

However, there is a trap door you must face.

***This is the last Trap Door. It is your best opportunity to fight a Yellow dragon down here. Beware its Lightning attack, however, as it will counter with this for a few hundred damage to the party. Take it slow, and remember that it absorbs Lightning based attacks.

Crystal Room

={-----

Beyond the Trap Door of B5 is a Crystal Room. Enter it to obtain the Dark Crystal.

Make sure you're healed before you leave the Crystal Room.

Sealed Cave - B5 - Leaving the Crystal Room

={-----

Well, you aren't out of the fire just yet, the Walls start to move in on you as you leave the Crystal Room.

You will engage the Demon Boss.

****DEMON WALL****

HP: 28000

S: 84 M: 79

D: 3 MD: 29

Gil: 8000/EXP: 23000

Type: None

Weakness: None

Absorb: None

Demon Wall is a very imposing force, it constantly moves towards you and can take a fair deal of punishment.

If it gets close to you, it will let loose an attack called Crush, which instantly knocks out one party member.

As it moves forward, it attempts to start off your petrification with Stone Gaze and hits you for a few hundred damage with a basic attack. But it's rarely more than 200 damage against a decently levelled team. What this comes down to is that you must take it out before it starts Crushing you.

But that's not much of an issue, really, because you can just go all out on the Demon Wall from the start.

Kain should JUMP, Cecil and Edge should FIGHT. Edge could THROW, but really it's a waste here.

Rydia has a huge damage potential here. Summon Leviathan if you have it to cause a load of damage. If Rydia does not have Leviathan, a spell like Titan, Quake, or a powerful third level elemental spell will work.

Try to leave the Sealed Cavern - it will have to be by foot. After the events unfold, head to Dwarf Castle.

FIV3P: Loose Ends

*This section assumes you have finished the Land of Summons and Sylvan Cave.

*This section covers:

- Dwarf Castle
- Leaving the Underworld
- Returning to Baron
- Returning to the Sylvan Cave (Please Complete prior to the next two for the full benefit).
- Mysidia
- Finishing the Adamant Grotto sidequest.

Really, I cover what you might want to do before proceeding with the story. The section on Mysidia can either take you into the rest of the game or you can use it to allow for the final factor in the Adamant Grotto quest.

Dwarf Castle and Mysidia are the only two that are critical to the core story.

Dwarf Castle
={-----

Head on in to see Giott and speak with him.

Not having any of the crystals yourself, it seems hopeless, but the Mysidian Legend is mentioned. One of our first stops when we get out of the underworld will be Mysidia.

Cid will outfit the Falcon with a drill.

Leaving the Underworld
={-----

After you finish business at the Dwarf Castle, the Falcon is upgraded with a

drill. Now, leaving the Underworld is simple.

Return to the top right corner of the underworld, the Crater area you previously used to cross between lands.

Press "A" above the Crater to drill out to the Overworld at Agart. The hole you make can be used to travel between the Overworld and Underworld at will.

Now, either go to Fabul (Returning to the Sylvan Cave) or Baron (Returning to Baron).

Returning to Baron

={-----

Heal and save prior to this. Cheapest way is Cecil's bed.

Head into Baron Castle. This might be more difficult when you are lacking Kain but it is certainly possible.

Make your way down the right-hand passages. From the right Tower, head down. Keep heading down into the depth of the basement.

You might remember this area from if you tried to come down here before. The King will greet you.

You will now fight Odin for the right to Summon him...

****Odin****

-HP: 20001

S: 116 M: 95

D: 5 MD: 38

Gil: 0/EXP: 18000

Type: None

Weakness: Lightning

Absorb: None

Odin is a race against time. While he may be a little less built up than the past few bosses you may have fought - he will unleash a powerful attack called Zatetsuken if you take too long in this fight. It's basically an all out battle against the clock.

Odin's standard attacks are strong, heal if you need to with Rosa because you need everyone up to deal damage to Odin. When he raises his sword in the air, get ready for the Zatetsuken. Kick it into overdrive.

Cecil should FIGHT, Edge might want to throw a Fuma Shuriken if you have it. If you got the dart from the Fabul loose end, you can use it for an early win against Odin... but it's a one-time thing.

Rydia should exploit the Thunder weakness with Thundaga if possible, Ramuh otherwise. She will be your biggest damage dealer here if you aren't THROWing anything strong.

Defeat Odin and you will gain his Summon. It's not entirely useful in that it has a high chance of failure, but it's like a DEATH spell that targets the

entire enemy party. Not bad to try at times.

Returning to the Sylvan Cave

={-----

(Complete the Sylvan Cave section first)

(If you proceed with the next section, part of this quest is forfeit)

This whole sequence will land you a one-time item and an additional prize in the Sylvan Cave. If you need directions for the Cave, use the strategy discussed earlier in the guide.

Fly first to Fabul. Head up to the West Tower's top floor and talk with Yang's wife. She'll give you a Frying Pan.

Now, fly to Agart and descend into the Underworld. Make your way to the Sylvan Cave.

Once in the cave, make your way to the Sylph House and use the Frying Pan on Yang to wake him up.

Rydia will learn Sylph. Sylph attack the enemy and give a portion of the damage back to the party as HP.

Now, return once more to Fabul. See Yang's Wife and give her the Frying Pan. She will give you the Knife, a super powerful Dart for Edge to throw. Please note that if you proceed with the next couple of sections prior to this little sidequest, you will not be able to get the Knife.

The Knife is a one-time, missable item that Edge can throw for serious Damage. It would come in handy if you use it in the Return to Baron, but it isn't an essential aspect of that sidequest.

Make sure you pick a good target for this item, or keep it for posterity. ;)

Mysidia

={-----

Giott mentioned the Mysidian Legend, so Mysidia is your first logical stop on this little bit of story progression.

Fly to Mysidia, the Elder will greet you. After the sequence of prayer, you will receive your final vehicle in the Lunar Whale Giott mentioned.

The Lunar Whale is a giant whale-shaped ship capable of space travel. After the Whale is raised, leave Mysidia and board it.

You will notice from the top to bottom:

-Controls

-A crystal

-Beds

-Fat Chocobo

Yes, it's well equipped. The standard controls at the front of the Whale are geared towards piloting it around the map. The Crystal lets the Whale fly into space (to the Moon).

The Whale is not capable of venturing into the Underworld.

Touch the Crystal and you'll fly to the Moon. Step outside of the whale for


```

|   |   o       o   |   |
|   +-----+-----+   |
+-----+

```

o - Column

- 1: Information about Namingway
- 2: "We are the Hummingways"
- 3: Talkable person
- 4: Namingway (in crowd)
- 5: Shop

Item	Price
Hi-Potion	150
Pheonix Down	100
Ether	10000
Dry Ether	50000
Elixir	100000
Cottage	500
Bestiary	980
Gysahl Whistle	20000

Hummingway House has a shop if you need to buy any supplies urgently. Maybe restock your supplies between quests here on the Moon. The Whistle will summon Fat Chocobo anywhere, it's expensive though useful.

The Moon
 =(-----

When you're ready, leave Hummingway House and fly north to the Palace. You cannot land directly here, so land on the plateau to the northwest with the staircase. Enter the cave near the doorway.

Lunar Path
 =(-----

Monsters:

- Purple Bavarios
- White Mousse
- Black Flan
- Abyss Worm
- Eukaryote
- Prokaryote
- Balloon
- Dark Grenade

Treasure:

- Golden Apple
- Lunar Curtain
- Stardust

Enemy Spotlight - Abyss Worm

The Abyss Worm is a tough enemy that always counters with Vampire. This really isn't an issue, though it hits hard when it does attack. Half of the problem dealing with an Abyss Worm is its 7000 HP, which - though it will become low by the standards of enemies to come - is a huge amount to plough through with an average party your first time on the Moon. Concentrate your attack on one Worm at a time. Maybe cast a low cost spell like Fira as well, to exploit its weakness to fire...

The monsters of the Moon are tough, but offer excellent experience if you choose to fight them.

Heading into the Lunar Path, take a right and approach the chest. This chest is a Monster Box.

!MONSTER IN A BOX - TWO PROKARYOTES AND TWO EUKARYOTES!

Prokaryote	Eukaryote
-HP: 2600	-HP: 1700
S: 120 M: 0	S: 116 M: 0
D: 5 MD: 54	D: 5 MD: 44
Gil: 1850/EXP: 7999	Gil: 1560/EXP: 6999
Type: None	Type: None
Weakness: None	Weakness: None
Absorb: None	Absorb: None

Don't be afraid to go all out here with spells, the Lunar Whale is just outside and you can easily reach it.

These guys will hit hard and fast, you need to return the favour. Prokaryotes are stronger than Eukaryotes, so focus your FIGHT on them. Conversely, you can probably take the Eukaryotes out faster giving more room to breathe more quickly.

Rosa should Heal, their initial assault might leave you hurting pretty bad. As for Rydia, have her let loose a spell like Leviathan to wipe them out in one strike.

You get a Golden Apple as a prize. This permanently increases one character's HP by 100. I suggest you give it to someone with low max HP.

Right, now that you've got the chest, head back and take a left. Head upwards along the path.

Pass the door and keep going right. Open the chests here for a Lunar Curtain and Stardust. Now, leave the Lunar Path via the door you passed.

Lunar Surface
={-----

Monsters:
-Black Flan
-Lunar Virus
-Eukaryote
-Prokaryote

Walk to the right and down when possible. Enter the next Cave mouth you come to along the path.

Lunar Path (Second)
={-----

Monsters:
-Purple Bavarios

- White Mousse
- Black Flan
- Abyss Worm
- Eukaryote
- Prokaryote
- Dark Grenade

This one's just a flat-out run from one end to the other. Reach the door at the other end and exit.

Lunar Surface

={-----

Keep heading left and you will come to another mouth of a cave below the palace you'd seen earlier. Enter this.

Crystal Palace

={-----

*Be warned, there is a forced event when you try to return to Earth after finishing your business here. You can complete the next sidequest in section FIV3R, however.

There are panels to the right and left of where you enter that provide Healing for HP and Status, and the other MP. HEal up, then proceed up the centre passage.

FuSoYa, the Lunarian, will greet you. Pay heed to his words as you will come to discover much of the backdrop of the game's plot here.

FuSoYa joins your party to help the fight against the Giant of Babel. If you want to rename FuSoYa, you must use the HummingWay House Namingway to do it.

FuSoYa should be placed in the back row with Rosa and Rydia. He's not bad - he has mastered every Black and White spell. However, FuSoYa is ultimately an upgraded Tellah. He too has an MP cap, a bit higher at 190. this means that while you do have considerable power at your disposal, you really have to think about how you use it.

If you have been training diligently, Rosa or Rydia will be better or nearing his potential in their respective fields. As a mage, FuSoYa is a wild card, he can help out with either of the tasks, and is often a source of extra power to either your White or Black force. He is a go-between guy, Rydia and Rosa have a focus while he'll be playing both fields.

Regen isn't worth using. At this point in the game, the HP isn't significant and it's slow.

You have a choice now. Either take the Whale back to Earth and deal with Babel or do one more Sidequest that will benefit Rydia greatly. I will cover this Sidequest in the next section.

Note that you can fly the Lunar Whale without activating the event, just not use the Crystal.

By the way, you can learn more about Zemus and such by talking to the Eight Moon Crystals in the next room. Leave when you're ready to.

*I'd suggest completing the previous section and gaining help from the Crystal Palace before attempting this section.

*To reap the full benefit of this section, you need to have gained the Leviathan summon.

*You may do this section later... though the benefits are helpful in the trial to come.

You may recall a cave on the Lunar surface when you were flying around in the Lunar Whale. It was in a small plateau surrounded by a ring. If you need to, cast Sight, the Lunar Surface is very small and so you can easily pick it out.

To reach the cave, land at the north end of the ring and use the stairs here to reach the mouth.

Cave of Bahamut

={-----

The Cave of Bahamut is an optional dungeon with a number of forced encounters with the enemy known as Behemoth. I'll describe the Behemoths here, since it would be easier to access at this point.

Behemoth

-HP: 23000

S: 154 M: 63

D: 4 MD: 254

Gil: 65000/EXP: 57000

Type: None

Weakness: None

Absorb: None

Ha, not a happy customer. The thing that will get you about the Behemoth is the same as many other monsters like this - it counterattacks. It rarely attacks itself, but it will hit hard when you attack it.

While its physical attack is brutal, you must NOT use magic against the Behemoth. Well, it'll be mostly useless against that Magic Defense anyways, but using magic will provoke the Behemoth to retaliate with Maelstrom. This is essentially the spell Tornado, except against each member of your party.

So, take your time, and work on the Behemoth. With only Edge and Cecil as your effective physical attackers, this could take a while. But patience is the key to besting the Behemoth when you attempt this Cave as early as possible. Unless you've over-levelled, of course.

There is one thing you can do to help though - before attacking, cast Blink on each party member. Recharge this as needed. The Behemoth will be missing its counters. Not too shabby.

Cave of Bahamut - B1

={-----

Monsters:

- Giant Warrior
- Dark Sage
- Selene Guardian

Treasure:

- Genji Gloves
- Genji Shield

Enemy Spotlight - Giant Warrior

Giant Warriors are a fairly strong enemy with a nice payload of HP. They will normally attack you physically, for decent damage, but at times use a party-hitting move with Flamethrower. It's a fairly weak attack, however. The real problem comes when you're close to defeating them and they Self-Destruct. IF you've been levelling normally, this will do hundreds of damage to someone like Cecil and thousands to someone like Edge. You will still get experience for the fight - but if one explodes, any others often follow suit so the fallen characters are out of luck. Seems to counter

Alright, let's get started. From the entrance, keep a steady path downwards. You will come to a treasure chest, containing a pair of Genji Gloves. Now, these gloves are a decent set of armour though they offer no real stat increases. There's a decent chance you have Edge outfitted with a Power Armlet. If not that, some defensive armlet. Even losing the attack bonuses of the Power Armlet, Edge benefits at this point greatly from more defense...

You could also consider Cecil, however, as he can use all of the Genji equipment provided in the Cave. And if you're using Diamond, it's an upgrade.

From the chest, head up and take the first path to the right. Just move right until you see a short path up, and an extended path downwards. But look at the upper path. there's an irregularity in the wall here.

```
| <-- The irregularity is around here on the path, a little indent between the  
++ wall and the Abyss. This leads to a hidden passage.  
|
```

```
%%%%%%%%% The hidden path a very simple one. Right/Up/Right.  
%%%
```

At the end, you gain a Genji Shield. This is a decent upgrade to Cecil's Diamond Shield. You may want to hang onto the Aegis Shield for its special properties, however.

Head back through the hidden passage, and start on down. Make your way to the door and proceed to B2.

Cave of Bahamut - B2
={-----

Monsters:

- Bone Dragon
- Silver Dragon
- Giant Warrior

Treasure:

- Genji Armor
- Genji Helm

From the door, head left and then up. Keep going up beyond the bridge. You will

eventually see a treasure chest. Take it for Genji Armor. It alters stats in no way, but would be a decent upgrade from Diamond.

Travel to the right from here and get the next chest, a Genji Helm. Again, a decent replacement for the Diamond Helm. If you want to decrease Edge's damage for a little extra defense, the Genji equipment could go to him (excepting the shield), but either Edge or Cecil are decent choices here.

*When you are ready to proceed, there is a thin, one space-wide bridge you may have passed on the way to the Genji Helm. Well, this bridge has a forced fight with a Behemoth. See the Behemoth section at the beginning of the Cave of Bahamut for details.

After defeating the Behemoth, head up and into the door to finish this floor.

Cave of Bahamut - B3

={-----

Monsters:

- Gold Dragon
- Bone Dragon
- Dark Sage

Treasure:

- None

Enemy Spotlight - Dark Sage

Let's face some facts here folks, most of the mage type enemies you've fought aren't that big of a threat. But when you face Dark Sages, their Fira will do a few hundred damage to you, and they can cast other spells like Tornado. They are certainly a primary target. The Mage Masher knife helps here. If not for damage then for the chance to Silence them.

*Get ready for another Behemoth. As soon as you try to pass that little bridge below you when you enter, you will face the beast. If you need help, check out the write-up at the beginning of the Cave of Bahamut's walkthrough for strategies.

After defeating the Behemoth, travel down and around the little path.

*When the path straightens out, you will have to face a third Behemoth. Again, I recommend looking to the beginning of this Cave's walkthrough for strategy. You may want to go rest and save after this fight, because you have another big fight coming up.

If you do exit and save, you will not have to refight the Behemoths. Don't worry.

-!- You may want to place Reflect towards the top of your White Magic lists -!-

Head straight up and talk to the character in the middle of the columns. If you have the support of Leviathan, you will fight Bahamut.

BAHAMUT

-HP: 45001

S: 174 M: 17

D: 1 MD: 4

Gil: 0/EXP: 35000

Type: None
Weakness: None
Absorb: None

Bahamut has a very specific way to be beaten, unless you can survive his Mega Flare attack enough times until you've beaten him that is.

Essentially, Bahamut is a "timed" fight in that he will count down from 5 until he launches his special attack, Mega Flare. This will do heavy damage to your party, killing most. There's an easy way to use this to your advantage, however.

This is through the Spell Reflect. Now, I don't advise using Light or Lunar curtains here if possible, I'd rather you save one for a fight later in the game, but they work too if you really want to use them.

Reflect will bounce Bahamut's Mega Flare back in his chops, doing some serious damage to him.

So, what you do is have Rydia call Leviathan, Cecil and Edge FIGHT, and Rosa and FuSoYa Reflect. I'd suggest reflecting Rosa and FuSoYa first, then the others.

The attacking from the other party members helps make sure Bahamut will be down before your Reflects wear out. If you want to check this out, a spell like Scan can be cast on yourself. Recharge Reflects as they wear out.

Defeating Bahamut grants Rydia the ability to Summon him. Bahamut is a powerful non-elemental Summon that will serve you well in the times to come.

It's time to return to Earth.

FIV3S: Giant of Babel

Alright, you've picked up FuSoYa, and perhaps you've learned to summon Bahamut. Great. I suggest you stop by the Hummingway Village before you return to the home planet. Get whatever supplies you think you'll need.

Lunar Whale
={-----

Get anything you think you will need from the Fat Chocobo, or deposit some things if you need to. Rest in the beds.

When you're ready, touch the crystal.

Overworld - Eblan
={-----

You'll be treated to a scene regarding the Giant of Babel. Though it is an imposing sight, you will be fighting it in a less direct manner, from inside.

Giant of Babel
={-----

The Giant of Babel is a forced Dungeon. If you feel you should gain levels before coming here, then you will need to do so on the moon.

The Bahamut summon and Excalibur sword will be assets here.

The bulk of the enemies here are Machines. There is also the subject of sirens.

****SIRENS****

Sirens are an item which allow you to call forth the rarest enemy encounter of any given floor.

Make no mistake, these are paramount to getting rare items with the greatest possible ease. Essentially, you find an area where the enemy guarding the item you want IS the rarest encounter, and then you exploit its appearance via Sirens. Of course, you still have to fight and win against the enemy, and the item doesn't change in probability as far as appearances are concerned.

However, you do get so many more chances at a desired item this way. Of course, some enemies with rare items are so common that a siren truly isn't needed. For others, they're something to worship. In my secrets and extended tips section, I mostly cover the best way to approach rare items.

There are two enemies you can get Sirens from here: Last Arm and Searcher. The Searcher is much more common and doesn't really attack you directly. Stick to it. What you do is have Edge continually steal Sirens from it. Stockpile to your delight.

Mouth of the Giant

={-----

Monsters:

-Searcher

-Mech Soldier

-Beamer

Treasure:

-None

Enemy Spotlight - Searcher

As mentioned, these are the enemies you can steal Sirens from. Now, if you hit them and they are alone, they will call an enemy. Otherwise they will attack you with Beams and such. Edge's Steal will not trigger an alert, however. You're safe to just keep stealing, the Searcher won't attack you until it detects a threat.

A: Neck #: Walkable Space

#####

The Giant of Babel dungeon is a journey from the Giant's mouth to its
A # core.

#

You'll notice that the enemies are all machines. Shame you don't have
access to Cid here.

#####

From where you start, run upwards and enter the small panel you see.

#####

###

#####

#####

#####

```
#####
#####
###
###
```

Neck of the Giant
={-----

- Monsters:
-Giant Soldier
-Mech Soldier
-Beamer
-Searcher

Treasure:
-None

Enemy Spotlight - Giant Soldier
Giant Soldier is akin to the Giant Warrior, only with less tricks and is a generally weaker enemy - consider that the Giant Warriors were optional and that makes some sense. Anyways, they won't be using Flame Thrower and I haven't known them to explode. One thing though - they're your best bet for a Rune Axe - a very rare enemy exclusive drop. If you can get Giant Soldiers as a Siren encounter then you can exploit them until you get a Rune Axe. This weapon will be outclassed soon though, but its effectiveness against mages will make it a desirable item to keep... It's a rare drop and you can gain many levels while you try to get it. Therefore, you may not want to go for rares right now or at all - it's a long, tedious process. The Giant of Babel is your best chance at getting the Rune Axe, however.

The Neck of the Giant is... very simple. Run into the next panel to proceed.

Chest of the Giant
={-----

- Monsters:
-Giant Soldier
-Centaurion
-Searcher
-Mech Soldier
-Beamer

Treasure:
-Shuriken
-Hi-Potion
-Ether
-Siren
-Yoichi Arrow

A A: To Neck 3: Ether
B: To Stomach (B) 4: Siren
1: Shuriken 5: Yoichi Arrow
2: Hi-Potion #: Walkable Space
#5

Alright, a little more twisty here then on prior floors.

Head down from the entrance panel. Head left and grab the chest for a Shuriken.


```

# # #      ###  ###
# ## #     ## #####
#  ####   #   ####
#         #   ## # #
#         4##   ####
##        2     #####
##        #     #3  ####
###  #####   ##  #####
###  ###   #   #   ###
##  ###   #   #####
##  ###   #   #####
#####  #####  #####
#####  #####
##        ##

```

Head down from the chest, left, up, left and down all the way.

From here, head right, then up for another chest with a hi-potion. From the potion, right, down, and right. Head up for another chest, Ether. Back down a bit then right.

Follow the path up as far as possible to the chest at (5), for Yoichi Arrow.

Now, down and left. Take the lower path as marked for a Siren. Then up from the Siren chest for the next panel to the stomach.

Stomach of the Giant

={-----

Monsters:

- Centaurion
- Beamer
- Mech Soldier
- Mech Dragon

Treasure:

- Silver Apple
- Soma Drop

Enemy Spotlight - Mech Dragon

A rare encounter of the Giant of Babel, use a Siren in the Stomach to get into a battle with the Mech Dragon. Make sure you are prepared, the Dragon has a powerful hit to counter with when you attack it, and often attacks with the special attack Flame. Flame from a Mech Dragon will do ~500+ damage to everyone, and if the dragon counters you before healing this could easily be damning. You can try to get off some Blinks, but they won't protect you from the Flame. Better than nothing, however.

```

C          # # ##
###        ##### #
#####    ##   ### 2#
####     #####   ## #
###      #####  ### ## #
##       ###   #1# # #
#####   ###   # #
###      ###   # #
          ##   # #
          ##   # #
          #   # #
          ##   # #
          ## #  #####
          ### #  ##
          ### #  ##
          #####
          #B#####
          #####

```

B: To Chest (B) 2: Soma Drop
C: To Inner Path (C) #: Walkable Space
1: Silver Apple

If you use a siren on this floor, you will fight a Mech Dragon.

From where you enter, run up and grab the Silver Apple from the chest. Now, return to the plate you started on.

Head right from the starting plate, then up. Take the path on the right up for a Soma Drop, then return to the fork.

Head up the left path and follow it until you come to another warp panel. Take this to the next section of the Giant.

Inner Path of the Giant

={-----

Monsters:

- Searcher
- Beamer
- Centaurion
- Giant Soldier
- Mech Soldier

Treasure:

- Elixir

*NOTE: There is a save point in this room. The most rare encounter is two Giant Soldiers. If you have a lot of Cottages and Sirens, you can farm them for a load of experience and the chance of a Rune Axe. If you want to level up, this is a great opportunity.

C	D	C: To Stomach (C)	S: Save Point
##	#####	D: To Stairwell	#: Walkable Space
##	#####	1: Monsters (Elixir)	
#	#		
#	#####	Run straight down from where you enter. When you reach the bottom, head right.	
#	#		
#	#		
#	#	Now, you will come to a chest. This is a monster encounter with a Last Arm (see below the map for details). You may want to save before this fight.	
#	#		
#	###	It's not difficult, per say, but it could take you a long time if you don't finish the Last Arm off quickly.	
#	#S#####		
#	###		
#	##		
#	##	Follow the path right and then up. There will be a fork, eventually. To your left is a Save Point, to the noth continues the stage.	
##	##		
##	#1#		
#	#	As noted above, the Siren encounter for this floor is two Giant Soldiers... And even if you don't use Sirens, the enemies here are good experience so fighting around the Save Point can be truly beneficial.	
##	#		
##	## # ##		
###	#####		
#####	#####		
####	#####		

!MONSTER IN A BOX - LAST ARM!

-HP: 9500
 S: 128 M: 0
 D: 5 MD: 47
 Magic: 0
 Magic Def: 47

Gil: 338/EXP: 8703

Type: Mech
 Weakness: None
 Absorb: None

Last Arm is a Searcher-styled enemy, that doesn't alert. Instead it uses a combination Search and Magnetic Radiation. This is kind of like the spell STOP. It isn't lethal, but if everyone is in STOP, it can get aggravating.

Hit the Last Arm quickly to get it out of the battle as quickly as possible.

Edge and Cecil will FIGHT. Rydia can cast Blizzaga, Firaga, Thundaga... any powerful spell. FuSoYa and Rosa cast REFLECT. This will reflect the Magnetic Radiation and STOP the Last Arm. Very nice, and it will save you the headache of everyone being incapacitated.

Stairwell of the Giant

=(-----

Monsters:

- Beamer
- Mech Soldier
- Giant Soldier

Treasure:

-None

This one's a straight run up the central Bridge. Beware the spot that looks like this:

```
#  
###  
#
```

It's a Boss encounter. When you're ready to go, step in there...

Yes, all your good friends are back. Scarmiglione, Cagnazzo, Barbariccia, and Rubicante. This is a match against all for, albeit at separate times.

****ELEMENTAL LORDS****

I'm sorry, but Elemental Lords aren't included in the Bestiary, so no stats today. They aren't as bad as it seems though, you only fight one at a time.

Rubicante restores your vitality, and the match begins...

With Scarmiglione. This is largely a physical fight. Scarmiglione averages 800 damage with a standard attack on a normally levelled party. If he Curses you, make sure you use a Cross or Esuna because you'll need to keep your abilities up throughout the course of this battle.

Rydia should use FIRAGA if she has it, and IFRIT if she doesn't. Firaga can easily do 9999 damage to Scarmiglione if she has it... Cecil should FIGHT and Rosa and FuSoYa should work on healing for now. FuSoYa has too few MP to be tossing so many spells around here, but feel free to maybe use one Firaga if you so wish. Edge will do more damage with FLAME than with FIGHT.

Scarmiglione is associated with the undead, but DO NOT cast Holy on him. It will be absorbed. This includes the spells Holy and Meteo. They have a Holy attribute and will be absorbed by Scarmiglione.

When he falls, and with the Firagas it will be quickly, Rubicante will appear on the field. If one of your fire spells hits him, at least it was at the start of the Fight.

Rubicante generally attacks the party with fire spells, usually opening with Fira, then Firaga. For a level 3 spell, this is unimpressive. It deals maybe 200 damage each to a well-prepared party. This is followed up by Glare, a little more damaging. The problem of course lies in successive hits. He casts often and quickly repeats the pattern. Curaga from Rosa will do well enough to heal the wounds from this onslaught, however.

As with Scarmiglione, Rydia can devastate Rubicante with a level 3 spell. Cast Blizzaga and he will likely take a solid 9999 damage. Again with Edge, Flood is better than FIGHT. Cecil should FIGHT. Again, save FuSoYa's magic and use Rosa to Heal. Curaga from FuSoYa uses a small enough amount of MP, Curaja may be too much MP for too little result in his particular hands.

Cagnazzo takes over for Rubicante when he falls. Liek Scarmiglione, Cagnazzo seems to be largely a physical fighter. When he does use TIDAL WAVE, however, it can do a few hundred damage to your party, ~500 average. Again, Curaga from Rosa helps.

If Rydia does not yet know Thundaga, she should summon Ramuh. She might not know the spell because it's the last of the three. If she doesn't know it, have FuSoYa cast Thundaga. Cecil of course FIGHTs, and Rosa casts Curaga. Edge again should use Ninjutsu. Blitz does a few thousand damage while FIGHT does a few hundred. It's an easy choice.

When Cagnazzo falls, it's Barbariccia's turn. Now, she attacks with similar strength to the others. But she also casts Ray, which is a Slowing Petrify attack. Ray shouldn't be too much of a problem, but she also has Maelstrom. You may have encountered this move before, it's like casting Tornado on your entire party, bringing everyone down below 10HP. If anyone in this fight can screw over your chance of winning, it's Barbariccia.

Thankfully, she does have a weakness and can only take as much punishment as any of the other Lords. Her weakness is Holy. If Cecil has the Excalibur, he can do more than 5000 damage per swing. FuSoYa can cast Holy for an easy 9999 damage. This is why I urged you to stick to Curagas with FuSoYa, he's probably the only member with Holy at this time (unless you've been levelling Rosa, I suppose) and this is the hardest part of the fight.

Edge can FIGHT, he may be out of MP by now. Rydia isn't licked either. Bahamut can cause almost as much damage as Holy to the Lords. If not Bahamut, use another powerful spell.

When Barbariccia falls, the battle is over.

Return to the Inner Path of the Giant and use a Cottage and Save. We aren't through yet!

When you've rested and saved, get ready to enter the plate at the far end of the Stairwell of the Giant...

CPU of the Giant
={-----

Walk up to the staircase and you will all approach the CPU. FuSoYa will throw you some hints, and the battle will start.

****CPU AND NODES****

Defense Node	Attack Node	CPU
-HP: 3000	-HP: 3000	-HP: 30000
S: 116 M: 47	S: 116 M: 47	S: 174 M: 127
D: 5 MD: 11	D: 5 MD: 11	D: 4 MD: 38

Gil: 0/EXP: 0 Gil: 0/EXP: 0 Gil: 10333/EXP: 50000

Type: None Type: None Type: None
Weakness: None Weakness: None Weakness: None
Absorb: None Absorb: None Absorb: None

The CPU is the reason you entered the Giant of Babel. Take this out, and the Giant will be stopped. You will need to deal with the Nodes first.

The CPU doesn't attack until you take out the two nodes. The Defense Node will continually use the ability Restore on the CPU, giving it 3000 HP each time. The Attack Node will use Piercing Laser, dealing a few hundred HP to your entire party. The CPU uses Reflect. So you can't just use -AGA spells or Flare on it without taking out the Nodes.

The Nodes are easy enough to destroy at only 3000 HP a piece. However, how can we damage both the Nodes and CPU at once when the CPU has a Reflect? Use a powerful Summon. Summons bypass Reflect, meaning you'll take a fair chunk of HP off the CPU while destroying the Nodes at the same time. Now, the Summon of choice is Bahamut, if you've earned it. If not, try Leviathan. Or, you could have FuSoYa open the battle with a Meteor if you don't have a Summon strong enough to do the job. I advise against Meteor due to its long casting time, however.

When these have been destroyed, the CPU will use an attack called Globe 199. This instantly does 9999 damage to anyone it hits. If someone important like Rydia or Rosa falls, get them back up to health. All you can do is keep on going with your most powerful attack. Have Edge throw a Fuma Shuriken if you have one. Rydia should Cast Bahamut again and again, or Leviathan if you do not have Bahamut. And FuSoYa should work on healing if Rydia has the damage covered with her summons.

The CPU can reform the Nodes. In which case, destroy the Defense Node asap so that it doesn't heal the CPU too much. Since you've damaged the CPU, just attack the Defense Node as quickly as possible to stop the healing. Cast off your Bahamut or Meteor while Edge and Cecil FIGHT the Node.

When all is said and done, the CPU is destroyed and the Giant will be compromised.

Golbez will confront you. Some interplay between him and FuSoYa will restore his mind and reveal some plot. FuSoYa presently leaves your party.

Kain will lead you out of the Giant, and Join your party. When you get a chance reorder your party. he will be taking FuSoYa's place and so he will be set to the back row.

Lunar Whale
={-----

A bit of exposition between the party members, and you might get worried with how things are playing out. But it all works out.

You take the Lunar Whale to the Moon.

* New to FFIV Advance: At this point, you can return to the Hall of Prayers *
* in Mysidia to Change party members (except Cecil). This opens up a new *

* Sidequest (Cave of Trials, the next Section). You don't have to do this, *
* but you may want to build your own party. See the next section for more. *

FIV3T: Cave of Trials

The Cave of Trials is a new dungeon debuting in Final Fantasy IV Advance. Once you've completed the Giant of Babel section of the game, you can get ready for this.

Moon
={--

After the Giant of Babel, you'll be on the Moon. Return to Earth.

Mysidia
={-----

Now that you've returned to your home planet, head to Mysidia. Once there, head on up to speak with the Elder.

Simply talk to one of your friends. You don't have to recruit any of them, just talk and try to leave the room.

A sequence will begin with a white mage informing the Elder about a problem at Mount Ordeals. This opens the Cave of Trials.

Forming Parties
={-----

There is equipment for your old party members: Cid, Edward, Yang, Palom, and Porom in the Cave of Trials. To complete a Trial for a character, they must be in your party. This means you will have to do the Cave of Trials at least twice, as you can't replace Cecil from your team.

To do it in two,

1. Cecil, Cid or Edward or Yang, Palom and Porom.
2. Cecil, Whoever you didn't do, Any, Black Caster, White Caster.

Of course, magic casting is not completey essential to completing the Cave. However, it will certainly help.

Palom and Porom probably have a fuller resume of magic than Rosa or Rydia. Of course, Rydia has her Summons to even that out. Pick whomever you are most comfortable with.

It would be longer, but easier to do it with more parties - keeping with your strongest characters. But it isn't necessary. You likely have a decent Axe for Cid (but bring a Hammer) and Yang has his claws anyways.

Edward can use some daggers and his Harps. He might be the guy you want to take in the second party.

Cid and Yang go up front.
Palom, Porom, and Edward go in the back.
Edge and Cecil go up front.

Rosa and Rydia go in behind.

Kain can do either, preferred in the front for FIGHT though JUMP works from the back.

Alternatively, if you do two parties, you can raid some armor for the old guys in the Cave with a party containing one old (may as well get some progress done after all, you can enter the cave but not complete it without a former member) and they'll be better suited when it's their turn.

Either way, give whomever you are taking some equipment from your current party to at least help them on the way.

Mount Ordeals

={-----

Take the Lunar Whale, for easy storage when you leave. And quick healing if you need to teleport.

When you enter the Mountain path, the cave will be open. Enter it.

Golden Toads

={-----

The rarest enemy of the Cave of Trials is the Golden Toad. This enemy casts Toad on your party right at the start, hits you maybe once or twice, then runs away.

This is incapacitating. Unless you have a ribbon, or other armor that resists Toad... you will not win this.

Besides this insidious attack, the Golden Toad will cast Blink if you try to FIGHT it and REFLECT if you cast magic at it. Furthermore... it has huge defensive abilities and a lot of absorbs (Ice, Fire, Lightning, Dark, Holy, and Throw) so you have to approach this differently.

Cast Tornado on the Golden Toad, this can work against it and it will bring it below 10 HP if it connects. Afterwards, hit it with your hardest hitters to destroy it before it Retreats.

Don't waste Sirens on them if you can't handle them.

Cave of Trials - B1

={-----

Monsters:

- Evil Bat
- King Naga
- Belphegor
- Yellow Dragon
- Summoner
- Miss Vamp

Treasure:

- X-Potion
- Red Jacket

	B	A: Exit	#: Walkable Space
##	#####	B: B2 (B)	[: Below Cliff
##	#####	1: X-Potion	?: Hidden Passage
###	#####	2: Red Jacket	*: Stairs

```

#####          ##
#####          # ##### #
#####          ##   ## 2 ###
### #####*    # #   # # #
*##### *    ##1#   #####
* ##### *##[# ##### #
## ##   ###[##### %
###   ###[#####%>%>%>%>%
###   ##### #####
##### #*    #####
##### *    #####
##   #####
#####
*##### #
## * ##* #
## ##### #* ## ## #
#####   ##   #####
#####   ##   ##
#####   #####
###   #####
#
A

```

The Cave of Trials starts out kind of messy, but it isn't too bad. Head up at the start up the first staircase. Keep up a northern path, no stairs. Get to the chest for an X-Potion.

From here, head down and between the rocks to find a hidden passage. Follow it right, then up. In this room is a chest with a Red Jacket, armor for Edward.

Leave the hidden passage and go down and left from the first staircase. Take the more northern staircase up and then take the longer staircase farther north.

From here you can just head North to reach the door to the second basement.

*Red Jacket: Great armor for Edward... resists Fire and offers a +15 to both Strength and Agility. Equip asap.

Cave of Trials - B2

=(-----

Monsters:

- King Naga
- Miss Vamp
- Evil Bat
- Summoner
- Yellow Dragon
- Belphegor
- Arachne

Treasure:

- Remedy
- Pheonix Down
- Coronet

- B: B1 (B) #: Walkable Space
- C: B3 (C) [or]: Below Cliff
- 1: Remedy *: Stairs
- 2: Pheonix Down %: Hidden Passage
- 3: Coronet

Description for this map is below it.

```

#
##   ###
##   2#[ ######[
#####   ##[ ######[
##3####   ### ]######[
#####   #####[]##### # ##   #####
# #   # # # # # * #]#####
%   ##### #   * ##]##### #
%   * # *##   ##### *## #
%   * # *##### ## * #####
%%   #####[# #   # ##### *##
%   #####[# #   ##### *
%   ##* ##### 1#   ##   *
%   ##### * #####   ##   *
%   # # # # # #   #####   #####
%   #####   #####
%   ##### #   #####
%%   #####   #####
%>%>%>%###   #####   #####

```



```

##  # #          #  #
   #              #
   C              B

```

The Cave of Trials sure has a gross looking map - but even with all these stairs and levels, it's not as bad as it seems.

From point (B), head up and left (no stairs) and make it to the chest at (1). This is a Remedy. Take it, then head right and climb the tall staircase.

Go down the staircase to your left, then left to the next staircase heading down. Take it down.

Take the next staircase to your left up, then get the Pheonix Down from the chest at (2). From here, take the staircase down again.

Head down and left, to the bottom left corner of the room. Check the walls at the lefthand side for a hidden passage as marked on the map. Follow the hidden passage through to find another chest, a Coronet for Palom.

The Coronet provides 15 magic defense and 5 intellect. It's a nice peice of headgear for the young mage. It also resists Pig, Toad, Mini. Very nice.

From the Coronet, head back through the passage. Head up, then right when you spot your first staircase (don't take it). Down from this staircase into the door at (C).

Cave of Trials - B3
 ={------

- Monsters:
- Miss Vamp
 - Evil Bat
 - Belphegor
 - Arachne
 - Summoner

- Treasure:
- Remedy
 - Cat Hood
 - Funny Mask

```

                                     C
                                     ###
                                     %%%%%%%%%% ## ###
                                     %           %%%1# ##
                                     ##          %           ## ##
                                     #####%          ###
                                     ## #####          #####
###  ###  #####          ##          #####
#####          ##          #####
##### 3 ##          #####          ###
* ##### # # #####          #####          #####%
* #####          #          #####          ## %
##          #####          #####          %
####          * #          #####          %
####          *          *#          %
#####          ##          *          %
####          #####          ##          %
# #          #####          ###          %

```

C: B2 (C)
 D: B4 (D)
 1: Funny Mask
 2: Cat Hood
 3: Remedy
 #: Walkable Space
 %: Hidden Passage
 *: Stairs

Directions below the map...

```

#####   ###           ###           %
#####   #####       ###           %
#####   #####       #####       ### %
#####   #####       #####       ##### %
#####   # #####       #####       #####%%
#           ##### ##### #####   ###   ###
D           #   ##### #   2#   ###

```

From where you enter at (C), head down. At the fork, stick to the right. Down here in the indent there is a hidden passage as marked on the map. Take this passage down and around.

When you arrive at the other side, grab the Cat Hood for Porom. No Spirit Boost but its raw defensive qualities offset this, and add some agility. With Porom's naturally high spirit it's not a huge sacrifice. The Hood also resists Ice.

Leave the passage, and take the other path on the fork. Follow it down, and take the stairs down when you come to them. Follow this to the bottom of the room, where you can see the chest you picked the Cat Hood from.

Head left from here, then all the way up until you see a chest. Grab this for a Remedy at chest (3). Head up from 3, and check the righthand wall for a hidden passage. It's location is marked on the map.

Follow this through until you can progress no further. Face right, press A. You are right next to the Chest at (1) and will open it for Yang's Funny Mask. The mask gives +5 Strength, no different than a Green Beret in that respect. You lose the Beret's Stamina boost, but gain more defense and resist Paralysis...

Return to the Chest at (3). Head to the left, then down the leftmost stairs. Head to the bottom of the room, and take the stairs to the next floor when you reach them at the bottom.

Cave of Trials - B4
 =(-----

- Monsters:
- Arachne
 - Summoner
 - Belphegor
 - Miss Vamp
 - Evil Bat
 - Chimera Brain

- Treasure:
- Red Cap
 - Cottage
 - Siren
 - Courageous Suit

```

D           ## ## E           D: B3 (D)
#####   ##### #####       ###   #####   E: B5 (E)
#####   #####]#####       #####       #4##   1: Red Cap
#####   # ##########%% #####       2: Cottage
#####* # #####       ##### % #####       3: Siren
##### * #####   ###   ### % ## %       4: Courageous Suit
#####   #####       *           %           %   #: Walkable Space
#####   #####       *           %%%%%%       ]: Below Cliff
#####   #####       *           %%%%%%       *: Stairs

```

```

###  ##  ###  #####          %: Hidden Passage
###  #####  #####
###  ###  ##          ###  Directions below map...
##  ###  #####  #####
*  ###  #####  #3#####
*  ###  #####  #####
##  ##  #####  ###
#  ##  #####  *
#  ##  #####  *
#  ###  ##  #####  ###
##  #####  #####  #  #####  ###
#1##  %%#####  #####2#  #####  ###
#####%%%  #####  #####  ###
          ###  ##  #####
          #####

```

From where you start, at D, head right and take the stairs down. Head all the way down from here (the leftmost path after the stairs) until you reach the bottom. Head right here and grab the chest for a Cottage.

From Chest (2), the Cottage, head left. About level with the Cottage chest is the entrance to a Hidden Passage. Follow the passage as marked on the map to arrive beside Chest (1), a Red Cap for Edward. This resists fire and adds a plus 10 Stamina. Nice.

Leave the Hidden passage and head up. Head right when you come to the stairs, then down again when you come to the next stairs (which lead up). Keeping a generally southeastern path, make your way again to the bottom of the room. Now, head to the far right. Once there, head up to the chest at (3), beyond a staircase, and grab the Siren.

Head down from this Siren, and back along the path. When you leave the path which points to the Southeast on my map, you will see a Staircase you passed previously. Take this staircase up, then head right. You will pass through a thin corridor and into a room that is vaguely circular.

At the rightmost side of this circular room, you can enter a hidden passage. Follow it right, down, right, up to arrive in a small room off to the right. Open the chest in here for a Courageous Suit, a great piece of Armor for Yang. IT is more defensive than the Black Belt, prevents Curse, and raises Strength, Agility and Stamina by 10. Very nice...

Leave the hidden passage and leave the circular room via the lefthand thin corridor. Take the door to the next floor.

Cave of Trials - B5
 =({-----

- Monsters:
- Arachne
 - Belphegor
 - Miss Vamp
 - Evil Bat
 - Golden Toad

Treasure:

```

##  %%#####  ##          E: B4 (E)
###%%%  #####  ###  F          F: B6 (F)
#####  #####  #####          1: Siren

```

```

#####      ### #####
#####      #####
#####      #####
#####      * #####
#3#####    * #####*
#####      %%##### * #####
              % #####   ## #2# #####
#   ##%%%# # ##   ##### #   #####
#####      # ## ##### [##### #####
#####      ### ##### [##### #####
# *          ##### # *
*           * #####   ##### # *
###         *          ##### #####
#####      ###          #####
#####      #####
#####      #####
### ## #####          ##### #
#4#####   ###   #####   #####   E
###          #####
##   ###   #####
#1#####
#####   #####
##

```

2: Remedy
3: Lord's Robe
4: Sage's Robe
#: Walkable Space
[or]: Below Cliff
*: Stairs
%: Hidden Passage

Directions below map...

From where you begin, point E on the map, head Southwest then West until you come to a chest. Open this for a Siren. Use this to fight a Golden Toad only if your armor resists Toad. That is, Siren on this floor calls a Golden Toad.

Head back to the start, (E), and head up. Go north past the Stairs and grab the chest at (2) for a Remedy.

You will need to go down from 2, then left when you reach the bottom. Head up the staircase you arrive at. Head right from the stairs, and up another set.

Head elft from this set, and down the next. The space in which you can walk, as mapped out, has a hidden passage at the top left corner. Take this hidden passage Left, Down, Left.

Head down the stairs here and continue down to find a chest. This is a Sage's Robe, an excellent piece of armor for Palom. It increases Agility and Intellect by 10 and prevents Silence. Very nice.

Return to the hidden passage, and take it back out. Head up from here, back up the stairs to the upper left part of the floor. At the very top left you can find another hidden passage. Take this Left Down Left.

In here, you will find Porom's excellent Lord's Robe. This increases Stamina by 10 as well as Spirit. Not only that, but it resists Ice, Fire, and Lightning damage. Excellent all around.

Leave via the hidden passage. Head down, make a right before the staircase. At the next stairs, make a path to the north and the door to the next floor.

Cave of Trials - B6
={-----

Monsters:
-Belphegor
-Warrior
-Mini Satana

-Mammon
 -Malboro
 -Thunder Dragon
 -Summoner

Treasure:

-Grand Helm
 -Grand Armor
 -Dry Ether

```

%%%%%%%%%%
%           %
%           %
%           %           ##           G
% ##### % # 2#           #####
%##### ## %%# ##### ## ###
##### ## #1 ##### # ## # ##
##* ##### # ##### ## #####
##### ## # ##]#####
##### * #####%## ### *
#### * # ##### *
### ##### #####
##### [[[# ## ##### ## #####
##### ###[##### #####
##### ######[#####]#####[{#####
#####[######[## #####]##### [#####
#####[### ######[[#]###[]##### [#####
* # * ######[#####]##### # ##
##### #####* ## *#
##### #####* ## *
##### # #####* #####
### ## #####* #####
#### ## # #####3
##### ## #####
##### ##
# ##### ##
F #####
#####
  
```

F: B5 (F)
 G: B7 (G)
 1: Grand Helm
 2: Grand Armor
 3: Dry Ether
 #: Walkable Space
 %: Hidden Passage
 *: Stairs
 [or]: Below Cliff
 { or }" Below Two Cliffs

From where you start at (F), head right until you reach the big staircase. Take these stairs up, the head left.

When you arrive at the single panel stairs, take the first down then the second up. Keep heading up and over another stairs.

On this plateau in the upper right corner, you will see shadows cast by the cliff onto the ground. Where there is no shadow, enter into the hidden passage as marked on the map. Follow this around and take the armor for Cid in the chest at (1).

Head down from (1) then right through the wall. Take an up and get the armor in chest (2).

So now you've gotten the Grand Helm (+5 Agility, +5 Stamina, +5 Spirit and resists lightning) and Grand Armor (+15 Stamina and +15 Spirit, resists lightning) for Cid. Equip them, the bonuses are very nice, and Cid really needs as much defense as he can get.

Leave the secret passage and then take the longer widening one back out again. You're back on the plateau. Head down the stairs, go right and down the next

set. Follow the path right until you're at the far right end of the floor.

Take the staircase up from here, and enter the door marked at (G) to proceed to the next floor.

Cave of Trials - B7
={-----

Monsters:

- Summoner
- Evil Dreamer
- Warrior
- Mini Satana
- Malboro
- Golden Toad
- Great Malboro

Treasure:

- Megalixir (2)

Enemy Spotlight - Great Malboro

The Great Malboro is your upgrade to the Malboro. If you encounter one of these then hit it hard and fast. Besides opening with Bad Breath, it also casts Doom. And with its endurance, if you aren't a high level to dish out the damage, then the 10 count may run out. But if you work hard and fast enough, you can beat the Doom relatively quickly. It's still worth it to Esuna anyone hit by Bad Breath.

```

      H
      #####
      #####
      #####
##          *          ##
1#####  ## * ##  #####2
#####
*##### *#####*
*          ###          *
###          *          ###
###      ## * ##      ###
##### * #####
*          *          *
*          #####          *
#### ##### ####
#####
### # ###
###
###
###
#####
#####
#####
### # ###
### G ###
###      ###

```

G: B6 (G) 2: Megalixir
H: B8 (H) #: Walkable Space
1: Megalixir *: Stairs

Head up from where you enter at (G). You will come to a three way fork.

With the left and right forks, you can simply follow them to their ends and take the chest. On both paths, it is a Megalixir. Gather them both, return to the fork.

Take the central path all the way to the end and the door, H, to the next and final floor.

Cave of Trials - B8
={-----

Monsters:

-None, just bosses.

Treasure:

-Thor's Hammer

-
-
-
-

Head into the centre of the room. There is a plateau here with two Save Points, the left one is a real Save Point. The right one is a teleport out of the dungeon.

Save up, there are items strewn around the room on plateaus of their own... Each is guarded by a boss.

[Porom]

[Palom] [Save] [Cid]

[Edward] [Yang]

With regards to the Save and Teleport pads, the room looks like this. I haven't provided the usual map because this room is just simple enough that it'd be complete overkill ;).

I'll cover Strategies clockwise, starting with Porom. So,

Porom, Cid, Yang, Edward, Palom.

Now, who should you outfit with a new weapon first? I'd say Cid and Edward. All of the other old characters are already well off, these two need a real equipment upgrade...

****POROM'S TRIAL: T-REX****

-HP: 60000

S: 148 M: 34

D: 3 MD: 54

Gil: 0/EXP: 32000

Type: Insect

Weakness: None

Absorb: None

Insect indeed! ;), Cast Float before entering this fight, T-Rex loves the Earthquake.

Well, Float will protect you from Earthquake, but T-Rex can also use Flame and Lightning, which should hit for around 1000 on the usual. These are often in between bouts of its standard attack, which is decent.

This is a straight out fight, keep yourself healed and keep dishing out the punishment. Cecil, Edward, Edge, Yang, and Cid should FIGHT. Porom and Rosa should Cure the party with Curaga or Aja after a hit from the special abilities. Rydia should use Bahamut or the next strongest spell, Palom should use Flare and if not that Firaga (or equivalent). Kain as usual JUMPs.

If you're floating and can keep your HP up, this just becomes an issue of

attacking the T-Rex. No tricks. Keep it up and it will fall.

You will earn Seraphim's Mace. This grants Porom an extra 15 Spirit, and it casts Esuna when used as an item... very very nice...

****CID'S TRIAL: DEATH MECH****

-HP: 50000

S: 135 M: 34

D: 4 MD: 54

Gil: 0/EXP: 32000

Type: Mech

Weakness: None

Absorb: None

Death Mech is rather slow, but it does have some serious firepower. Laser is a super-strong Beam that will cause a few thousand damage. Flame hits all for a few hundred HP of damage. Piercing Laser hits all for a little more damage. It can also call down Glove 199... Serious attacks that you're going to need to heal afterwards, but you'll have plenty of time to do so.

Death Mech is then a slave to punishment. A ton of hp, but you can score successive hits rather quickly.

Have Cid use his Gaia Hammer, it'll do 4x damage against Death Mech, nearly 4000 if you're around level 50. So, Cid, Edward, Cecil, Yang, and Edge should FIGHT. If you are using Kain, he should JUMP. Porom and Rosa should work on Cure spells, cast Holy between Curing if they have it. Rydia should summon Bahamut. Palom... either cast FLARE or FIRAGA.

Death Mech should go down with persistent punishment. You will earn Thor's Hammer. Thor's Hammer is a serious weapon with a huge upgrade to Attack, and a +15 Strength. A lightning element gives it a different edge as well. An excellent weapon that Cid truly benefits from.

****YANG'S TRIAL: STORM DRAGON****

-HP: 40000

S: 139 M: 22

D: 4 MD: 33

Gil: 0/EXP: 32000

Type: Dragon

Weakness: Ice

Absorb: Fire

One gathers the Storm Dragon gets its name from its wind-styled moves. It can cast Tornado_and_Maelstrom, either bringing one or all party member(s) down below 10 HP instantly. It's standard attack is tough, and besides that it can hit at least twice in a row. If it follows up a Maelstrom with a two-character hit and you haven't healed then both will fall.

Have whatever White Mage cast Curaga or Curaja after every Maelstrom or Tornado either on the party or individual, whoever needs it. It's important to keep this up.

Edward, Cecil, Edge, Yang, and Cid FIGHT. If you have any Ice weapons, they help out here. Fire weapons will fall flat. Kain JUMPs, again an Ice Weapon certainly helps.

Rydia or Porom, if you have either, should cast Blizzaga. This will deal out a huge sum of damage. If you can deal 9999 with a Blizzaga, suddenly 40000 HP isn't such a large number.

When you win, you earn the Hand of the Gods for Yang.

****EDWARD'S TRIAL: GIGAS WORM****

-HP: 55000

S: 155 M: 34

D: 4 MD: 44

Gil: 0/EXP: 32000

Type: None

Weakness: None

Absorb: None

The Gigas Worm is mostly physical, besides the odd use of Vampire it just plain attacks. And it hits hard too, for 1000+ in many cases.

So what's the problem? It counter attacks. This means that Edward... really can't be of use in his own Trial. After all, unless you've got him equipment from much later, he's stuck with a dagger or an old harp. 200 damage to the Gigas Worm in exchange for 1200 damage counter? Not happening. Either have Cecil COVER him, or have Edward HIDE and have Cecil COVER one of your mages.

Cecil, Edge, Yang, and Cid FIGHT. However, not too far in succession because of the counters. Kain JUMPS, Rydia calls Bahamut or uses her next best spell, and Palom uses Flare or his next best spell. Porom and Rosa use White magic.

So really, this is just a physical Crawl. You can use Blink if you think that helps you.

For winning, you get Apollo's Harp. This is a Fire Element Harp with a damage multiplier against Dragons. Awesome, but it also raises Strength and Agility by 15. Bloody excellent.

****PALOM'S TRIAL: MASTER FLAN****

Master Flan

White Mousse

Black Flan

-HP: 35000

-HP: 298

-HP: 1357

S: 130 M: 34

S: 66 M: 0

S: 116 M: 0

D: 4 MD: 38

D: 254 MD: 12

D: 254 MD: 0

Gil: 0/EXP: 32000

Gil: 384/EXP: 1808

Gil: 1300/EXP: 3044

Type: Mage

Type: Pudding

Type: Pudding

Weakness: None

Weakness: Ice

Weakness: None0

Absorb: None

Absorb:

Absorb: None

This is an interesting fight in that you can't directly target the Master Flan while its Flan minions are on the field. Now, you can target Master Flan if you target the group with a Magic spell. However, Master Flan casts Reflect on itself, so options are limited.

A spell like Meteor (Palom learns it at Level 50) or Quake, or one of Rydia's powerful summons will bypass the Flan defense and the Reflect.

Another problem with the Reflect is that Master Flan has powerful attacks like Thundaga and Flare (a few thousand damage, maybe 3000/4000) which it reflects back at you. since the spells have been bounced once, you cannot set up your own reflect defense to counter this.

The Flans will be hitting as well for a few hundred damage each time. And every time you destroy them, the Master Flan quickly Restores them.

For this reason, either having Palom _and_ Rydia on hand to cast Reflect-passing spells is good. I prefer to use Quake over Meteor. Meteor is more powerful, but the long casting time will land you in trouble. Quake is quick, and if you can target the Master Flan while the Puddings are gone with everyone else's FIGHT commands, they will still hit it even after the Reform.

As usual, White Mages are geared towards curing in this fight. With spells like Flare being cast around, they become paramount.

Anyone who isn't a Mage should simply FIGHT. Master Flan is tricky to understand, but it certainly isn't unbeatable. IT'll fall quickly once you exploit the strategy.

For winning you earn Triton's Dagger. This weapon grants Palom an additional 15 Intellect, very nice. It also casts a Tsunami-like spell when used as an item. While this isn't terribly powerful, it can be useful to have a free casting of anything...

When you're ready, let's head back to the Moon and the Crystal Palace.

FIV3U: Lunar Subterrane and Finale

At this point you may be asking, "Who do I take with me?" Anyone you want... really. I suggest you take a White Mage and Black Mage at the very least. While it is nice to beat the game with the classic party, don't ignore the new content, either. The old party members got a huge upgrade via the Cave of Trials, and you should just use whatever team you're comfortable with.

Kokkol's
={-----

Kokkol will have opened shop if you have had him make the excalibur for you:

Item	Price
+-----+	-----+
Shuriken	20000
Fuma Shuriken	50000
Yoichi Arrow	140

The Moon
={-----

Make your way once more to the Crystal Palace.

Crystal Palace
={-----

From here, heal at the Palace's panels in the first room. When you've healed up you should head into the Crystal Room and step on the panel in the centre of them.

Lunar Subterrane - B1

={-----

Monsters:

-Dark Sage

-Giant Warrior

-Selene Guardian

Treasure:

-Black Garb

```
##### A: Entrance 1: Monsters (Black Garb)
#### ## B: Teleport between B's #: Walkable Space
### # C: B2 Section 2 (C) %: Hidden Passage
### # D: B2 Section 3 (D) *: Stairs
## %%#
## % # This is the first room, and it has two branches
## ##### % # right away. But first, let's get it's one chest.
#### ##### %
### *** ## % Head up over the stairs, then right. There will be
## *** * ## % an indent in the right hand wall. Press into this
## %%## ## ##%%## % to find the Hidden Passage as Marked on the Map.
## %% ## ## ## Follow this passage around, out to visible ground.
# # # #A# ## Follow this path all the way around to the chest.
# # # ## ## Fight the two Red Giants inside for a Black Garb.
# # ## ##
## ## ## ## Alright, return to the main room, and head to the
## ## ##### D lefthand side. There will be a discontinuity in
## ##B ##### ### the light on the left wall's shadows... press here
### ## ##### ### for the hidden passage as marked on the Map. Take
#### # #B# the panel and then the stairs. This section is
##### # covered next.
##### #
###1### # After this section, I will aslo cover the main
#### # C path, which is going south from (A) to the door at
##### (C).
#####
####
```

!MONSTER IN A BOX: TWO GIANT WARRIORS!

-HP: 14000

S: 122 M: 57

D: 4 MD: 39

Gil: 7000/EXP: 18500

Type: Giant

Weakness: None

Absorb: None

Just concentrate your attack on one Giant at a time and heal as necessary. Magic is ill advised, it seems to provoke a Self Destruct. If one destroys itself, so will the other.

You get a Black Garb for winning. Decent armor replacement for Black Belt for

Edge, but it lacks the attack and strength bonuses.

Lunar Subterrane - B2 - Section 1

=(-----

Monsters:

- Dark Sage
- Selene Guardian
- Giant Warrior

Treasure:

- Sage's Staff

```
## #1#      A: B2 Section 2 (A)   1: Sage's Staff
#####     D: B1 (D)              #: Walkable Space
###      ##
##       ##   Simply fight the Dark Sages and Selene Guardians in the chest for
#        ##   a Sage's Staff.
#        ##
#        ##   Take the plate at (A).
#A      D #
      ###
      ###
```

!MONSTER IN A BOX - TWO DARK SAGES AND TWO SELENE GUARDIANS!

Selene Guardian	Dark Sage
-HP: 4000	-HP: 5100
S: 122 M: 0	S: 80 M: 47
D: 3 MD: 254	D: 5 MD: 41

Gil: 3500/EXP: 13000 Gil: 2400/EXP: 17003

Type: None	Type: Mage
Weakness: None	Weakness: None
Absorb: None	Absorb: None

The Dark Sages are more threatening with Tornado, and a far greater frequency of any sort of non-physical attack. Focus your attack on these and then the Selene Guardians for an easy win.

You earn the Sage's Staff, which casts Life and increases Spirit by 15. If your Rosa is using staves, she should have this (Porom gets an great staff in the Cave of Trials so no harm done).

Lunar Subterrane - B2 - Section 2

=(-----

Monsters:

- Dark Sage
- Selene Guardian
- Giant Warrior

Treasure:

- None

```
%%#####      A: B2 Section 1 (A)
%      #####   B: B3 Section 1 (B)
%      ##   ##A #: Walkable Space
%      ##      %: Hidden Passage
```

```

%      ##
%#####      Still no new floor title eh? Just run on down to the bottom of
      ##      this room from point (A) to (B) on the map. Take the staircase.
      #####
      ###
      ##
      ##
      ###
      B      #####
#####      #####
#####      #####
#####
      ###

```

Lunar Subterrane - B3 - Section 1

={------

Monsters:

- Dark Sage
- Selene Guardian
- Giant Warrior
- Bone Dragon

Treasure:

- Murasame

```

##      B: B2 Section 2 (B)
#####  1: Murasame
### #   #: Walkable Space
  1 #
      #   There is a Boss guarding the Murasame (see below). Defeat this boss
      #   and take the sword.
      #
      #   Head back to B1 when you are finished here.
  B #
### #
#####
###

```

****WHITE DRAGON****

"To the seeker of this blade, I bring Death!"

-HP: 32700
S: 156 M: 31
D: 5 MD: 48

Gil: 0/EXP: 55000

Type: Dragon
Weakness: None
Absorb: Fire, Lightning, Ice

Yikes, some absorption spectrum there, but it's fine. You have non-elemental attack magic like Flare and Bahamut, and Holy spells like... Holy.

The Dragon has a fairly straight forward way of fighting, but it's not something that's been tried on you before - it counters every hit with Slow. Now, besides having a powerful standard hit and the spell Earthquake, it'll get lots of hits in on you by continually casting Slow. Maybe Reflect will help you

-Giant Warrior

Treasure:

- Dragon Helm
- Dragon Mail
- Dragon Gloves

```

      A      ###
###      ###  ##  ####
####     ####  #####
#####    #####  #####
#####   #####  #####
#####   #####  #####
#####   #####  #####
###  ##  ####  ####
###  #   ###  ##
#       ###  ##
      ###  ##
      ## B ##
      ####  #1
      ###  %%####
      ##  %  #####%
      ##  %   #  %
      ##  %   %
      ####%%   %
      ##       %
              %
              2  %
              ####%%
              ####
              #####
3#####

```

A: B2 Section 3 (A) 3: Dragon Gloves
 B: B4 (B) #: Walkable Space
 1: Dragon Helm %: Hidden Passage
 2: Dragon Mail

While this area looks pretty simple at a glance, there's plenty hidden here. From where you start at (A), head down past the next door at (B).

Head down from (B) and there will be an indent as marked on the map. Take a right, up, right and grab the chest at (1) for a Dragon Helm, which resists Fire, Ice, and Lightning.

There will be another indent down and right. Follow the hidden passage here as marked: right, down, left, down, left.

In the chamber in which you emerge, check the chests for Dragon Mail and Dragon Gloves. Again, these resist Fire, Ice and Lightning. Give most to Kain, Cecil's getting armor soon and Cid got good stuff in the Cave of Trials...

When you've finished, leave the passages and take the door at (B).

Lunar Subterrane - B4

={-----}

Monsters:

- Dark Sage
- Bone Dragon
- Gold Dragon

Treasure:

- Artemis Arrow (10)
- Elixir (Door A)
- Stardust Rod

```

###
####  #
#####  ###  ##
#####  #####  #
####  B  ###  ####  ##
#####  ####  #1#
#####  ####  ###
      #####  #####
#          * #####
##         * #####
##         *      #
####  A      #*  ##
####  ##  #####  #*  ###

```

A: Room w/ Elixir 1: 10 Artemis Arrows
 B: B3 Section 2 (B) 2: Monster (Stardust Rod)
 C: B4 Section 2 (C) #: Walkable Space
 D: B4 Section 2 (D) *: Stairs
 E: B5 Section 1 (E)

From B, head right. Pass the stairs and keep going to find the chest. These are some Artemis Arrows.

Head back to the stairs, and go down them. At the bottom, head left to the door marked at (A). Get the elixir in the room here, and

```

#####*#          ### exit again.
#####          #####
###          ##### # # ### * Head right past the stairs you just came down
          ##### * and down the next.
#          # ##### *
#          D #          * Head left from the bottom, take the door at
##          ### ##          # * (C). The section in here is described under
###          #### ##### #          # * the next heading.
#####          ##### ##          ##*
#####2#####          ##          ##### When you emerge at (D), fight the Behemoth in
#####          ##### C ##### the chest for a Stardust Rod, then head down
#####          ##### the stairs at (E) to Floor B5.
#####* ##          #####
#          ##          *
          E

```

!MONSTER IN A BOX - BEHEMOTH!

-HP: 23000

S: 154 M: 63

D: 4 MD: 254

Gil: 65000/EXP: 57000

Type: None

Weakness: None

Absorb: None

I'll condense this from what I said in the Bahamut section of the guide. Essentially, dealing with Behemoths at a low level comes down to understanding how they work. Essentially, they're counter attackers. They attack very infrequently by their own volition, but hit hard when you try to fight them.

If you can't go blow for blow with the Behemoth, cast Blink on your party before you start FIGHTing them. Only have your powerful fighters FIGHT them as well. No use dealing 200 damage only to have it counter attack and either do much more damage or break your blink. NEVER use magic on them, they will counter with Maelstrom... bringing everyone below 10 HP.

Give Rydia the stardust Rod (Palom has better in the Cave of Trials anyways). It will increase her Intellect by 15, and casts Comet when used as an item. comet's damage is pretty miserable, however.

Lunar Subterrane - B4 - Section 2

=(-----)

Monsters:

-Dinozombie

-Gold Dragon

-Silver Dragon

-Dark Sage

Treasure:

-White Fang

-X-Potion

```

          #####          C: B4 Section 1 (C)          2: X-Potion
          #####1##          D: B4 Section 1 (D)          #: Walkable Space
##          ##          ###          #####          1: White Fang
#####          #####          #
#####          #####          Pretty straight forward area, from (C), head up

```



```

#####      #####      towards the top right section of the room (as
#####      #####      marked). The chest here has a White Fang.
#####      #####
#####      #####      Now, head to the lower left. Pass the door and
### D # # # #####      grab the X-Potion.
#2#      ###      #####
###      ##      #####      Now, take the door at (D).
      ##      #####
      #####
      #####
      ###
      C

```

Lunar Subterrane - B5 - Section 1
 =({-----

Monsters:

- Blue Dragon
- Dark Sage
- Ahriman

Treasure:

- Crystal Shield

Enemy Spotlight - Blue Dragon

Blue Dragon is your ideal enemy to fight if you want to get a Dragon's Whisker for Rydia (a whip effetcive against Dragons). However, the Blue Dragon can absorb Fire, Ice, Lightning, Dark, Holy, and Throw... you will need to mostly FIGHT in these battles, but a powerful non-elemental spell like Flare or BAhamut is a real help.

```

      E      A: B5 Section 2 (A)      #: Walkable Space
      *      E: B4 Section 1 (E)      *: Stairs
      *      1: Monsters (Crystal Shield)
      *
      *      Run down, there will be a staircase for you to use. However,
      *      to the left is a chest, at (1).
      *
      #      *#      This is a fight against a Blue and Red Dragon for a Crystal
      #1      *      Shield (see below).
      ###      *
      ###      *      After you're ready, head into the door at (A).
      ####      #*#
      ### A ####
      #####
      #####

```

!MONSTER IN A BOX - RED DRAGON AND BLUE DRAGON!

Blue Dragon	Red Dragon
-HP: 15000	-HP: 15000
S: 144 M: 0	S: 162 M: 79
D: 4 MD: 47	D: 4 MD: 39

Gil: 40200/EXP: 36000 Gil: 65000/EXP: 41500

Type: Dragon	Type: Dragon
Weakness: None	Weakness: Ice
Absorb: Fire, Lightning,	Absorb: Fire

Holy, Ice, Throw,
Darkness

If you are used to these dragons yet, this battle could be very rough for you. For one thing, the Blue Dragon has gross absorption qualities. The Red Dragon has one weakness...

So really, to deal with this effectively you need some notion of strategy ready before you ever start. Take out one at a time if possible, and we could start with the Red Dragon as it can be dropped quickly.

Any ice spells, like Blizzaga or weapons such as Yang's Ice Claws (which can be subbed out when you go to focus on the Blue Dragon via the ITEM menu...) will mess the Dragon up. Any dragon-effective weapons you have, as well, will work great here (like Edward's Apollo's Harp).

Hit the Red Dragon with everything you have. Since it has a weakness to Ice elemental attacks it'll drop quickly.

For the Blue Dragon, a spell like Bio, Flare or Bahamut could be useful - since it absorbs most everything else. But you can just fight it out, as long as you heal after its Ice Storm.

You'll earn the Crystal Shield for this fight. Give it to Cecil. It resists Undead attacks and raises Spirit by 3.

Lunar Subterrane - B5 - Section 2

={-----

Monsters:

- Silver Dragon
- Gold Dragon
- Dinozombie

Treasure:

- Protect Ring

##	#1#	A: B5 Section 1 (A)	1: Protect Ring
#####%#####%		B: B5 Section 3 (B)	#: Walkable Space
###	### %	C: B5 Section 4 (C)	?: Hidden Passage
###	%	C	
###	%%%	###	Head up from your starting point at (A) and then
#####	%	#####	right into an indent in the wall (at the top of
#####	%	#####	this room, right hand wall; it's marked on the
#####	%	#####	map.
#####	%	#####	
#####	%%#####	#####	Grab the protect Ring when you've gone through the
#####	#####	#####	small hidden passage. Give it to someone who needs
###	#####	#####	resistance against Fire, Ice, Lightning and who
A	#####	#####	needs the 15 extra stamina.
	#####	#####	
	#####	#####	Head right and enter another hidden passage. Take
	#####	#####	it as it appears on my map. You can go up or down
	#####	#####	from when you exit. For treasure (and a Behemoth)
	B	#####	go down, otherwise go up.

Lunar Subterrane - B5 - Section 3

={-----

Monsters:

-Blue Dragon
-Dark Sage
-Ahriman

Treasure:

-Crystal Mail

Enemy Spotlight - Ahriman

This enemy casts Doom on one of your characters from the start - you're timed to defeat it. Either bust out some decent attacks in time or use a spell to escape - attempting to run is a waste of time.

There's a treasure chest here, and it contains a Behemoth. Once You've finished this fight, you can return through the door.

!MONSTER IN A BOX - BEHEMOTH!

-HP: 23000

S: 154 M: 63

D: 4 MD: 254

Gil: 65000/EXP: 57000

Type: None

Weakness: None

Absorb: None

Behemoths Counterattack.

If you can't go blow for blow with the Behemoth, cast Blink on your party before you start FIGHTing them. Only have your powerful fighters FIGHT them as well. No use dealing 200 damage only to have it counter attack and either do much more damage or break your blink. NEVER use magic on them, they will counter with Maelstrom... bringing everyone below 10 HP.

You'll get the Crystal Mail for winning. This increases Cecil's Spirit by 3.

Lunar Subterrane - B5 - Section 4

={-----

Monsters:

-Blue Dragon

-Dark Sage

-Ahriman

Treasure:

-Crystal Gloves

Alright, to your right is a Monster Box with two Red Dragons. This is a fight for the Crystal Gloves. Battle it out if you wish. When you're ready, enter the door to the west.

!MONSTER IN A BOX - TWO RED DRAGONS!

-HP: 15000

S: 162 M: 79

D: 4 MD: 39

Gil: 65000/EXP: 41500

Type: Dragon

Weakness: Ice

Absorb: Fire

You're better off than against the Red/Blue combo, but still this can be a difficult fight if you aren't at a decent level.

Concentrate your FIGHT on one Red dragon at a time, and use Ice weapons/Dragon effective weapons if possible. Spread an Ice Spell like Blizzaga over them as well for some nice damage.

You'll get crystal gloves, which again raise Spirit by 3. Equip them to Cecil.

Lunar Subterrane - B5 - Section 5

={-----

Monsters:

-Li'L Murderer

-Dinozombie

Treasure:

-White Robe

Enemy Spotlight - Li'L Murderer

Simply put: Free experience. You see, Li'l Murderer tries to trick you by using scan on itself to reveal its Lightning weakness. However, while it is weak against Lightning, it won't attack you until you cast a spell like this. Then it will use its magic on you with grim delight. Just enjoy the punching bag and don't tempt it ;).

You'll see a treasure chest when you enter. Loop around to this and pick it up. It's a White Robe, offering 15 Spirit to the wearer. Give it to your White caster. Porom gets two +10 bonuses from her Lord's Robe, so you may not want to change that out.

Otherwise, head through the door at the northend of the room.

Lunar Subterrane - B5 - Section 6

={-----

Monsters:

-Blue Dragon

-Ahriman

-Dark Sage

Treasure:

-Crystal Helm

###	A: B5 Section 5	1: Monsters (Crystal Helm)
####	B: Flan Princess Room	#: Walkable Space
#1##	C: B6 (C)	*: Stairs
####	*	
## #	*	
#####	#	## *
#####	## #	###*
#####	####	#####
#####	## A ## # B #####	The stairs at the bottom of the section lead to
#####	#####	###
#####	* ### #	B6.
	*	
	C	

!MONSTER IN A BOX: DARK SAGE AND DINOZOMBIE!

Dark Sage		Dinozombie	
-HP: 5100		-HP: 12000	
S: 80	M: 47	S: 132	M: 0
D: 5	MD: 41	D: 4	MD: 254

Gil: 2400/EXP: 17003 Gil: 8100/EXP: 15000

Type: Mage	Type: Dragon, Undead
Weakness: None	Weakness: Fire, Holy
Absorb: None	Absorb: None

Alright, simpler than the Red and Blue Dragons in the Box anyways, though the Dark Sage can pull out powerful spells like Tornado out of the Blue. Concentrate on the Dark Sage first. This battle's physical, so just use a weapon that exploits the Dinozombie's type or weaknesses rather than magic.

You'll get a Crystal Helm. Now, like all Crsytal Armor it resists undead attacks and offers +3 Spirit. It'll be better than his Genji Gloves, so equip Cecil up.

Lunar Subterrane - B5 - Flan Princesses

={-----

Monsters:

- Flan Princess
- Dinozombie
- Gold Dragon
- Silver Dragon

Treasure:

- Red Fang

B: B5 Section 6 (B) #: Walkable Space

#####1 1: Red Fang

#####

Just grab the Red Fang. If you want to look around or use a Siren,
this room has some Flan Princesses... See below.

####

B

Enemy Spotlight - Flan Princess

HP: 20000

Strength: 154

Defense: 5

Magic: 127

Magic Def: 22

Gil: 55555/EXP: 10000

Treasure:

-Dry Ether	-Fuma Shuriken
-Elixir	-Pink Tail

Type: Pudding

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
 Absorb: None

I've put in the whole Bestiary entry for the sake of information. You will get so Many Dry Ethers fighting these things... that is, if you're not so lucky as to procure the Pink Tail quickly.

Flan Princesses take a bit of time to start attacking, once the Music starts, the attacks do too. Now, this will also BErserk your party if you aren't prepared.

If you stole a load of Sirens in the Giant, then this is the time to use them. If you can win a Pink Tail from a Flan Princess, you can give it to the Tail Collector for Adamant Armor, very strong armor defensively that also resists all elements and adds 15 to every stat...

But this can take quite a while, so if you want to finish the game, this is not and essential part.

I'd recommend getting the Flandango Sword in the Lunar ruins and getting some ribbons to keep your character's heads cool. Lay into them with powerful magic and attacks, and keep using Sirens to fight groups of 5 until you have your Pink Tail.

Lunar Subterrane - B6
 =(-----

Monsters:

- Dark Sage
- Blue Dragon
- Silver Dragon
- Giant Warrior
- Ahriman

Treasure:

- Artemis Arrows
- Fuma Shuriken
- Cottage

```

          C
          *
      1   *   2
#%%%#   ##  #   ##
#  %    #   ###  #
##  A    #####
##          #####
##          ***    ##
###         * *    ###
###        ## * * #####
#####     ## * * #   ###
#####%#%##### *##  ###
###        ###  ##   ##
##         ###     ##
          ##3      ##
          ###      ##
          ##       ##
          #        ##
          B  ##
          #####
  
```

A: B6 Section 2 (A) 3: Cottage
 B: B6 Section 4 #: Walkable Space
 C: B5 Section 6 (C) %: Hidden Passage
 1: Artemis Arrows *: Stairs
 2: Fuma Shuriken

From the top of the stairs at (C), cycle around to pick up Artemis Arrows and Fuma Shuriken at (1) and then (2).

Head South, there are two staircases. Right will progress the dungeon, Left is an optional fight for a sword.

To reach (A), head down the left stairs. There is a bit of ground sticking out to your left in line with another. Walk between these to pass over the gap via hidden passage). Follow the path around and enter the next passage as marked on the map. At the end, you'll progress.

To reach (B), take the right stairs and head to the end of the path.

Lunar Subterrane - B6 - Section 2

={-----

Monsters:

- Blue Dragon
- Ahriman
- Silver Dragon
- Giant Warrior
- Dark Sage

Treasure:

- Golden Apple

```

    ##          A: B6 Section 1 (A) #: Walkable Space
    ##          B: B6 Section 3   *: Stairs
    ##          1: Golden Apple
    ##
A   ##          Alright, head down from where you start at (A)
*   ##          ## and take the chest you see for a Golden Apple.
*   ##          ##
#   ##          #B Head right from here and take the door you come
#   #   ###     ## to to proceed to B6 Section 3.
#   ###  #####  #####
#####
#1#####  #####
#####  #####

```

Lunar Subterrane - B6 - Section 3

={-----

Just run North, to the next panel. This takes you to B5, Section 7.

Lunar Subterrane - B5 - Section 7

={-----

Monsters:

- Ahriman

This is mostly a straight up run from south to north, except there's a chest here. It's a Fight against a Behemoth for another Protect Ring. When you're ready, take the panel at the far north and proceed to Section 8.

!MONSTER IN A BOX - BEHEMOTH!

-HP: 23000

S: 154 M: 63

D: 4 MD: 254

Gil: 65000/EXP: 57000

Type: None

Weakness: None

Absorb: None

Behemoths Counterattack.

If you can't go blow for blow with the Behemoth, cast Blink on your party

before you start FIGHTing them. Only have your powerful fighters FIGHT them as well. No use dealing 200 damage only to have it counter attack and either do much more damage or break your blink. NEVER use magic on them, they will counter with Maelstrom... bringing everyone below 10 HP.

You'll get another Protect Ring, remember it resists Fire, Ice and Lightning and raises Stamina by 15.

Lunar Subterrane - B5 - Section 8

={-----

A Save Room, make sure you rest and save here, there will be a Boss encounter just a head and it hits hard within the first attack. The key to the next battle is to survive the first attack... and so there's no reason not to save just in case.

Lunar Subterrane - B5 - Section 9

={-----

Monsters:

- Gold Dragon
- Blue Dragon
- Dark Sage
- Ahriman

Treasure:

- Ragnarok

Getting tired of the fifth floor? This is the last section we'll visit, and it is just small. Approach the Sword, and try to take it to activate a boss encounter...

****DARK BAHAMUT****

-HP: 60000

S: 160 M: 8

D: 5 MD: 52

Gil: 0/EXP: 64000

Type: Dragon

Weakness: None

Absorb: None

"Those damned by Zemus shall never bear this sword!"

Dark Bahamut is a much more difficult fight than what you would have had with Bahamut. You need to set up your Reflect defense as per usual, but it starts with a Mega Flare. If you have survivors, or if it somehow misses some of your characters, get started on your reflect defense.

Dark Bahamut will also cast Reflect on itself and start bouncing Flares at you. While not as devastating as Mega Flare, you will have trouble healing yourself. Maybe Rydia's Asura could be attempted?

Either way, Hi-Potions are probably a decent way to do things. Keep punching into Dark Bahamut. Use a spell that penetrates its Reflect... but not until you are well off with your Reflects. For instance, if you Summon Bahamut, Dark Bahamut will follow up with a Mega Flare of its own. Of course, this will be reflected back - and the more Reflects the more damage.

Try to keep your HP and defenses up, and Dark Bahamut falls eventually.

You'll earn the Ragnarok, an excellent weapon for Cecil. It's a Holy attribute sword that grants Cecil +15 to Strength, Stamina, and Spirit. That pretty awesome, equip it.

Time to head on and progress further into the Subterrane. Head back to B6 Section 1 and take the Right staircase, and subsequently the door.

Lunar Subterrane - B6 - Section 4

={-----

Monsters:

- Li'L Murderer
- Dinozombie
- Gold Dragon
- Silver Dragon

Treasure:

- Minerva's Plate

Small room, there's a Door and a Chest. The Chest is a fight for a Minerva's Plate. Take on the battle with a Dark Sage and Selene Guardians... this armor really isn't very desirable but get it if you must.

When you're ready, take the door to B7.

!MONSTER IN A BOX - ONE DARK SAGE AND THREE SELENE GUARDIANS!

Selene Guardian	Dark Sage
-HP: 4000	-HP: 5100
S: 122 M: 0	S: 80 M: 47
D: 3 MD: 254	D: 5 MD: 41

Gil: 3500/EXP: 13000 Gil: 2400/EXP: 17003

Type: None	Type: Mage
Weakness: None	Weakness: None
Absorb: None	Absorb: None

The Dark Sage is more threatening with Tornado, and a far greater frequency of any sort of non-physical attack. Focus your attack on the Sage and then the Selene Guardians for an easy win.

From this encounter, you'll earn a Minerva's Plate... This piece of armor for the female mages increases Stamina, Strength, and Agility by 15. Great, huh? Well, it also decreases Spirit and Intellect by 15. Serious bummer. I'd advise against using this armor.

Lunar Subterrane - B7

={-----

Monsters:

- Dinozombie
- Gold Dragon
- Silver Dragon
- Bone Dragon

Treasure:
-Holy Lance
-Ribbons (2)

```
#####  
#####  
#### * ##  
#### * ##  
### * ##  
## * #  
A ## E * #  
##### # ### ## #*# ## # #  
##### ##### #  
##### ##### #  
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## ## #  
## ## #  
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### ##  
### ##  
### B C D ##  
#####  
#####
```

A: B6 Section 2
B: Save Room
C: Room: Battle: Plague (for Holy Lance)
D: Room: Battle: Two Lunasaurs (For 2 Ribbons)
E: B8 (E)

Head down from (A), to the bottom of the room and take the first door you come to. This is a Save Room, I suggest you Save.

Take the next door to find the Holy Lance and a battle with Plague. See below for details.

The next door is a battle with two Lunasaurs. They guard two ribbons. See Below for details.

When you're ready, follow the path around until you see some stairs. Take the stairs down and proceed through the door.

*NOTE: Save after each Boss fight, for the safety's sake.

PLAGUE

HP: 33333
S: 146 M: 0
D: 5 MD: 138
Magic: 0
Magic Def: 138

Gil: 550/EXP: 31108

Type: None
Weakness: Throw
Absorb: None

"The coveter of the Holy Lance shall perish!"

Plague starts off by Casting DOOM on all of your party members. That means, you have until the counter reaches 0 to destroy it, or you die. It also casts Haste on you, but this will not speed up the timer. Count it as a blessing.

Speaking of Haste, it could help here. Have your White Mage cast Haste, or Holy if she has it - more damage you can deal the better.

Break out your strongest attacks. A Fuma Shuriken for good measure from Edge might do well. It is weak against Throw. Everyone else just attack with their strongest Spells or hits. JUMP and POWER are okay, but you may be stalling your hit too long when you could actually do some good otherwise.

One thing you could do if you're close to dieing is have someone knocked out and then use a Pheonix Down/Life spell on them after they rise. However, please note that Plague will cast another Doom.

You'll get the Holy Lance for Kain. He's in desperate need of a weapon, and it will do. At least Jump will help you. It'll help in this dungeon despite not having a very potent attack power or any stat changes at all. To be perfectly honest, Kain gets the short end of the stick with this weapon.

****TWO LUNASAURS****

-HP: 23000

S: 144 M: 54

D: 4 MD: 254

Gil: 0/EXP: 29500

Type: Dragon, Undead

Weakness: Fire

Absorb: None

Alright, these two Lunasaurs will attack you. With any fight against two foes we'll take them one at a time.

Lunasaurs are powerful. They will cast Reflect on themselves, then start bouncing BIO at you for 1000+ damage. They'll also hit you with Flame for a few hundred damage to each one. If they cast reflect again, it will interrupt your casting Cure spells on yourself.

Cid, Edge, Edward, Cecil FIGHT. Edward's Apollo's Harp and Cecil's Ragnarok are very useful here. Yang, equip him with two Fire Claws, or Hand of the Gods + Fire Claw and go to town. Kain will have to JUMP. Porom and Rosa need to keep up the Curing. Rydia and Palom should hit with Reflect passing magic... unfortunately they have huge Magic Defense. Something like Bahamut or Meteor or Ifrit should be used. Meteor takes a load of time to cast however, be careful.

If they bounce reflect onto you, then bounce a Firaga at them. Even with the magic defense of 254, if you have a decent combination of equipment for optimal stats then it will do a few thousand, or high thousands.

Ribbons are the prize, two of them. This item is great. While as a helmet it is weaker than most you're getting now, and it has no stat bonuses - it prevents all unwanted stats besides KO. That's pretty fantastic, equip them to those who need them. Probably your casters.

Lunar Subterrane - B8

={-----

Monsters:

-Wicked Mask

-Behemoth

-Red Dragon

Treasure:

-Fuma Shuriken

-Masamune

Enemy Spotlight - Red Dragon

You best bet for a Wyvern Lance, which is actually a decent weapon for Kain. Since they are a Siren encounter on this floor, as well they are good for trying to get a Crystal Ring. Exploit their Ice weakness. Attack with Ice and Dragon-effective weapons. Great experience if you want to level, try for the items if you must...

```

## ## ### A: B9 (A) 2: Boss: Oogopogo (For Masamune)
##### E ##### E: B7 (E) #: Walkable Space
##### 1: Fuma Shuriken *: Stairs
##### #####
1 ##### Head right, take the stairs down.
# # ## ###
## ##### #* Head left, all the way, and get the Fuma Shuriken in the
# ##### ### * chest at (1).
##### ## *
# # ## ##### ### Head down, take the stairs.
* # # * # #
*# ### * # Head right, go down at thr fork.
*# ### A #
#### ## ## At the end of the path is the Masamune. You must fight
##### Oogopogo (see below) if you want it.
#
#
# 2 Return to the fork, take the right. Follow the path
##### around and go down the stairs at (A).

```

OGOPOGO

-HP: 50000
S: 150 M: 127
D: 4 MD: 40

Gil: 0/EXP: 61000

Type: None
Weakness: None
Absorb: None

"None shall ever bear the cursed sword, Masamune!"

A Canadian Lake monster =), Oogopogo takes a little trip away from Lake Okanagan to guard the Masamune.

Unlike Leviathan, there's no Lightning weakness here. So just break out your strongest spell. Bahamut, Flare, whatever you have.

Oogopogo starts out with Two Tidal Waves in a row... you should use Curaja soon after. It'll often attack with Blaze, a few hundred damage to each, and Whirl, which is the equivalent of Tornado. It'll bring you below 10 HP and then use Tidal Wave immediately afterwards, taking that fighter out.

Besides, it's a pretty simple "throw everything you've got" battle. Well, you shouldn't THROW, save those darts. Just lay into it and keep your HP up.

Your prize is the Masamune. It adds Agility +3, Intellect -3. Kind of Balances the Murasame, but it's still pretty miserable. Still... it's Edge's best combo for now.

Lunar Subterrane - B9
={-----

Monsters:
-Wicked Mask
-Behemoth
-Red Dragon

Treasure:
 -Elixir
 -Gysahl Whistle

Enemy Spotlight - Wicked Mask

Wicked Mask is... mean. It casts Reflect on itself, then on you. It will then proceed to cast Holy and Flare of its Reflect and on to you. It has the Glass MAsk as a drop, but due to the frequency of the other enemies and the infrequency of the drop this may not be the best place. Attack them hard and fast with physical attacks. If you have Cid, he will crush them utterly with his hammers. Otherwise, you may want to run. It's hard to run from them, cast a spell like Smoke instead.

```

#####          #####      A: B8 (A)   2: Gysahl Whistle
##### A ###    #          B: B10 (B)  #: Walkable Space
#   #####    1#          1: Elixir   *: Stairs
###    ##*    #
#####        * # #####      Head down the staircase below your starting point, (A).
#  ##      *##  #          Take a right then up and grab the Elixir. Continue down
#####        #####          the next staircase.
*#####      #####*###
* #####      *          Head left, and take the stairs at the end.
*   #####      *
* #####          Head right, and grab the Gysahl Whistle from the chest.
*                                     Have anything stored that you want or need? That's why
*                                     it's here - restocking before the final encounter...
#####   #####   ##  ##
#####          Take the plate further to the right.
# # #####   #####B#
                2#   # # #
  
```

Lunar Subterrane - B10
 ={------}

Monsters:
 -Behemoth
 -Red Dragon
 -Wicked Mask

Treasure:
 -Fuma Shuriken (2)

```

##### B #          A: B11 (A)          2: Fuma Shuriken
##### * #          B: B9 (B)           #: Walkable Space
##*#####          1: Fuma Shuriken   *: Stairs
### *##   ###
##  ##   ###   #
#####   #####      Head left, take the stairs down.
#####   ##   *#
###   ###   ###* 1   Head right, take the stairs down and take the Fuma
2   #####          Shuriken from the chest.
#####*#####   ##
##### * #####   #   Head left to another chest, take another Fuma Shuriken.
#####           ##
                ###   ###   Go down, take a right and head to the bottom right.
                #####
##### #  ##  #  # *#   Head down the stairs to (A) and continue on to Floor 11.
#####           *
### #  #           A
  
```

Lunar Subterrane - B11

={-----

Monsters:

- Zemus's Mind
- Zemus's Breath

Enemy Spotlight - Zemus's Mind and Zemus's Breath

If you choose to fight these - Zemus's Mind has a huge Defense Stat and Breath has a huge Magic Defense stat. Attack them with Spells or FIGHT depending on their respective defense. While BReath usually Scans you, Mind will use such spells as Confuse. They die liek a boss too, pretty cool.

```

## #####   ##           A: B10 (A) #: Walkable Space
#####A      B: B12      *: Stairs
*#####
* #   ## # #           Head left, go down the stairs.
*   ###
*
*# #           ##### ## ##           Head right, go down the stairs.
*##### *#####*           Head left, take the Panel at (B).
#####*
# # ### # # # *
###           *
*
#### # ## ## #*
B# #####*
# ###           #####
#   # # #

```

Lunar Subterrane - B12

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The final floor. Head up, you'll see that FuSoYa and Golbez have engaged Zeromus.

****ZEMUS****

You can just sit by and watch this. Golbez and FuSoYa battle Zemus with spells and destroy the body.

Zeromus, the soul of Zemus, lives on however.

Zeromus knocks your party out and Golbez and FuSoYa again engage him.

They will not win.

****ZEROMUS****

Alright, so you get your chance at fighting Zeromus. You'll be fully restored by the power of your friend's prayers. So if you're worried about healing, don't be.

Zeromus' stats are hidden in the bestiary. Don't worry about them, just concentrate on beating him.

You can start, however, by having Cecil use the Crystal. Golbez walked a path of Evil, so it was ineffective for him. However, Cecil's a paladin. This will

reveal Zeromus' true form.

If you want, you can steal Dark Matter from Zeromus before using the Crystal. I can't see any major impact on the fight by stealing this item. You need Edge for this, of course.

Zeromus has three core attacks:

*Big Bang: Deals a few thousand damage, normally 2k+. You should expect this after Zeromus shakes all over. It also puts you in a state of slip, like Bio, where your HP drains. Even if you survive you have to bust out a Curaja asap to prevent your party from just dropping off.

*Black Hole: Any stat changes are eliminated. You can try Haste and Shell and such on your party, but Black Hole will wipe them out.

*Flare: Flare is the spell Flare. It should do high 2000's to 3000 damage to a single character. If you're at an average level, it stands a good chance of knocking you out.

Zeromus will also do the following when it is almost dead:

*Meteor: Meteor is cast when Zeromus is low on HP. This may not hit everyone in your party. It will only do a few thousand damage as well. There's a good chance Zeromus will get it off - but don't worry too much about it.

Zeromus also counterattacks:

Black: Zeromus will counter your Black Magic spells with the spell Flare.

Holy: Zeromus counters Holy attacks with Whirl.

Summon: Zeromus hits the entire party with Bio.

Obviously, Summon is the best route here. This is kind of an artifact from the old versions I suppose, where you'd likely be casting Bahamut anyways... it makes using strong spells with Palom a little more difficult a fight in some respects because Zeromus' Flare isn't weak.

Specific character strats:

Cecil: FIGHT, the Ragnarok is the weapon of choice.

Kain: JUMP, you can even miss Big Bangs... FIGHT if Kain needs healing, or else he'll miss out.

Edge: THROW Fuma Shurikens, then FIGHT.

Yang: FIGHT, POWER takes too long.

Edward: FIGHT, and work item duty.

Cid: FIGHT, and work item duty.

Rydia: SUMMON Bahamut. Leviathan if you don't have it. Otherwise, a powerful Black spell.

Palom: Any powerful Black spell except Meteor. Beware the Flare.

Porom: Curaja, or next best... total Cure duty and Full Life if needed.

Rosa: Curaja, or next best... total Cure duty and Full Life if needed.

Now, Items should come into play as needed. Don't be afraid of using an Elixir.

When Zeromus falls, enjoy the ending.

****END MAIN GAME****

FIV3V: Lunar Ruins

The Lunar Ruins are a special dungeon found in this game that contain many fine treasures for your party to find, and many new versions of enemies. Some are difficult to find.

The Lunar ruins are a Random dungeon. Each set of floors as a few choices it can be, but not all will played through.

While you will be beating this Dungeon three times, this may not be enough to experience every room.

Opening the Lunar Ruins

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The Lunar Ruins are opened by defeating Zeromus. Now, you have to defeat him with the characters you want to introduce to the Ruins' Trials. For instance, Yang has a Trial in the Ruins, but if Yang has not defeated Zeromus then he can not enter it.

Palom and Porom share a Trial, but you only have to beat Zeromus with one of them to open it up. This means, you only have to beat him twice. Three times might allow easier combinations, however.

Preparation

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Visit some shops if you want, and I highly recommend visiting a Fat Chocobo. There are many items in the Lunar Ruins. So a Fat Chocobo before your attempt ot the purchase of a Gysahl Whistle could be useful.

The Moon

={-----

Alright, let's get to the ruins.

From the Crystal Palace, head right until you're over a cave's mouth. Now, fly up. You will see off to your right after a short bit a staircase.

Land the Lunar whale to the right of it. It's the Lunar Ruins.

Lunar Ruins - Entrance

={-----

A voice will tell you that you must claim 9 tomes. Well, you do not have to claim all 9 to beat the dungeon, but you will have to, to get the full benefits of this Dungeon.

Head down the stairs in front of you.

of the floor, there will be an indent in the wall. Follow this hidden passage through right/up/right. Now follow the path to the end and grab the Dry Ether.

Return through the hidden passage and head left. Head up at the end. Take the first right you come to. Head up at the end.

At the end of this section, head left into the indent in the wall, into the secret passage as marked on the map. Take the chest at (2) for a Remedy.

Go halfway through the hidden passage, then up. Left at the dead end. This is just a shortcut to the door. Take the door.

Lunar Ruins - Yang Type 2

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Monsters:

- Great Malboro
- Goblin Prince
- Echidna
- Lamia Queen
- Wicked Mask
- Behemoth

Treasure:

- Remedy
- Elixir
- X-Potion

Enemy Spotlight - Echidna

The last of our lovely Vamps, the Echidna has a fairly predictable pattern. She usually attacks with Vampire one round, then Thundaga the next. Thankfully, her Thundaga isn't very strong and should only do a few low hundreds of damage to each party member. But if you want to clip her wings easily, Cecil can usually take her out in a single hit with one of his late game Holy swords, like Ragnarok. Have the others focus on other enemies, while he destroys her in one fell slice.

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```

A: Start 3: X-Potion
 B: Next Floor #: Walkable Space
 1: Remedy %: Hidden Passage
 2: Elixir *: Stairs

Pretty simple, head up from the lower left starting point (A). At the very top of your run, check the righthand wall for a hidden passage. Take it through.

Move right, then down to get the Remedy at position (1). Head up and right. You will see two sets of stairs.

Take the top set first. Check around the left wall for a hidden passage as marked on the map. Follow this through for the chest at (2), an Elixir.

Return to the fork between stairs and this time take the lower staircase. Proceed right and down, down another

```

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```

set.

Down here, check the lefthand wall for a small hidden passage as marked. It's in the upper left corner of the chamber with point (B) but not the two space width area.

Anyways, grab the X-Potion in the chest here. Exit the hidden area then take the door at (B) for the next floor.

Lunar Ruins - Yang Type 3

= {-----}

Monsters:

- Goblin Prince
- Black Flan
- Wicked Mask
- Gold Dragon
- Great Malboro
- Behemoth

Treasure:

- X-Potion
- Pheonix Down

```

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```

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```

Lunar Ruins - Yang Type 4

= {-----}

Monsters:

- Goblin Prince
- Great Malboro
- Wicked Mask
- Gold Dragon
- Echidna

Treasure:

- Dry Ether (2)
- X-Potion

```

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```

- A: Start
- B: Next Floor
- 1: Dry Ether
- 2: Dry Ether
- 3: X-Potion
- #: Walkable Space
- %: Hidden Passage

Directions below map...

While you can begin and end in the same little chamber, there are a few items to get. If you wish to pick up the items, then read on. Otherwise, just take

the door.

From where you start, head left through the wall. Head down once outside, then left at the bottom.

Walk up the left side of the Floor, and check the walls along the way for hidden passages (they will be to your right). Check the walls in this corridor until you've found the two chambers marked on the map, and picked up the Dry Ethers inside.

Now, return to the bottom, and head right. Three spaces up from the very bottom and in the right wall, you'll find a hidden passage. Take this to the right. Head up the corridor when you can.

Check the walls to your right (you should be in the third long north/south corridor as marked on the map) and the middle hidden passage (middle one as marked on the map) should be found. Should be the first passage on the right you can enter from the north heading south.

Anyways, check the righthand side of this little room for a secret passage. Follow this little path up and left, then grab the final chest before returning to the door to exit.

Lunar Ruins - Yang Type 5
={-----

Monsters:

- Red Dragon
- Mech Dragon
- Wicked Mask
- Gold Dragon
- Giant Warrior
- Giant Soldier
- Goblin Prince

Treasure:

- Cottage
- Dry Ether

```

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#####   ##     ###  #####
###     #     #####  ###
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      #     ###    ###
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      #     ##    #####%%
      #     #####  %
      #     ##    %
      #     %
      #     %
      ##  #####  ###  %
#####  ###    #####  %%
#####     ##    #####  %
#####     ##    #####  %

```

A: Start
 B: Next Floor
 1: Cottage
 2: Dry Ether
 #: Walkable Space
 %: Hidden Passage

Directions below map...

Gil: 5000/EXP: 15000 Gil: 8000/EXP: 18000 Gil: 10000/EXP: 20000

Type: None	Type: None	Type: None
Weakness: Fire	Weakness: Fire	Weakness: Fire
Absorb: None	Absorb: None	Absorb: None

Now, these will weaken as they take damage, that is one monk will die off and leave two, and so on. But there's 8, so it's no good to just take out 1 and wish for the best.

They have a Fire weakness, but their magic defense is through the roof. Still, Firaga across a group of the later groups may be a good idea. A better idea would be to give Yang a Fire Weapon.

Kicks are not advised.

Groups
={----

Group 1: 8 Soldier Monks

-Break- Move north

Group 2: 8 Soldier Monks

-Break- Move North

Group 3: 8 Super Monks

-Break- Move North

Group 4: 8 Super Monks

Group 5: 8 Drillmasters (no break)

Group 6: 8 Drillmasters (no break)

Group 7: Lunar Titan (no break)

Boss
={--

As the seventh group of monks ready an attack, Lunar Titan is satisfied enough that he will challenge you. Get ready...

****LUNAR TITAN****

-HP: 120000
S: 196 M: 35
D: 2 MD: 37

Gil: 65000/EXP: 65000

Type: None
Weakness: None
Absorb: None

Lunar Titan is a decent way to start these challenges, he's slow and doesn't attack with special attacks all too often.

That doesn't mean he's a total pushover, however. His physical attacks hit hard and he knows the move Crush - an instant KO.

You're at risk of a special attack when he flexes his muscles out. You can avoid damage from his Earthquake attacks by Floating, and for Crush you can just raise the fallen afterwards. Lunar Titan also uses Stone Gaze - this is a slowing petrify however, and chances are you will defeat the Titan before he uses it on the same person three times.

Hit with your most powerful FIGHT. POWER and JUMP with Yang and Kain, respectively. Lunar Titan's slow and predictable enough that POWER is not as debilitating as usual. A fast and powerful spell like Bahamut or Flare also does nicely here.

For winning, you get the Discipline Armlet. This will change POWER to DEADLY. This is 3x damage and almost guaranteed 9999 in many cases. Well, POWER might be hitting 9999 soon enough, but DEADLY is worth looking into.

Lunar Ruins -- Edward's Trial and Preceding Floors

FIV3V2: Edward: Bard

Lunar Ruins - Edward Type 1 - Floor of Remembrance - Antlion Cave

={-----}

Monsters:

- Echidna
- Leshy
- Behemoth
- Basilisk
- Yellow Jelly
- Goblin Prince
- Lamia Queen
- Domovoi

Treasure:

- Elixir

Take all of the stairs, but not the door. Loop around to the back of the room to find a chest. Take the contents, then leave via the door.

Lunar Ruins - Edward Type 2 - Floor of Remembrance - Lunar Path

={-----}

Monsters:

- Echidna
- Abyss Worm
- Prokaryote
- Lunar Virus
- Lamia Queen
- Dark Grenade
- Behemoth
- Black Flan

Treasure:

- Cottage
- Pheonix Down

Nothing to it, but there are two treasure chests to collect along the way. Namely, one to the right and up of where you starts, and one to the right of where you exit.

It doesn't get much simpler than Lunar Path as far as layout is concerned.

Lunar Ruins - Edward Type 3 - Floor of Remembrance - Underground Waterway

={-----}

Monsters:

- Crystal Dragon
- Tiny Mage
- Sahagin Prince
- Gigantoad
- Red Mousse
- King Bomb
- Killer Fish
- Vile Shell
- Water Bug

Treasure:

- Cottage
- X-Potion

Enemy Spotlight - Crystal Dragon

Crystal Dragon is essentially a mundane version of the White Dragon. It will counter your every move with STOP and also Entangle you. Be careful how you hit it if you're not of a considerable level. A small hit for a STOP in exchange is not the way to go. Crystal Dragons have the same drops as Red Dragons, but Red Dragons are much more accessible.

Another one for your early stages. Be sure to go into the water to get to the treasure chests.

Lunar Ruins - Edward Type 4 - Floor of Remembrance - Giant of Babel

={-----}

Monsters:

- Beamer
- Searcher
- Lamia Queen
- Giant Soldier
- Echidna

Treasure:

- X-Potion
- Dry Ether

Based on Stairwell of the Giant. Just head north and grab the chests along the way.

Lunar Ruins - Edward Type 5 - Floor of Remembrance - Chocobo Forest

={-----}

Treasure:

- Piggy's Stick

White Chocobos. These will of course restore your MP, so maybe take the opportunity to Curaja yourselves.

In the upper right of this floor, there is a small path leading up and right. At the end, you can walk right into the Trees. Press A at the end of the path to open a chest containing the Sword, Piggy's Stick.

This is a sword with decent attack power that can also afflict enemies with the status Pig. It's pretty good. MAYbe give it to Kain until he gets a decent Lance?

={--- EDWARD'S TRIAL ---}=

If you've beaten Zeromus with Edward in your team, proceed through the central door.

The Trial
={-----

Monsters:
-Specter

Edward needs to have a Harp equipped in this stage. Luckily, one is quite handy to you and where you start - Requiem Harp.

An automatic battle will ensue between Cecil and a Specter. Eventually, Edward will Sing and the requiem will release the Specter from its fate.

You will need to free every Specter in the Castle...

Specters
={-----

Specters regenerate if you destroy them - but a Requiem will eliminate them from the field. You only need the Requiem Harp in your inventory, you never have to equip it.

However, you do need a HARp to Sing, so if need be equip the Requiem Harp. BE warned that it decreases each stat by 5.

I find it easiest to destroy the Specter once, then sing.

Sections
={-----

This Trial is benign enough that one does not have to map it out. However, some direction as to where to go is appropriate...

*The first room past the door, there are two Specters.

*Up the stairs, there is one Specter.

*Up the next set, there's two Specters.

*Go down two sets of stairs, you will see a Specter. Deal with it.

*Edward will take you through a hidden passage.

*Down here, there's around five you will have to find. Well, you can't progress until you get them all anyways. Walls with a half shadow, shaped like "/" which usually lead to hidden passages. Make your way to the bottom left door when you are ready.

Boss
={--

Head north, the Requiem Harp will be broken. Lunar Shiva will engage you...

****LUNAR SHIVA****

-HP: 100000
S: 173 M: 36
D: 2 MD: 55

Gil: 65000/EXP: 65000

Type: None
Weakness: Fire
Absorb: Ice

Lunar Shiva will begin with a standard hit and go directly into her Battle Stance. She'll end this stance with a powerful Ice Storm - heal up afterwards.

Lunar Shiva absorbs Ice, and she does the interesting tactic of casting Blizzaga on herself for health. She'll also cast Blizzaga on you, but it won't be as powerful as her Ice Storm. While the Blizzaga against you seems random, the Blizzaga on herself seems to follow a spell like Firaga.

Besides this, Lunar Shiva can also cast Blaze, which is a bit of a way to mix it up I suppose.

But really, she has a very basic style of fighting and if you use a Fire weapon or Firaga she'll fall fairly quickly. Her Grimoire LI will summon her to deal 9999 damage to enemies on the field.

Edward's prize is the Harmonious Ring. This changes SING to CHANT, which casts Shell and Protect. This is very nice. Consider that many enemies of the Ruins can resist your Songs now. I'd say to try out the Ring...

Lunar Ruins -- Rydia's Trial and Preceding Floors

FIV3V3: Rydia: Summoner

Lunar Ruins - Rydia Type 1 - Waterfall Room

=(-----

Monsters:

- Lamia Queen
- Great Malboro
- King Bomb
- Sahagin Prince
- Golden Toad

Treasure:

- White Dress
- X-Potion
- Cottage

I'll give you certain directions to reach the chests and the exit.

Chest 1 - White Dress

- *Head Right, Down, Down, Down.
- *Head right, up the stairs and take the chest.
- *Head down any waterfall and take a door back to the top.

Chest 2 - X-Potion

- *Head Right, Down, Right, Down, Right, Down, Down.
- *Left, up the stairs. Take the chest.
- *Head up the stairs through the door to return to the top.

Chest 3 - Cottage

- *Left, Down, Left, Down, Left, Down.
- *Up the two sets of stairs, grab the chest.
- *Left across the bridge, head up and through the big door.

Exit

- *Left, Down, Left, Down, Down.
- *Up the stairs at the bottom, head right.
- *Take the door down and out to the next floor.

Lunar Ruins - Rydia Type 2 - Library

={-----

This one's simple, just potentially time consuming. Head left and talk to the old man. He will ask you to find a book called Mysidian History.

Now, the location of this book in the Library is random. Talk to the people in the Library to get a general idea of where the book is before looking for it.

Search the bookcases until you find Mysidian History.

Take it to the old man, he will lead you out of the Library.

Lunar Ruins - Rydia Type 3 - Sylph Spring

={-----

Head north and talk to the Sylph to be fully healed.

Leave via the south when ready.

Lunar Ruins - Rydia Type 4 - Number Puzzle

={-----

Talk to the Old Man. He will give you a combination. These numbers can be seen on panels on the floor.

Simply copy the combination down and step on the numbered panels in order to open the door.

Lunar Ruins - Rydia Type 5 - Counting

={-----

Talk to the man. He will allow some animals to cross along the top of the screen. Try to keep track of them all (make a tally maybe).

At the end, he will ask you how many of a certain number passed by (like six Toads, for instance). He will give you three choices, then you step on the panel that corresponds to your choice.

If you are correct, you'll get a Megalixir.

={--- RYDIA'S TRIAL ---}=

If you've beaten Zeromus with Rydia in your party, enter the door in the column just above where you start.

*It is recommended that you have acquired Rydia's strongest Summons prior to this challenge.

The Trial

={-----

Monsters:

- Mist Kraken
- Mist Eagle
- Mist Summoner

Trasure:

- Mist Ring

*About the Monsters:

The monsters here seemed geared toward a specific reason - egting some of Rydia's rare summons. Mist Eagle drops Cockatrice and Mist Kraken drops Mind Flayer. The Mist Summoner will summon either one of them. Now - the drops are still rare but this is the absolute best way to get the Summons. Just keep destroying the enemies as they are summoned to boost your chances.

-Mist Kraken can use Mind Blast and Blaster - potentially killign you in one hit.

-Mist Eagle can PECK, which petrifies.

#####	A: Start
# # ##### # #	B: Ifrit
### ### ##G## ### ###	C: Titan
##C## ##### ##### #####	D: Ramuh
### ### ### ### ###	E: Shiva
# # # # #	F: Fog Wall
# # # # #	G: Boss
# # # # #	#: Walkable Space
# # # # # # #	Directions below map.
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Big area. Head up into the large chamber above the hallway you start in. It's the large rectangular room with the Fog Wall in the hallway above (central).

Branch out via the paths in the corners of these rooms. At the end of each, you will fight one of the four Summoned beasts that has left Rydia: Ifrit, Titan, Ramuh, and Shiva. These are described below.

When all four have been defeated, head past the central hallway with the Fog Wall - it's gone. As you approach (G), you'll begin a fight with the boss, Lunar Dragon, which is described after the four summons below.

****IFRIT****

-HP: 70000
S: 177 M: 36
D: 5 MD: 44

Gil: 45000/EXP: 50000

Type: None
Weakness: Ice
Absorb: None

Blizzaga is the way to go with Ifrit, any Ice weapons you have may be helpful as well.

Ifrit doesn't attack too frequently. He often FIGHTs then casts a weak Fira before glowing red. In this mode he can use the more powerful attack Flame, but you can easily follow this up with some Curaga or Curaja.

Take advantage of the low attack rate and get your licks in on Ifrit efficiently and quickly. If you don't have many Ethers, then you might not want to cast Blizzaga more than twice with Rydia.

But you won't need it if you are doing a few thousand damage with your fighters every turn anyways.

****TITAN****

-HP: 75000
S: 180 M: 28
D: 5 MD: 48

Gil: 45000/EXP: 50000

Type: None
Weakness: None
Absorb: None

Cast FLOAT on your party right away, or before battle would be preferred. Titan is actually the simplest of these bosses. If you're floating, he can't cream you with Earthquake or Quake, but you can get plenty of licks in on him.

Keep people healed because Titan's standard attack is powerful. Maybe have Cecil COVER someone. Either way, just lay into and he'll fall eventually. With him only being able to attack one character at a time, you can easily focus your strategy.

Low on Ethers and the ilk? Rydia doesn't have to cast any magic here. Though it does help, she can just FIGHT if you want. Bahamut otherwise.

****RAMUH****

-HP: 60000
S: 170 M: 41
D: 5 MD: 54

Gil: 45000/EXP: 50000

Type: None
Weakness: None
Absorb: None

Like Titan, no weaknesses. Although you can't just avoid his attacks completely like Titan, he doesn't normally pull anything very tough.

For instance, Ramuh will FIGHT and cast a weak Thundara. This is inconsequential. If he casts a Blitz on one character, it can do a fair bit of damage but it isn't normally lethal if they're at full life. When he raises his rod, he will cast Lightning on the group. This will only do a few hundred to each character.

So, just lay into him. One Bahamut from Rydia for good measure if you are trying to conserve MP - but FIGHT from your comrades or Palom's spells will be fine as backup here. Just keep yourself healed. Ramuh can knock you out if you aren't diligent, but individual attacks probably won't be enough.

****SHIVA****

-HP: 64000
S: 172 M: 50
D: 5 MD: 52

Gil: 45000/EXP: 50000

Type: None

Weakness: Fire

Absorb: None

Shiva like Ramuh and Ifrit hits you with the standard FIGHT attack, Blizzara like their level 2 spells is also cast. Ice Storm is used on the party after she changes her stance. IT will do a few hundred damage to each party member.

It comes down to a pattern of: FIGHT, BLIZZARA, FIGHT, ICE STORM. Pretty simple to exploit this.

Two Firaga from Rydia, more if you don't have to worry about MP. Any Fire equipment you have, use it to deal more damage to Shiva. FIGHT, or JUMP in the case of Kain. Keep the cure spells slinging.

****LUNAR DRAGON****

-HP: 105000

S: 180 M: 254

D: 2 MD: 44

Gil: 65000/EXP: 65000

Type: None

Weakness: None

Absorb: Holy

*NOTE IF YOU BEAT CECIL'S TRIAL: Lightbringer's Holy _will_ heal Lunar Dragon.

The Lunar Dragon is similar to the Mist Dragon in its form changing, though it holds its gas form for less time. Again, you want to avoid attacking it at times where it is in gas form. Though the Cold Mist will do miserable damage if you do.

Your spells will _fail_ if you try to hit the gas. This is a major reason to wait it out. The dragon may counter with Slow in this form... cast Haste in this case.

Lunar Dragon will unleash Poison Gas early into the battle. This will poison everyone in your party even if they wear a ribbon. Poison is really only a status you have to worry about after battle - focus more on Curing any damage for now. Much more useful...

There's also a Sleeping Gas attack from the Lunar Dragon, which is a less successful attack than Poison Gas.

Lunar Dragon can also use RESTORE... healing up to 9999 HP. You need to just never relent your attack or she will get the upper hand.

But really, the only way the Dragon can damage you is with her FIGHT. And, well the Poison but that's very low very infrequent damage. This Fight is long because of your options in damaging the Dragons and because you just had 4 boss fights besides her.

FIGHT with Edward, Yang, Cid, Edge. With Cecil, COVER one of your mages, probably Rydia to help make sure she gets off a Bahamut. Kain JUMPs. Kain and Cecil will do miserable damage if they are using Holy weapons. Do _NOT_ cast Meteor or Holy or you will _heal_ the Dragon. Rydia should summon Bahamut. Try

to OSMOSE Edge or Cecil if you run low on MP. Palom would use Flare or next best if you have him. Rosa or Porom will heal.

This is a marathon, not a race. Keep up your offense and the Dragon will fall eventually.

*You will earn Grimoire LD, which summons Lunar Dragon once, deals 9999 damage to all enemies.

*Your prize for beating the Trial is the Mist Ring. This increases the potency of summons. However, it doesn't upgrade your stats any. Bummer. However, the Dragon summon does more damage now and casts a Blink (lasts one hit) on the party when used. That's pretty darn good. Decent damage and partial Blink for a paltry 20 MP.

Lunar Ruins -- Cecil's Trial and Preceding Floors

FIV3V4: Cecil: Paladin

Lunar Ruins - Cecil Type 1 - Platinum Toad

={-----

Treasure:

-Ribbon

Talk to the guy ahead of you. He's looking for the Platinum Toad, an enemy very similar to the Golden Toad you may have face previously. Head up past him and around to find the Toad.

In the bushes where you initially find the Toad, towards the upper left is a ribbon. Be sure to pick this up.

When you're ready to find the Toad, run up to it and press A before it teleports away.

The Ribbon is there for a reason, Platinum Toad hits the party with TOAD as the battle starts.

It has 11111 HP, casts Blink after physical attacks and Reflect after Magic. Hit it with Tornado, then attack it straight up to dispatch it before it runs away. If you don't have a Black Mage with Tornado, you can try a Lunar Grimoire (a waste) or strong attacks - but it'll be setting up its defenses iron clad. Tornado is the best bet.

Bring the Toad to the man to progress to the next floor.

Lunar Ruins - Cecil Type 2 - Village of the Moon 1

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```

```

*: Bush      2: Item Shop
&: Tree     3: Armor Shop
E: Exit     4: Weapon Shop
1: Inn

```

1: Inn: 1050 Gil/Night

2: Item Shop

Item	Price
Hi-Potion	150
Pheonix Down	100
Remedy	5000
Dry Ether	10000
Cottage	500
Bestiary	980
Gysahl Whistle	20000

3: Armor Shop

Item	Price
Aegis Shield	20000
Light Robe	30000
Gold Hairpin	20000

4: Weapon Shop

Item	Price
Shuriken	20000
Fuma Shuriken	50000
Yoichi Arrow	140

A little town found in the Lunar Ruins. Village of the Moon has some nice equipment available to buy, though I wouldn't suggest you go overboard on the Fumas.

There is a second Village of the Moon with unique equipment if you want to wait. But restock some items here.

Exit when done.

Lunar Ruins - Cecil Type 3 - Enemy Cave
 =({-----

Treasure:
 -Elixir (2)
 -Asura's Rod

Enemy Spotlight - Palace Guard

With powerful attacks, and the ability to petrify you - Palace Guards will be a pain. In this particular room, wear any Ribbons you have just in case. Slice them up first - they have priority unless they're with a dangerous enemy like Chaotic Knight.

A	A: Start
#	B: Next Floor
#	#2 1: Elixir
#####	### 2: Elixir
#####	### 3: Asura's Rod
#####	### #: Walkable Space
###	## %: Hidden Passage
#	## X: Damage Space
E	# E: Enemy Party (Described Below Map)
#	%%
#	% This floor has enemies guarding the passageways
#	% between areas. It also has a couple of damage
#	% space, cast Float if you want...
#####	%
#####%%EE%%	Defeat the enemies below you, then enter the next
##EE#####	chamber. From here, defeat the enemies in the left
#	or right passage, and make your way through the
#	hidden passages as marked.
#	#####
####	# Get the Elixir at the end of the passage, go back
#####	# and do the other.
#####	E
#####	E
####	#
###	#
XX	#
XX	#####
XX	#####
XX	#####
1X	#####%%
###	## EE
	%
	%
	#
	#
	#
	#
B	#
#	###
XX	#####EE% #####
3E##EE#####	#####
XX	XXXXX #####
	###

Enemy Parties:

- 1: King Bomb, Bomb, Gray Bomb x2
 - Destroy the King Bomb first, the rest aren't really significant threat.
- 2: King Bomb, Gargoyle, Skeleton x2
 - Again, King Bomb first.
- 3: Lamia Queen, King Bomb, Spirit
 - King Bomb still has the highest threat potential.

4: Palace Guard, Bloodbones

- Palace Guard can petrify. Destroy asap.

5: Chaotic Knight

- Dangerous enemy with spells like Tornado. Keep your life up and hit it hard and fast. Consequently, you can just as easily Tornado them.

6: Palace Guard, Goblin Prince, Cockatrice x2

- Use a simple spreaded spell to knock out the Cockatrice early, then focus on the Palace Guard.

Lunar Ruins - Cecil Type 4 - Teleporter Maze

={-----

Treasure:

-Dry Ether

-Elixir

-Sasuke's Katana

Kind of odd, and it seems glitchy. Take the panels between rooms and make your way to the end. Normally, I find taking the upper and right ports usually works out.

One panel seems to lead one direction one time, another some other time. Just try to make your way through it. You'll see if you repeat.

Down if you're going in loops...

Leading to the end there will be two right next to each other - one in an indent and to the left. I find this usually leads to the exit - a teleporter surrounded by columns.

Of course, Edge's Sasuke's Katana is here. So probe the teleporter to make sure you get that before leaving.

={--- CECIL'S TRIAL ---}=

You have to have beaten Zeromus with Cecil in your team. Head through the door in the centre.

The Trial

={-----

Cecil's Trial is a loose collection of tasks that prove you are a Paladin. This essentially means you have to do the right thing. You will receive a prize based on your performance, check it:

5 Right: Lightbringer, Cecil's most powerful weapon.

4 Right: Flandango, a super useful sword that is strong against Flans

3 Right: Caliburn, a weak Holy Sword.

Less: Dark swords, which you cannot use.

You will fight a boss immediately after getting your prize. You'll be able to equip your sword though.

Trial Types:

+ = The Paladin's Way

- = The Path of Darkness

Type 1: Guarding the Chest

A soldier asks you to guard a Legendary Holy Sword while he goes to pick something up.

- + Wait for the soldier to return...
- Attempt to open chest/Leave.

Type 2: Old Man's Story

An old man will ask you if you want to hear a story. There is a chest in the corner... The old man falls asleep...

- + Leave the room.
- Go for the chest.

Type 3: Golden Apple

An old man is walking around a hallway. He has lost a Golden Apple...

- + Find and return the apple.
- Take the apple for yourself.

Type 4: The Pig

The screen will pan to show a Pig getting beaten up by some kids.

- + Talk to the kid standing watch then all four bullies.
- Do not talk to everyone.

Type 5: Desert Castle

Try to pass the Castle and someone will ask for help. Inside the castle, the people are fighting Giant Warriors...

- + Destroy all three Giant Warriors.
- Leave.

Type 6: Gravestone

An Old Man will leave a Megalixir on a gravestone...

- + Leave.
- Take the Megalixir.

Type 7: Bandit

A bandit is caught in the act. He asks you for your silence...

- + Say No and defeat the Bandit (only appears in this trial, only when you say no).
- Say Yes.

Type 8: Goblin

A Goblin pleads with you for its life...

- + Do not attack during the battle.
- Kill the Goblin (Not separate in the Bestiary, so you don't need to).

Type 9: Drowning

Someone is drowning in the lake...

- + Rush in and save the victim.
- Leave.

Type 10: Chocobos

Some Chocobos are evading their owner.

+ Catch all of them.

- Leave.

Type 11: Guarding the Castle

You'll be asked to stand guard. A number of things pass by in the meantime.

+ Stand still until the guard's return.

- Do anything but stand still.

Complete:

Talk to the King, he will give you an item based on your performance. Your first time through, it's good to get the Lightbringer. It will help in the battle that is about to come.

****LUNAR ODIN****

-HP: 95000

S: 191 M: 95

D: 2 MD: 48

Gil: 65000/EXP: 65000

Type: None

Weakness: Lightning

Absorb: None

This battle is timed much like the standard Odin battle. And while Zatetsuken may not kill you in one shot this time around, if he pulls out two in a row (and he will) it will kill you in most cases. So unless you're JUMPing with Kain or Hiding with Edward you can be pretty messed up by this.

Alright, you need to exploit his Lightning weakness from the Get-go. Thundaga and lightning weapons (ie if with Yang, pair in a Thunder Claw with his Hand of the Gods). Cecil's Lightbringer helps. It can cast Holy and strike him for decent damage randomly after his standard action.

Rosa or Porom need to use Slow. Lunar Odin can use Haste, so Slow him twice and Slow him again if he uses Haste. Otherwise, Rosa or Porom should concentrate on Curing and Full Life if they have it/characters need it.

Lunar Odin will begin with a Zatetsuken. Well, if you survive this, then go crazy on him. If you don't then you'll need to level/try different characters.

Grimoire LO is your prize, this is 9999 damage to all enemies onscreen.

Cecil's Trial item is whatever he got from the chest. The Lightbringer randomly casts Holy, and adds 15 to Strength, Stamina, and Agility... and will probably bring Attack up to 255... pretty sick weapon. It will help during many of the other trials but beware: if an enemy uses Reflect or absorbs Holy, the random casting of Holy can be reflected or absorbed...

Keep his Ragnarok for situations where the Lightbringer is a disadvantage.

Lunar Ruins -- Rosa's Trial and Preceding Floors

FIV3V5: Rosa: White Mage

Lunar Ruins - Rosa Type 1 - Floor of Remembrance - Giant of Babel

=(-----

Monsters:

- Lamia Queen
- Beamer
- King Bomb

Treasure:

- X-Potion
- Dry Ether

Enemy Spotlight - King Bomb

King Bomb can cast Flame and Firaga... it's a fairly dangerous enemy that is often a candidate for priority. It'll usually cast Firaga as its first attack on a single party member. While other monsters like Chaotic Knight and Palace Guard are a more immediate threat - don't underestimate King Bomb.

This is just a small room from the Giant of Babel. Grab the two chests at the top, then enter the panel to the next floor.

Lunar Ruins - Rosa Type 2 - Floor of Remembrance - Sylvan Cave

=(-----

Monsters:

- Palace Guard
- King Bomb
- Malboro

Treasure:

- Dragon Claw

Based on Sylvan Cave, but here's some information on the passages:

*Cast Float.

*From where you start, head down then right through a two space secret passage.

*Enter the indent besides the Damage Space, head right until you stop.

*Head up until you stop, then back down one space, head right out into the chamber.

*The top of the rectangular area of Damage Spaces. Head to the upper right corner of it and right into the wall.

*Head down for the chest: A Dragon Claw.

Now return to the Sylph House to proceed to the next floor.

Lunar Ruins - Rosa Type 3 - Floor of Remembrance - Tower of Zot

=(-----

Monsters:

- Sorceress
- Palace Guard
- Purple Bavarios
- Hell Tortoise
- Soldieress
- King Bomb

Treasure:

- Remedy

Based off the Tower of Zot. Look in the upper left for a chest, upper right for a door.

Lunar Ruins - Rosa Type 4 - Floor of Remembrance - Magnetic Cave

=(-----)

Monsters:

- Palace Guard
- Ogre
- King Bomb
- Goblin Prince
- Cave Naga
- Mind Flayer

Treasure:

- Elixir

Just a simple floor from the Magnetic Cave - and there's no magnetism. The treasure chest is off to the right and the exit is in the bottom left.

Lunar Ruins - Rosa Type 5 - Floor of Remembrance - Mount Hobs

=(-----)

Monsters:

- King Bomb
- Gargoyle
- Skeleton
- Palace Guard
- Goblin Prince
- Cockatrice

Treasure:

- Red Fang

A particularly simple floor, there's only one path and a treasure chest along the way.

={--- ROSA'S TRIAL ---}=

If you've beaten Zeromus with Rosa in your team, take the central door in the column.

The Trial

={-----

The Village is wrecked and Rosa will have to heal the ailments people have succumbed to.

Not all of them are even villagers though, some are Metamorphas... now, this is a timed Trial so fighting Metamorphas and getting the prize for healing all of the villagers doesn't exactly go hand in hand.

METAMORPHAS

These enemies cannot be run from. Once they take enough damage, they change form into another monster - such as they will become a Behemoth.

If you run into one, cast TORNADO on it and kill it quickly.

On return trips to this Trial, you may want to fight the Metamorphas for 10 Perseus Arrows a pop.

THE TRIAL

An elaborate ASCII map for this wouldn't have the detail needed to accurately guide you through it. That is, checking and interpreting an ASCII map on the fly may not be convenient for you if you're new to this guide. So, here are some directions to getting all 14 Villagers.

All others are Metamorphas.

Directions:

1. From the Start, run left and talk to the soldier to heal. The timer starts.
2. Run left, up, and left. Talk to the Pig.
3. Run straight up. Talk to the Knocked Out Soldier.
4. Run left and up. Talk to the Mini person.
5. Run down, right, and up into the upper left corner. Talk to the Petrified man.
6. Run down and right along the river. Under the house, talk to the Pig.
7. Run left, up, right to the lake, then up. Talk to the Mini person.
8. Run back to the bridge you passed. Run down and left along the river. At the bottom left, talk to the Petrified woman.
9. Run right. PASS the mini, talk to the Knocked out Soldier.
10. Run up past the long building, run right (adjust if rubble) to the end, run up. Talk to the Knocked out Soldier.
11. Run down. Talk to the Toad.
12. Run Left and down. Talk to the Pig.
13. Run into the lake via the stairs. Talk to the Toad.
14. In the water, follow the river along until you reach the lake in the upper right. Talk to the Toad.

When you have saved everyone OR you have run out of time, a boss battle will be initiated.

****LUNAR ASURA****

HP: 130000

S: 183 M: 55

D: 3 MD: 40

Gil: 65000/EXP: 65000

Type: None

Weakness: None

Absorb: None

Reflect was the foil of Asura, Reflect helps out here again. Asura uses many powerful spells, including Globe 199 which Reflect will not block.

She also casts other magic, like Mini. Whenever she is hit, she'll change her face and cast a spell. Use this opportunity to have Rosa set up a Reflect defense. Now, you won't be able to Cure yourself after this defense is up, unless you try summoning Asura or use potions. Beware. If someone dies, they will need their Reflect recharged.

You could also try to steal her Curaga by casting Reflect on her, bounce your Attack Magics off your team... Unequip any auto-casting weapons like the Lightbringer if you do this...

Red Face: Mini, Toad
Light Blue: Curaga, Restore, FIGHT
Dark Blue: Firaga, Blizzaga

Restore is especially brutal, restoring 9999 HP to Lunar Asura. You need to keep the damage dealt high and fast - Flare and Bahamut help greatly. Make sure to check your status for Reflect, if it wears off, restore it.

While Lunar Asura attacks on her own, she will automatically attack if you attack her. While she will hit you while you set up a Reflect defense, it won't be as often as if you were actively fighting her.

Her drop, Grimoire LA, damages all enemies onscreen for 9999.

If you have saved everybody, you will get the White Ring. This changes Prayer to Miracle which restores some more HP and may cast an Esuna on the group. This isn't bad but by now you'll have Ribbons and other resistant armor. You may want to look into a ring for Rosa that actually increases her stats. Still, her Spirit is so high that you may want to use this anyways.

Lunar Ruins -- Edge's Trial and Preceeding Floors

FIV3V6: Edge: Ninja

Lunar Ruins - Edge Type 1 - Floor of Remembrance - Eblan Cave
={-----

Monsters:

- King Bomb
- Skulldier
- Palace Guard
- Bloody Bat
- Couerl Regina

Treasure:

- Dry Ether

This one's really short. Just head down, take a left at the door, grab the chest. Head out the door to complete it.

Lunar Ruins - Edge Type 2 - Floor of Remembrance - Tower of Babel
={-----

Monsters:

- Crystal Dragon
- Palace Guard
- King Bomb
- Fiery Hound
- Ghost Knight
- Ironback
- Evil Doll

Treasure:

- Dry Ether

Based on the Tower of Babel, the chest is by the door.

Lunar Ruins - Edge Type 3 - Floor of Remembrance - Old Waterway
={-----

Monsters:

- Sahagin Prince
- Electrofish
- Splasher
- Golden Toad
- Coeyrl Regina
- Flood Worm
- Death Shell

Treasure:

- Gysahl Whistle
- Remedy
- Dry Ether

If you're running low on item space, be sure to pick up the Gysahl Whistle. Remember - the Old Waterway has a network of hidden passages. Check them out.

Lunar Ruins - Edge Type 4 - Floor of Remembrance - Underground Waterway
={-----}

Monsters:

- Gigantoad
- Echidna
- Lamia Queen
- Water Bug
- Vile Shell
- Sahagin Prince
- Sahagin
- Killer Fish

Treasure:

- Blue Fang

Make sure to check the bridges for the chest.

Lunar Ruins - Edge Type 5 - Floor of Remembrance - Sealed Cavern
={-----}

Monsters:

- Coeyrl Regina
- Miss Vamp
- Echidna
- Chaotic Knight

Treasure:

- Dragoon Plate
- Cottage
- Dry Ether

Be sure to check on the two doors at the north wall. One room has Kain's Dragoon Plate. The other door has a Cottage and Dry Ether. The south door will lead to the next floor.

={--- EDGE'S TRIAL ---}=

When you're ready, and have beaten Zeromus with Edge in your party, enter the door in the central column.

The Trial

={-----

Monsters:

- Palace Guard
- Lamia Queen
- Goblin Prince

****Palace Guards and Keys****

Palace Guards hold Keys in this trial. This item is used for locked doors in the trial.

Palace Guards are the primary enemy of Edge's trial. I suggest you bring Aegis Shields and Ribbons.

****Falling****

If you fall in this trial, from a ledge, you'll be taken to an area with damage squares. When you leave this area, just get your bearings back and navigate to the next step along the way.

****Broken Floors****

Half-Cracked - they become more cracked when you walk over them. Can pass over them only once.

Full-Cracked - you will fall through the floors with larger cracks.

****Coloured Doors****

Coloured panels on the floor open these doors.

****Navigation****

We'll do this step by step. There's a lot to see in Edge's trial, but a lot of it is superfluous. We'll get where we need to go.

*Head up, touch the lion, head left beyond the tower's base. Head up, then right near the tower's top (near the two large doors). Enter the left.

*Press the switch under the righthand torch. Head through the door.

*Press the far left switch, under the shield. Head through the door.

*The nearby pot restores MP. Check it, then head up the stairs. Head up the next set. Talk to the King.

*After the fall, use the switches again, and head up the stairs.

*Edge will get you through the wall, you will fall.

*You'll see a red switch. It has two Half Cracked and two Full Cracked. Take one of the half cracked across to the red switch, take the other out.

*Head up, through the Red Door you opened. Pass the half cracked floors to your north.

*Head right, past another half cracked. Do not take the route near the blue door you will see. Head down instead, past another half cracked floor and near

a note on the wall.

*Read the note: directions to get over the gap. From in front of the note go Down, Right, Right, Down, Down, Right.

*Read the next note. From in front of the note go Right, Right, Right, Up, Up, Up, Up, Left, Left, Left, Left, Up, Up, Up, Up, Up, Up, Up, Up, Right, Right, Right, Right, Right.

*Head down, pass all the stairs. Walk over the half cracked floor and step on the purple switch.

*Head down, take the door outside. Take it back in, and pass the half cracked floors again.

*You'll notice a door has opened. Enter it, press the green switch, step on a full cracked square to drop down.

*Cast FLOAT if you have it, and get out of here. Reposition yourself, and return to the room where you tripped the three switches.

*Take the Right 3, Up 4, Left, 4, Up 8, Right 5, path and then head to the upper right and through the green door that's opened.

*From the stairs, head into that thin space to your southeast. This is a hidden passage that looks like:

%
%% Simple, just get through.

*We're going for another secret passage now.

```
% #: Regular Floor      %: Hidden passage
%
%      Enter via the indent in the wall. Head down.
%
%
%%% %
% %
%%%%% <-- Take two steps left, then head down.
%
%
%
%
%
%
%
%
## %
###% <-- Enter the wall down here, at the far left.
```

```
%%%%%
% % In the left wall, follow this path left, up, left, down, left.
%%
```

*Your path here is essentially locked. Follow it through to the door. Use a Key to unlock the door, proceed inside.

*Follow the hidden passage from the space ahead of the door left, down, and

left.

*Follow the empty space (but don't walk on it) up and right as far as possible.

*There's an indent at the upper right, past the carpet. Walk through the wall going right.

*Open the door with a Key, then enter it.

*Enter the lower left corner of this room, head left then up.

*Now, there's a thin indent in the upper right corner. Enter it, head right until you stop and then head up.

*Enter the large door in front of you.

*You'll be face to face with our throned friend again. He's a boss, so prepare for battle before talking to him.

****LUNAR IFRIT****

-HP: 110000

S: 198 M: 40

D: 2 MD: 35

Gil: 65000/EXP: 65000

Type: None

Weakness: Ice

Absorb: Fire

Alright, we've got Lunar Ifrit and he has a weakness. But we aren't going to necessarily exploit this weakness with spells. Why? Because Lunar Ifrit counters Ice spells with Glare. Use Flare or Bahamut instead, but you can still try Ice weapons if you want...

Lunar Ifrit otherwise mostly attacks you with its own FIGHT, and does a fairly decent amount of damage. When he starts to glow, he will use flame, but this shouldn't do much more than 500 damage each. Glare is the real killer.

Lunar Ifrit may use Flamethrower instead of Flame. Don't worry - it's much weaker.

Lunar Ifrit also counters your FIGHT with a physical hit. He doesn't seem to counter things like Kain's JUMP however.

In the rare case that Lunar Ifrit casts a fire spell other than Flame, it won't be very severe. Really, the big damage deal here is FIGHT.

So, FIGHT with Edward, Cecil, Edge, Yang, and Cid. Flare with Porom and Bahamut with Rydia. JUMP with Kain. Curing with Rosa and Porom...

If you keep up the healing and pace the fight well enough, he'll fall pretty soon. Grimoire LI will summon Lunar Ifrit to inflict 9999 damage to all enemies onscreen.

Edge's prize is the Hanzo Gloves.

Lunar Ruins -- Kain's Trial and Preceding Floors

FIV3V7: Kain: Dragoon

Lunar Ruins - Kain Type 1 - Treasure Room

={------

Monsters:

- Magic Dragon
- Crystal Dragon
- Palace Guard
- Golden Toad

Treasure:

- Red Fang
- Blue Fang
- White Fang
- Light Curtain
- Dry Ether
- Elixir
- Elixir
- Dry Ether
- X-Potion
- X-Potion
- Megalixir
- Cottage
- Golden Apple
- Perseus's Bow
- Soma Drop

Enemy Spotlight - Magic Dragon

This enemy can be a real pain - mainly because if it ambushes you or gets a Back Attack it will use Maelstrom. It gets really expensive to keep healing on this floor, because as you have probably experienced by now that attack brings you down below 10 HP. If you aren't staying to fight in this Floor, but rather running (for instance if they just keep Maelstroming you) then don't heal until the next floor - save your expenses...

#	A	A: Start	8: Dry Ether
%%%#	#	B: Next Floor	9: X-Potion
% #	#	1: Red Fang	0: X-Potion
% #	#####	2: Blue Fang	C: MEgalixir
% #	#####	3: White Fang	D: Cottage
% #	#####	4: Light Curtain	E: Golden Apple
% #####	#####	5: Dry Ether	F: Perseus's Bow
% #####	###	6: Elixir	G: Soma Drop
% #####	###	7: Elixir	%: Hidden Passage
% ###	###	#: Walkable Space	
% ###	###		
% ###	###		
%% ###	#####		
% ###	##1#2#3#4##		
% ###	#####		
% ###	##5#6#7#8##		
% ###	#####		
% ###	##9#0#C#D##		
%% ###	#####		
% ###	###		
% ###	###		
% ###	###		

There's a ton of treasure in this room. From the start at (A), head down, left, and up. In this thin passage, second space from the top, you can find a hidden passage.

Follow this as marked on the map to a small room with three chests: Golden Apple, Soma Drop, and Rosa's Perseus's Bow. This can only be equipped by Rosa and raises her Spirit by 15... if you wanted Rosa to be a decent fighter with her special arrows then this is an excellent weapon.

```

%   ###          ###   Alright, leave via the hidden passage. Head down
%   #####        #####  the left hand passage (south of where you exit
%   #####        #####  the hidden passage) and check the right hand
%   #####        #####  wall for a way in. Clean up on the 12 chests...
%   #####        #####
%   #####        #####  Leave this chamber, and proceed down the left
%   #####        #####  fall to the end. Enter the door, (B), at the
%   #####        #####  bottom to progress further into the Ruins.
%   ###          ###
%   ##E          ###
%   %%%###F      B
%   ##G

```

Lunar Ruins - Kain Type 2 - Pudding Room
 = {-----}

Monsters:

- Golden Flan
- Black Flan
- Red Mousse
- Yellow Jelly
- Purple Bavarios
- White Mousse

Treasure:

- Elixir
- Dry Ether
- Gysahl Whistle

```

          ###          A: Start
          3  ##A##      B: Next Floor
          ### #####   1: Elixir
          ### #####   2: Dry Ether
          ##### ##### 3: Gysahl Whistle
#   ##### #####  #: Walkable Space
##### #####   *: Bridge
### # #####   Directions below map.
##   #####   ##  ##
##           #####   ##
##           ##   ##   ##
#  #####  #####  ##   ##
#  #2##**#####  ##   ##
#  #####  #####  ##   ##
##           ###  ##  ##   ##
###          ###  ##  B  ##** **  **###
#####          *  #####   #####
#####          *  #####   #####
##   #####  #####   #####
##**#####   *   #####
##   #####   *   #####
##           ##           ##### *
##           #####           ##### *
#####  #####           ##### *
#####  #####           ##### ## *
##           #####           ##### *#
#####  #####           ##### *##
#####  #####           ##### * ##
#####  #####           ## ## * ##
#####  #####           * ## ## * ##

```



```

###   ### *      *   #####**  ##
      ## *      *   ##### ##   ###
      ### *      *           ###
      ##### *           ##
      ### *           ##
      ## *           ###
      ## *           ####
      ## *           ###
      #####   #####
              1#####

```

This area is plagued with Puddings.

Follow the path down and right from where you start. On the first bridge down, a cliff will run along side of the bridge. There are two points where you can leave this bridge and jump onto the cliff... Get onto the cliff and follow it around for a chest.

Return to the bridge. Head to the bottom of the bridge, then left. Head left to the next bridge leading down. Take it.

Keep heading up and left, skip the bridge. Take the first bridge leading right that you see, follow these bridges around to the second chest. Return to the main path.

Continu up and left and then up and right to come full circle to almost the start but you'll have arrived at a third chest. Return now to the bridge you skipped.

Follow this bridge up, and then another. Enter the door up here at (B) to progress to the next floor.

Lunar Ruins - Kain Type 3 - Choose the Door

={-----

Depending on your collection of choices, you will be awarded a certain prize.

Monks get a Fruit Basket - a Silver Apple and Gold Apple

Engineers get a Mech Set - a Siren and Alarm Clock

Ninjas get a Shuriken Set - A Shuriken and Fuma Shuriken

Mages get a Magical Box - A Dry Ether and Soma Drop

Paladins get a Megalixir

Bards get a Music Box - A Gaia Drum and a Gysahl Whistle

If you ask me, Monk is far and above the best choice. Anyways, combinations by door colour:

Blue Blue Blue: Engineer

Blue Blue Red Blue Blue: Ninja

Blue Blue Red Blue Red: Mage

Blue Blue Red Red - Paladin

Blue Red Blue: Bard

Blue Red Red Blue: Ninja

Blue Red Red Red: Mage

Red Blue Blue Blue Blue: Ninja

Red Blue Blue Blue Red: Mage

Red Blue Blue Red: Paladin

Red Blue Red: Monk

Red Red Blue: Engineer

Red Red Red Blue Blue: Ninja

Red Red Red Blue Red: Mage
Red Red Red Red: Paladin

Lunar Ruins - Kain Type 4 - Dragon Room and Bridge Maze

={-----}

Monsters:

- Magic Dragon
- Crystal Dragon
- Stratoavis

Treasure:

- Cottage
- Dry Ether
- Loki's Lute (in a crate, fyi)
- Elixir

```

#      ##      #####
##     #####  #####
###  #####  ### A #####
#####  ### ##  ##
##     ### ##### ##  #####
#      ### #####*   **** #####
##     #####   *   * *  ##  ##
#   **###     *  ##  *  *** *  ##
1#### * #####   *  ##**   * *  #
#####**  ##***** *  ##     * *  ##
###     ##   *   *   ##  ****  ##
#****  ##  *******  #####  *
#   *           *   #####** *
*  ****          ****##### * *
*           * *           * *
****          *           * *
      *   *   *   ****   * *
** * *** ****   *           * ***
      * * *   *  ****  ******* *
****   ***           *   *   *
*   *   *  ****   *   *   **
### *   *  ## ** * * * *  ##  *
*####*  ##### *   * * * * **#3# *
#####*  #####*** *  *** *  ##  *
### *  ##2##   *   * * *   *
##   *  ##  *****   * *   *
***  ## *           ****
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      B           #4##
```

- A: Start
- B: Next Floor
- 1: Cottage
- 2: Dry Ether
- 3: Loki's Lute (in crate)
- 4: Elixir
- #: Walkable Space
- *: Stairs/Bridges

Head left and don't take any stairs. You can pass below the crates. Head down and grab the chest at (1).

Head right across the bridge, then right across the next. Continue right as much as possible. Heading down the bridge at the far right side, you will pass a platform with a crate on it... this has Loki's Lute - Edward's strongest weapon. Loki being trickery and in a crate rather than chest? Makes sense.

Head down from (3) to find (4), get the chest.

From (4), Up, Left, Up, Right, Up first to the right, left, up, left, up, left, down, left, down, right, down, left. You should be at position (2). Get the chest here.

From (2), head up until you are on the long bridge with three ways down. Take the far left bridge down and make your way to the door at (B).

Most encounters here are dragons, with the rare Stratoavis...

Lunar Ruins - Kain Type 5 - Sylph Spring

={-----}

Make your way down the sets of stairs and to the centre. Talk to the Sylphs to get your HP and MP refilled... Leave via the entrance.

={--- KAIN'S TRIAL ---}=

*Kain flies solo, make sure he has decent equipment. Maybe put him in the back row and JUMP.

*I recommend you bring Lunar or Light Curtains.

When you're ready, enter the central pillar's door.

The Trial

={-----

Kain does his trial alone, though other characters are technically in it. As the trial begins, Cecil wakes Kain up in the Town of Baron. A soldier was attacked last night, so it's up to Detective Kain Briscoe to solve the case...

I'll do this trial step by step with *'s.

-Day 1-

*Talk to everyone, then talk to the Soldier in front of Cecil. The Captain will ask the group for help, to which they will agree.

*It gets dark, go and stay in the Inn.

-Day 2-

*There is a Lance at the far left end of the Inn Room. Pick up the Blood-Soaked Lance.

*Leave the Inn, there is some commotion. Head up, there's been another attack. The weapons vendor, whom Kain suspected, has been murdered.

*Talk to everyone, then show Cecil the Blood-Soaked Lance.

*Give the Lance to the soldier by the Weapons Vendor.

-Day 3-

*Leave the Inn and see Cecil. Rosa is missing.

*Talk to the people of Baron regarding Rosa.

*Be sure to stop by the basement of Devil's Road and talk to the investigators.

*Turn in for the day at the Inn.

*You wake up in the middle of the night. Leave the Inn.

*Talk to Cecil. Help him search for Rosa.

*Rosa is beside the pond in the upper right part of town. Cecil will come and steal Kain's thunder...

*Talk to Cecil beside Rosa's house. Talk to them inside her house next.

*Return to the Inn.

-Day 4-

*Head to Rosa's House. Rosa will explain what she saw. Talk to Cecil afterwards and he'll suggest you return to the scene of the crime.

*Return to where Rosa was found and there'll be a mark on the ground. You may have to check it twice... because Kain might say it was a wound made by lance before he says its a mark... just a small mistake in the game.

*Return to the Devil's Road investigation room, speak to everyone. The Lance is missing.

*Return to the Inn. The Blood-Soaked Lance is in Kain's room... Kain will be put under restraint in the Inn.

*Talk to the guard at the door to go to sleep.

*Kain will be woken up. The guard by the door is dead.

*Leave the Inn and the Man in Black will be out here. Chase him until you catch him near the Old Waterway. After the soldier is revealed and taken away, return to the Inn.

*The Lance is in the Inn once more...

*Take the Lance, you'll leave the Inn and Cecil will walk into Devil's Road. Follow him...

You'll be taken to a room like the one on Mount Ordeals. The Man in Black will come out of the mirror and reveal himself as a reflection of the Darkness that is in Kain's heart.

When asked to fight Cecil, choose NO.

****DARK KAIN****

No different than Cecil's fight. Just Defend. He'll eventually change shape...

****LUNAR BAHAMUT****

-HP: 50000

S: 213 M: 18

D: 2 MD: 24

Gil: 65000/EXP: 65000

Type: None

Weakness: None

Absorb: None

Lunar Bahamut. Well, after Dark Bahamut you might have though this style fight was exhausted. But giving it a one on one flavour makes it fresher.

Lunar Bahamut counts down from 3, not 5, before launching his Mega Flare. And Lunar Bahamut's Mega Flare can be fatal. So what are you to do when there are no mages around to cast Reflect?

Well, you can try to time your JUMPs, just after the two, so that the Mega Flare misses and you hit him after he starts counting again. This isn't so easy though. The count is only 3, he has 50000 HP to go through, and he counters.

If your Kain is a low level, he probably won't do much more damage than 5000 with a jump, and may take as many as 12 or 13 turns to defeat Lunar Bahamut. Kain's weapons are miserable up to this point, the Wyvern Lance is decent but you don't even have Type to exploit here.

This way of fighting might just be too long and you could slip up. And this trial isn't super long, but it's tedious to play through the whole thing every time you fail.

Instead, use a Lunar Curtain or Light Curtain if you have them to cast Reflect on yourself. This will cause the Mega Flare to hit Lunar Bahamut for a few thousand HP of damage and so combined with jump you can manage 8000/9000 HP of damage every round. Have the Mega Flare Reflect, then Jump.

The Curtain may only last four hits. Be sure to check its status by choosing a potion... The Grimoire LB Lunar Bahamut drops will summon him to Mega Flare the field for 9999 damage in battle.

Kain gets two items for beating his Trial, and where a lot of his weapons have been pretty bad before he really gets an upgrade in his Trial.

Abel's Lance is Kain's best weapon. It casts Tornado randomly when you attack with it, and it raises Strength, Agility, and Spirit by 15. Heck, it will most likely boost your attack up to 255. Kain got the short end the whole game, and all of a sudden he arguably has the best weapon in the game. The Tornado of his Abel's Lance, while perhaps uncommon, can even Tornado enemies that you normally can't with the spell...

The Dragoon Gloves aren't anything special statistically, but they do change Jump into Dbl Jump (Double Jump). This will cause Jump to hit twice... in many cases this is a guaranteed 9999.

Lunar Ruins -- Cid's Trial and Preceding Floors

FIV3V8: Cid: Engineer

Lunar Ruins - Cid Type 1 - Bombs!

={-----

Monsters:

- Melt Bomb
- Balloon
- Dark Grenade
- King Bomb

Treasure:

- Bomb Arm (3)
- Bomb Fragment
- Megalixir

Enemy Parties

Red: King Bomb

Blue: Balloon x2, Dark Grenade x2

Sparks: Melt Bomb

These move across the field, engage you if they contact you.

Getting Rydia's Bomb Summon

Easily the best place to get Rydia's Bomb Summon is this room. Stay in place where a Blue or Red Bomb (Blue is better) passes over. Just keep fighting them again and again for the best controlled chance of getting the summon.

****Melt Bombs****

This enemy is not in the Bestiary, and is exclusive to this room.

From SCAN we know:

9999 HP

Weakness: None

They usually Self-Destruct when it's their turn to FIGHT. Destroy it before then.

****Navigation****

Take the right passage, and head up. In the pot, there is a Bomb Arm. In the upper right, search the tall grass for a Megalixir.

Now return to the start, take the left route. Head down, all the way down until you stop. Search around here for a Bomb Arm. There's a Bomb Fragment in the left pot. There's a bomb arm in the right pot.

Now, head upwards along the left path and take the door at the end.

Lunar Ruins - Cid Type 2 - Item Puzzle

={-----

Monsters:

-Magic Dragon

-Stratoavis

-King Bomb

-Crystal Dragon

-Lamia Queen

-Chaotic Knight

Treasure:

-Megalixir

*Head right from the start, press A at the Water's edge to get Clear Water.

*Head left until you see a pot... get the firewood from it.

*Head to the door above you. Use the Clear Water.

*Head through, get the Honey from the pot.

*Head through the passage to the right, use the Honey on the door in here.

*Head through, check the fire to light your firewood into a Torch.

*Head through the passage to the right, get the Doll.

*Head straight down, into the wall to enter a hidden passage. Take this passage around. To get the chest, head down into the lower right corner of the, loop around and take it: Megalixir.

*Return through the bear door.

*Head left, use the Torch on the door.

*Head through, use the Doll on the door.

*Head right, go up through the door to the next floor.

Lunar Ruins - Cid Type 3 - Lunar Cave Area

={-----

Monsters:

- Chaotic Knight
- Catoblepas
- Golden Toad
- Chimerageist

Treasure:

- Rainbow Robe

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Lunar Ruins - Cid Type 4 - Village of the Moon 2

={-----

Many enemies of the Lunar Ruins have rare drops - and you can buy the majority of them here.

The Village of the Moon 2 is extremely simple, just four buildings.

Northwest Corner: Item Shop

Item	Price
+-----+-----+	
Hi-Potion	150
Pheonix Down	100
Remedy	5000
Dry Ether	50000
Elixir	100000
Cottage	500
Bestiary	980
Gysahl Whistle	20000
Megalixir	650000

Southwest Corner: Weapon Shop

Item	Price
+-----+-----+	
Shuriken	20000
Fuma Shuriken	50000
Rising Sun	410000
Assassin Dagger	420000
Gigant Axe	480000
Tiger Fang	450000
Perseus Arrow	20000

Southeast Corner: Armor Shop

Item	Price
+-----+-----+	
Assassin Vest	530000
Battle Gear	500000
Maximillian	520000
Chocobo Suit	550000
Tabby Suit	560000

Northeast Corner: Inn: 1050/Night

={--- CID'S TRIAL ---}=

When ready, and you've beaten Zeromus with Cid in your party - enter his trial.

The Trial
 ={-----

Kind of different, I hope you know the layout of the Overworld...

You need to pilot people between cities in certain amounts of time. If you've completed every task in time, and you need to deliver everyone in time if you hope to get Cid's trial item.

Piloting
 ={-----

**Passenger 1: To Mysidia - 1 minute 20 seconds

Get on the airship... someone will come up to you and ask to get a lift to Mysidia.

Head South along the chain of islands until you reach the bulk of Mysidia.

Head west now to the town at the "dragon's head."

Enter the town to complete the task.

**Passenger 2: From Mysidia to Troia - 60 seconds

Head northwest until you hit the trees of Troia. Land by the town and enter it.

**Passenger 3: From Troia to Fabul - 40 seconds

The best way to reach Fabul from Troia would be to head west until you hit the island chain/Fabul territory and then head north to the castle.

**Passenger 4: From Fabul to Kaipo - 35 seconds

Hardest. Head southwest to Kaipo. There's a few spots you can land, but there should be a patch near the opening to the valley leading to the Underground Waterway. Once you land, walk to Kaipo and enter it.

**Passenger 5: From Kaipo to Agart - 30 seconds

Run to your airship and head north with a slight bit of motion west if you're near the underground waterway. The small valley where the underground lake is (to the west of the entrance to Underground waterway, valley with desert) a decent place to head north from.

Have a plan to reach agart because while you don't have to worry about actually landing the Enterprise you still have to waste time running to it.

Enter Agart after you land. Remember, it's the bird's head-shaped body.

Boss
={--

When you get back on your airship, lightning fills the sky. You will engage a boss presently. Thankfully, if you rested outside the trial you won't have to heal as there were no threats here... besides this one.

****LUNAR RAMUH****

-HP: 90000
S: 178 M: 44
D: 2 MD: 48

Gil: 65000/EXP: 65000

Type: None
Weakness: None
Absorb: Lightning

Cid should be using some kind of axe in this battle... his Thor's Hammer will do miserably against Lunar Ramuh.

Lunar Ramuh is one of the more difficult Lunar Summons because it counter attacks with powerful lightning magic. Now, protect rings, dragon armor, whatever. Equip something that resists lightning. Or absorb, if you've tried for that...

The thing is, Lunar Ramuh absorbs Lightning so a Reflect defense is useless. Maybe Shell would be decent.

Lunar Ramuh casts Thundaga to counter a FIGHT - but not something like POWER, use that to your advantage. He seems to counter magic with the lesser Blitz.

When Lunar Ramuh raises his staff, he is getting ready to cast Lightning. This does about the same damage as his Blitz, except hits your party.

So, do you FIGHT? Power or Jump would do better, and Magic is less risky as far as the power of the counter attack is concerned. Flare and Bahamut work well. Don't be afraid to FIGHT, just get ready to heal afterwards.

Well, Lunar Ramuh falls quickly if you are fighting him with strategy. He has less HP than most Lunar Summons but... the counters are the equalizer.

Grimoire LR summons Lunar Ramuh to damage the enemies on screen for 9999.

Well, if you were effective in Cid's Trial and delivered everyone on time you will get the mighty Fiery Hammer. This grants a bonus of 15 to Strength, Stamina, Spirit, and Intellect. Plus, it randomly casts Flare when you attack. Great, though a Flare from Cid isn't too potent it certainly helps.

I will warn you that the Flare will be reflected by Reflect walls. Keep a weapon on hand to change out.

Lunar Ruins -- Palom and Porom's Trial and Preceding Floors

FIV3V9: Palom and Porom: Twins

Lunar Ruins - Palom and Porom Type 1 - Floor of Remembrance - Giant of Babel

={-----}

Monsters:

- Magic Dragon
- Mech Dragon
- Stratoavis
- Mech Soldier

Treasure:

- Cottage
- Gysahl Whistle
- Megalixir
- Mutsunokami

Make sure you get all four chests before taking the panel out of here. Edge's Mutsunokami raises Strength and Spirit by 10. Pair it in.

Lunar Ruins - Palom and Porom Type 2 - Floor of Remembrance - Lunar Subterrane

={-----}

Monsters:

- Magic Dragon
- Silver Dragon
- Gold Dragon
- Chaotic Knight
- Wicked Mask

Treasure:

- Megalixir

Head down to the panel in the bottom left. Get the chest before using the

panel.

Lunar Ruins - Palom and Porom Type 3 - Floor of Remembrance - Land of Summons

={-----}

Monsters:

- Chaotic Knight
- Stratoavis
- Warrior
- Mini Satana
- Arachne
- Crystal Dragon
- Thunder Dragon

Treasure:

- Megalixir
- Cottage

Grab the chests and take the door at the end. There are damage floors here, so Float is a good idea.

Lunar Ruins - Palom and Porom Type 4 - Floor of Remembrance - Mouth Ordeals

={-----}

Monsters:

- Magic Dragon
- Soul
- Coeurl Regina
- Stratoavis
- Magic Dragon
- Revenant
- Palace Guard
- Ghoul
- King Bomb

Treasure:

- Ceasar's Plate

Just like Mount Ordeals. The door is obvious - but there's some armor for Cecil here you should pick up - Caesar's Plate. The grave at the upper left, where you became a Paladin, is the key. Check it for the armor which Raises Spirit by 10. Decent upgrade to his Crystal Mail, and you still have other pieces of that armor for the undead resistance too.

Lunar Ruins - Palom and Porom Type 4 - Floor of Remembrance - Mist Cave

={-----}

Monsters:

- Goblin Prince
- Domovoi
- Goblin
- Stratoavis
- Magic Dragon
- Chaotic Knight

Treasure:

- White Fang
- Cottage
- Mist Whip

The entire Mist Cave was one floor, so that's what you're faced with here. The Mist Cave also holds one of Rydia's best weapons - the Mist Whip. This Whip offers decent attack... for a Mage, and raises her Intellect by 15. Very nice.

={--- PALOM AND POROM'S TRIAL ---}=

When you're ready, and have defeated Zeromus with Palom or Porom in your team and have both with you here, enter the door in the central column.

The Trial
={-----

Well, you're going to be splitting up between Palom and Porom here. The path is blocked and only the Twins will be able to open it.

Monsters
={-----

Most of the monsters in this trial are toads of some kind, such as Gigantoad, and Tiny Toad.

These aren't a threat, but are an annoyance. If you want to run, you'll only drop less than 100 Gil.

-Gigantoad
-Tiny Toad
-Insectus

Navigation
={-----

Use L and R to switch between twins. The game will tell you when you may start to do this.

-Palom-

*Head left and press the blue button on the wall. This opens a door for Porom.

*Switch to Porom.

-Porom-

*Press the button on the right wall to open a door for Palom.

*Head through the left door.

*Step on the panel ahead of you to Mini yourself.

*Head right, step on the blue panel with the Wing to cast Float on yourself.

*The pot restores MP.

*Once you are floating, head down the path marked by the irregular floor. Flip the button switch at the end.

*Switch to Palom.

-Palom-

*Head through the door on the right.

*The pot restores MP.

*Head left, watch the scene with the toad. Keep going to see the green panel and step on it to transform into a Toad.

*Return to the hole the Toad slipped through.

*Flip the button switch.

*Head back to the Toad panel and head up.

*Switch to Porom.

-Porom-

*Head through the now open door at the right of this pink room.

*Watch the scene with the Mini.

*Slip through the small hole in the wall.

*Head up from here and flip the button switch.

*Head back to the left and try the door. It won't open. Watch the scene with the pig.

*Become a pig via the pink panel and walk through the pink door.

*Step on the panel to remove Pig status.

*Run through left and press the large blue switch on the ground.

*Squeeze through the small hole. Remember, you need to be mini. Porom can at least turn herself mini if you already cured it...

-Palom-

*Step on the pink panel to become a pig.

*Enter the now open door at the far end of the tunnel.

*Step on the Mini panel (rock needs to have been moved by Porom previously).

*As a Mini, slip through the hole in the righthand wall.

*Step on the next Mini panel and restore your height.

*Press the button switch.

*Head through the left passage and then into the pink door. Remember, you need to be a Pig to make it through.

*Become a Toad on the Toad Panel.

*Start floating by walking on the Float Panel.

*Head right, while Floating, over the irregular floor to your right.

*Remove Pig on the panel.

*Squeeze through the Toad-shaped hole.

*Follow the path through. Trip the Blue Switch at the end.

*Switch to Porom.

-Porom-

*Head up through the newly opened door.

*Become a pig, and slip through the Pink Door.

*Remove Pig via the panel.

*Step on the Float panel.

*Follow the irregular path right until you find a door leading down (not a Toad passage) and take it through.

*Flip the button switch.

*Head through the door to the right.

*Step on the Toad panel and become a Toad.

*Head up through both Toad holes.

*Make your way through and flip the blue switch on the floor.

*Switch to Palom.

-Palom-

*Head back across the irregular floor and enter the newly opened door.

*Step on the Mini panel in here.

*Step on the Float panel outside, then make yourself back across the irregular floor.

*Take the Toad passage, head left and step on the Toad panel to remove your Toad status.

*Now, head through the hole in your wall to the right, as a mini.

*Step on the mini panel in here to restore your height.

*Step on the blue switch on the floor.

-Joining Back Up-

*There will be a scene between Palom and Porom and you're brought back to the start with Cecil.

Make sure you're properly healed before proceeding.

Boss

={--

Just head up and talk to the old man.

****LUNAR LEVIATHAN****

-HP: 135000
S: 205 M: 38
D: 3 MD: 51

Gil: 65000/EXP: 65000

Type: None
Weakness: Lightning
Absorb: None

Lunar Leviathan can be a tough fight, but if you really keep your healing at a premium it should go fine.

Lunar Leviathan starts with a Tidal Wave, which doesn't do paltry damage. Make sure Porom follows htis up with a Curaja.

Lunar Leviathan's other attacks are pretty strong as well. He can use Blizzaga on a single party member for decent damage. Entangle will paralyze you, and if he pulls out a Maelstrom... heal it really quick because a Tidal Wave will all of a sudden be fatal. When Lunar Leviathan turns to face you, expect a Tidal Wave.

So, spare no expense in the fight. It's one of the more difficult Lunar Summons for sure, but its pattern is simple and if you can keep your healing up it is a lot easier. Weapons with a lightning attribute, and armor that resists Ice are helpful in this fight.

Don't worry about the Levithan's defenses because there's no reflect or anything of the sort here. Weapons that automatically cast are in fact rather useful. Palom's Thundaga will be very effective here. 30 MP for a ton of damage is a nice deal. Play it smart, and you'll come out on top.

Grimoire LL summons Lunar Leviathan to deal 9999 damage to the enemies.

Your prize for the Trial are the Twin Stars. This lets them cast Double Meteor when they use Twin... and while you certainly are getting it for a cheap price at no MP it still takes a long, long time to cast. Not recommended.

Lunar Ruins -- The Final Floors and Final Fights

FIV3V10: Final

Lunar Ruins - Final Type 1 - Doll House
={-----

Monsters:
-Death Puppet
-Grudge Puppet

Treasure:
-Nirvana

The dolls moving quickly are Grudge Puppets. Those moving slowly are Death Puppets.

You can get Porom's Nirvana Staff by defeating every doll in the house. You can just skip the whole thing, however.

Grudge Puppets: You'll fight three of them at a time. Just focus your attack on one at a time.

Death Puppets: You'll fight this on its own. Use Tornado on it if you want to have a quicker battle.

When all of the Puppets are destroyed, fight the Blue Puppet near the door (it is a Death Puppet).

Take the chest that will appear for the Nirvana.

Lunar Ruins - Final Type 2 - The Dragon

={-----

There is only one monster here. It is very powerful, either stand and fight or run. It is optional, but it holds the greatest shield in the game...

****Brachioraidos****

HP: 180000

Strength: 225

Defense: 5

Magic: 212

Magic Def: 125

Gil: 65000

EXP: 65000

Treasure:

-Hero's Shield

Type: Dragon

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

-That's its entire Bestiary entry. No weaknesses, 180000 HP. 100% Drop on the Hero's Shield.

Alright, if you do want to fight it... it uses Glare right from the get-go. Magic from Brachi will do 9999 damage, so any absorbing properties you have are useful here. He will attack normally for a while, and use Glares.

I suggest casting Slow on him right from the start, to give yourself at least a small breather. Cast Slow, then focus on healing and reviving your character. Lay into Brachioraidos right from the start with powerful spells and attacks, throw some Fumas if you like. Double Jump with Kain, FIGHT with your Fighters. Any weapon that is effective against Dragons is effective here.

Hell, use some Lunar Grimoires if he is giving you that much trouble.

When Brachi starts his count down, he can counter with Globe 199 - nasty. Afterwards he likes to cast Reflect on himself and bounce Magic at you. An assault of Thundaga/Blizzaga/Firaga will likely take out two people. Get them back up, and Holy/Flare will probably take out two more.

What it comes down to is keeping your characters battle ready. And once you beat him a few times and get a couple of Hero's Shields this becomes easier. Use your most powerful attacks during his down time, take the defensive when he starts casting. He's tough, but he'll fall eventually.

Lunar Ruins - Final Type 3 - Lunar Cave Area

=(-----

Monsters:

- Catoblepas
- King Behemoth
- Iron Giant

Treasure:

- Vishnu Vest

Enemy Spotlight - Iron Giant

Iron Giant is a rare enemy of the Lunar ruins, and your best bet of finding one is in this particular room. They'll use Shell and Protect a lot, but they aren't difficult enemies. Just a real pain to find.

```
          #           A: Start
          ###        B: Next Floor
#         ##        1: Vishnu Vest
###      ##        #: Walkable Space
#  B  #          *: Stairs
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Simple layout. If you just want to progress, run north from the start, grab the Vishnu Vest for Edward in the chest and proceed through the door at the north end.

Lunar Ruins - Final Type 4 - Protophase Room

=(-----

Monsters:

- Protophase
- King Behemoth
- Chimerageist
- Gilgamesh
- Coearl Regina

Treasure:

- Red Fang
- Blue Fang
- Ribbon
- White Fang

Enemy Spotlight - Protophase

A deluxe model of the Wicked Mask, Protophase does the same thing except with more power. This floor is polluted with them - and this is why they are your best possible chance at earning a Glass Mask. Where the majority of enemies here are Protophase, you can go through chances at acquiring the Glass Mask at a much more rapid rate. But if you can't deal with them, Protophase aren't so hard to escape from - unlike Wicked Mask. Still, you'll be losing more money so Smoke/Teleport is still an option.

#####	#####	A: Start
## #### # # # #	####	B: Next Floor
## # # ## # # #	##### #	1: Red Fang
##### # # ## # # #	## #	2: Blue Fang
# # ## # # #	## #	3: Ribbon
# # ##### # # #	## #	4: White Fang
# # ##### # # #	###	#: Walkable Space
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This is a twisty area. And the Protophase don't make it any easier. While they aren't as difficult to escape as Wicked Masks, you'll lose a lot more money.

From where you start at (A), head right, up, and right. Take now the second passage leading down. Follow this path around to get the chest at (1), then return to position (A).

From (A), head left, up, left and then down either of the first two passages leading down. Follow the path, and then head down to the bottom of the floor. Head right in this opening, then straight up for the chest at (2).

Head down from (2) and take the first path right, take it to the end. Down, Right, Up, Right and then up the stairs to the Ribbon at (3).

Now head down the stairs again. Left, Down, Right, Down, Right to get to the chest at (4).

Head left and up. Take the first left while going up. Down, left, up, left. Take the first up, in the middle of the + shaped crossroads. Follow this path around until you come to a fork. Take the down. Head right at the bottom and continue along to the door at B.

Lunar Ruins - Final Type 5 - Lunar Cave Area 2?

={-----}

Monsters:

- Catoblepas
- King Behemoth
- Iron Giant

Treasure:

- Ribbon

This one... I'm not sure about. It seems to be identical to the previous Lunar Cave area but instead of a Vishnu Vest, you get a Ribbon.

Where other times I've tried to uncover Final Type 5 I have found Megalixirs, others have been Ribbons. Until I find out differently, I'll list this as such.

={--- FINAL FLOOR ---}=

The final floor has a Save Point. Now, there's a boss in the room so save and rest up.

****ZEROMUS EG****

-HP: 200000
S: 225 M: 45
D: 3 MD: 202

Gil: 0/EXP: 0

Type: None
Weakness: None

Absorb: None

Zeromus had a bit of a makeover for this fight.

Like Zeromus, Zeromus EG uses Big Bang to start the battle. Break out a Curaja soon afterwards.

Here are the attacks of Zeromus EG:

*Big Bang: Like Zeromus, does around 2000 HP and your life starts to Drain.

*Whirl: This has the same effect as Tornado.

*Flare: The spell Flare, doing around 4000 damage on average.

*Toad, Mini: Hits you with both spells...

*Drain: Uses the spell Drain twice in a row. Low threat.

*Osmose: Uses the spell Osmose twice in a row.

*Earthquake/Lightning/Flame: Uses a combination of the three enemy special attacks to deal a few thousand damage. Earthquake can be avoided with Float.

*Tidal Wave/Tornado: It's not instantly fatal, he just combines these attacks for extra damage.

*Reflect: If a spell is cast on Zeromus EG, he will cast Reflect. In this case, remove the Lightbringer or Fiery Hammer for the next best.

*Absorb: Zeromus EG will continually increase the amount of HP he recovers. You need to be doing more than the Absorbed HP in damage each turn if you want to win now. On the other hand, Zeromus EG is down on his HP now.

Now, what should your characters do?

Cecil: FIGHT. If you are using the Lightbringer, switch it out for the Ragnarok after it casts Holy. The Holy will provoke a Reflect from Zeromus EG, and consequently any more Holy castings will bounce back at you.

Edge: Throw Fuma Shurikens, then FIGHT. Edge's weapons never get really destructive so a few Fumas do good here. He does do a consistent amount of Damage - especially if you pair two weapons from the Lunar Ruins, so you don't have to go exclusively Fuma.

Kain: If you have the Dragoon Gloves, then Double Jump all the way. Just JUMP otherwise.

Yang: While DEADLY may be an attractive choice, you may just want to FIGHT. DEADLY will take time to charge and while it'll likely do a solid 9999, you do not really have the time to spare.

Edward: If you've got CHANT, start off with a few of them. Afterwards, FIGHT.

Cid: FIGHT. If you're using the Fiery Hammer, unequip it for the Gigante Axe or Thor's Hammer if the Hammer's Flare (or other) provokes a Reflect.

Rydia: Rydia will get her most damage potential here out of Bahamut. Stick to her Summons, so as not to provoke Zeromus EG's Reflect.

Palom: To be honest, Palom has the toughest time here as far as what to use. He will have to use his Black Magic, but while you can start with Flare or the like, he will have to use a Reflect-passing spell like Quake afterwards. You could use Meteor, but it takes too long to cast. I suppose Double Meteor's an option... but Porom will have her hands full...

Porom and Rosa: Essentially the same duty. Curaja, Curaga, Full Life, and Esuna are your friends here.

-Regarding Lunar Grimoires-

The Grimoires you got for defeating Lunar Summons in the Trials have a different effect on Zeromus EG than normal enemies.

They may Mini him, or appear to give him a poison that occassionally inflicts 9999 damage... or so I think.

The point is, the Lunar Grimoires are really your ticket to an easy fight. Zeromus EG can't do a thing when he's Mini'd because he never FIGHTs and his other spells will be off limit.

You can get these back, so if you want to use one, go for it.

Lunar Ruins -- After a Run Through

FIV3V11: After: More to the Ruins?

Alright, so you've beaten the Lunar Ruins once - so what to do next?

In order to beat everyone's trial you will have to complete the Lunar Ruins at least three times, and their trials are unlocked the same way those you have already played are - by beating the game with them in your team.

*Re-entering a Trial?

Yes, you can do this. To re-enter a trial, use the Grimoire you received for beating it. That way, you can play the trial through again.

*Getting Everything?

Most sets of floors seem to have five versions. Perhaps I have been unlucky enough to have never run into the fifth on Cid and Cecil's floors. In that way I am not so sure they have five - but if you spot one I have missed let me know right away. I'll get around to it.

These two sections both have towns. Make sure you buy some nice gear here.

That is, if you run into them. Floors are, of course, randomly assigned so you may need multiple attempts to get what you want.

fivaend

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| FIV4: Characters |
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This section will contain some spoilers, so read at your own risk. Characters are listed in the order by which you receive them.

Cecil

Class: Dark Knight
Skill: Dark

Cecil is the game's main character, who starts more tragic and grows more zealously virtuous. He's a decent character - he's there most often to drive the story forward, though sympathy for him becomes spread more over the entire party as the game progresses.

Cecil is a great character to have around, he's a solid attacker. Some of his greatest swords are vastly powerful and their different properties make him an effective force against a variety of enemies. He's usually going to be in your party regardless - so his power becomes a constant asset.

Cecil's skill "Dark" sends a Dark Wave towards the enemies, damaging them. This sounds wonderful, but it hurts him to use it. This offset is not worth it. As little HP as you lose, later on you'll notice Dark is losing effectiveness. Cecil is best left concentrating his power on to one monster, spreading attacks should be left to a Black Mage.

****Later in the Game, Class Change****

Class: Paladin
Skill: Cover
White

A while into the game, Cecil changes class - the Dark Knight becomes a Paladin. This makes Cecil a little more useful, giving him the Cover skill, and some minimal White Magic. Cecil isn't a caster, however, and should be focused on attacking. He loses the Dark Wave, but that's hardly a loss.

His White Magic does more than make up for the loss of Dark Wave - because he eventually learns the spell Esuna. This spell becomes paramount later in the game when you may or may not have the proper items to heal an ally. Or, 20MP is a terrific tradeoff for a full ailment heal when compared to the price of Remedy. Your White Mage should have a Ribbon late in the game, which protects her from all ailments. If Cecil becomes afflicted along with another, she can Esuna him, and he can Esuna the next.

Besides Esuna, Cecil does get a handful of Cure spells, Cure and Cura. This is not so bad when he is starting out as a Paladin - but later on if you want to use him to heal (and you should not rely on him to any great extent), then you should cast Cura and cast it on one character.

His Cover Skill may come in handy if you're fighting a powerful physical opponent. Cover a caster and he'll take some damage for them if they're about to be swatted down - he jumps in front of them and takes the hit. If you don't set the cover, he will sometimes do this for anyone who is in critical condition and a hit's coming for them.

Kain

Class: Dragoon
Skill: Jump

Kain is a sympathetic character who is taken advantage of throughout the game. It's not too hard to like the guy, but at the same time you may get annoyed with him as the story progresses. He desires the White Mage Rosa, the woman

Cecil is involved with.

Kain is undeniable as a physical fighter, he is really geared this way. He can use some swords and axes though his primary weapon is the lance. His best Lance will compare to Cecil's swords... but before that they can be pretty miserable.

This can be rectified with his Skill Jump, however, as it will increase his damage. Kain jumps into the air, then a bit later lands on his enemy for great damage. This has advantages and disadvantages. While it increases Kain's inflicted damage and removes him briefly from the field (avoiding damage to his person) he misses some turns and can miss healing.

-You need a Lance for jump to increase damage.

Overall, Kain is a solid fighter and is a great frontline character. He can probably do more damage in two hits of his lance than one Jump - but there are advantages to Jumping and you will find yourself using it more than you anticipate. One thing I have enjoyed doing is to jump Kain at one enemy while the other folks attack another. They will wear it down and destroy it, and Kain will land on the other - getting it ready to be destroyed.

Kain's usefulness is somewhat crippled by the fact that he has only one Skill, but remember that it is a versatile skill. When compared to Cid, who has only one Skill himself - it's really a choice between the two. Cid has a massive amount of HP, but his best weapons deny him a shield and his skill may not have the usefulness it once did now that we have access to a Bestiary.

Rydia

Class: Summoner

Skill: Summon

Black

White

I will fully admit, I am a longtime fanboy of Rydia. She's just such a loveable character in that I personally find her the most sympathetic, and that she is always a voice of reason and compassion. She's a sweetheart but also undeniably strong of character, and great on the battlefield. She's had to overcome a lot in her short life... She's my favourite character in this game, and the series as a whole.

Now, you meet Rydia when you attack the Village of Mist, and she attacks you. She doesn't trust you - but she eventually joins your party as the first caster. She can use three schools of magic, but this isn't as great as it sounds because - hey! Rydia's a kid, and splitting her domains like this at this age would certainly compromise her casting ability.

However, she does have useful elemental Black Magic and some White spells that will help out at this time. She can also summon a Chocobo - which is a weak summon by comparison to some later monsters, but at this stage of the game it is a powerful attack on a single enemy.

Equip Rydia with an elemental Rod - if she uses such a rod as an item, it will cast a spell. This lets her occupy the back row and do real damage when she is not casting her own spells.

Later in the Game, Maturation

Class: Summoner
Skill: Summon
Black

Rydia will, at one point, leave your party. When she joins again she has grown into a young woman and a more powerful Summoner. To compromise, she abandoned White Magic. This isn't so bad - it frees her up for growth in Black and Summon and this is an ample tradeoff. She can be concerned with attacking or causing status effects more so than healing every other turn - and her attacks will be rather deadly.

When she rejoins you, her new summons are better at attacking a group of enemies than the level 2 elemental spells (ie, Ifrit vs Fira). A level 3 spell (ie, Firaga) should be used against a single opponent for maximum damage potential. She can gain new summons by defeating certain monsters to earn their powers. Some of these will be very powerful attacks, others have the potential to heal.

Her Black Magic will be fully realized by level 60, when she learns Meteor. Up to this point, she will gain some very powerful skills, including the fast-casting, powerful Flare. By the time she learns Meteor, it's almost obsolete because she can accomplish so much more, so much faster.

Her biggest downfall is her low HP. Give her a few apples for a bit of a boost, and keep her alive as best you can. It's very frustrating to see Rydia bite it when she's about to cast.

Tellah

Class: Sage
Skill: Black
White
Recall

You've got to feel a bit for Tellah, the guy's beyond his prime and is trying his damndest to avenge his daughter. While he seems very zealous at times, he is an interesting character to the end.

Tellah, when you get him, will make you stand up and take notice. For sure. He can cast a wide variety of spells AND he starts with 90MP. However, this MP will never change - and it's for a specific reason that I should not reveal here.

While Tellah does have a wide range of casting abilities, he can take either position as a Black or White mage, he doesn't have access to his greater range of abilities until later in the game. To get around this, he has the Skill Recall. This lets him randomly cast a higher level spell that he had previously forgotten. This can pull out some seriously hurtful powers but do not rely on it. For one thing, it costs him MP to use, and for another - it is random and what he conjures up may not be beneficial at all.

****Later in the Game, Remembering****

Tellah loses his Recall command, but regains use of all the spells he has forgotten. While he now has access to some of the greatest spells - he still only has 90MP. So while you do have much more power at your fingertips, choose your spells carefully because he can only cast so many.

Edward

Class: Prince
Skill: Sing
Heal
Hide (Reveal)

Edward is the Bard Prince of Damcyan, who joins your party after disaster befalls his kingdom. He isn't the strongest character when you get him, but as the game progresses you will see just how much will he has.

Edward attacks with Harps. And while this sounds... unorthodox - they aren't that weak and they often cause some status effects on the enemy. While Edward won't be your frontline attacker, he can strum his harp in the back in an effort to afflict the enemy with something nasty.

Sing as well works the same way, with random results he will sing a song that influences the enemy in some way. It's not always effective, but if he has nothing else to do he may as well sing.

Heal has minimal use because it requires potions to use. Though at the time you are using Edward initially, this can be useful. Just keep a watch on your stock. Edward can also Hide, so that the enemy will not find him. He can reveal himself at anytime after hiding, and will be brought out regardless when the remaining party members fall. When he is knocked to critical condition, you'll probably see Edward hide himself.

Unfortunately, if you choose to use Edward later in the game, many of the monsters will have resistances to status effects. His harps become more or less purely for attack and based on their qualities one may be more effective than the other. He gets some cool gear, so don't rule him out completely.

Rosa

Class: White Mage
Skill: White
Pray
Aim

Rosa and Cecil are lovers. She's more important to the plot than some others, and she's a competent force on the field. As a White Mage with a mastery of arrows that can cause some nasty effects, she can hold her own.

Her White Magic becomes very powerful towards the end of the game, with Full-Life, Curaja, and Holy at her disposal. Unfortunately, throughout the game you may notice Rosa falling into a certain pattern - Cure, Cure, and Cure. As white mage she must endure the usual curse of "heal the party every other turn" making her an essential component of "keeping you alive." Add to this the fact that Esuna will be used a fair bit to heal allies of status conditions, and Rosa usually has her hands too full to fire an arrow or smite the enemy down with Holy.

You can then use the start of battle to cast a few White spells that do not start with "Cur." Holy does a solid amount of damage, but other spells such as Blink and Haste can help her allies out. Hold or Stop or Mini against the enemy

can have some interesting results if they aren't resistant.

As a fighter, Rosa isn't too bad - her arrows can cause certain conditions and her Aim ensure they will hit and increase the power slightly. Stay away from her Prayer command - it's got too high of a fail rate to low reward ratio to make it worthwhile.

Yang

Class: Monk
Skill: Power
Kick
Gird

Yang is a Monk of Fabul, and staunchly devoted to his improvement as a Monk. He is certainly an ample fighter, using claws, and you will come to respect his inclusion in the party for the time you use him.

He's the first double-weapon character you meet, being able to equip a claw on either hand. A lot of his high-level claws have the same attack power but different properties. This is great, while other characters get some weapons that are inherently more powerful than his claw, he has two claws from a set of many of similar power with different effects. He can confuse and sleep the foe, or more. This is a versatile attacking rhetoric, so don't just equip every new claw you pick up - decide what is going to be best for you to use in the given area.

For times when you want to do more damage with Yang, he does have a "Power" command which stores his energy for a double-power attack. Sounds great, yes? Well, it will unleash a strong attack, but the downside is, your other characters will get a few actions while Yang is concentrating. He is a very fast character - you can get two hits in on the enemy normally before he could ever unleash his Power Attack. And when Yang is doing a few thousand damage? Remember, the damage in this game caps at 9999. A power attack becomes less impressive when he can pull off potentially much more damage in two attacks than one Power.

His other skills become less useful as the game progresses. Kick is never really useful. It hits all of the enemies for decent damage at first, and low damage later on. It's not worth the time it takes to execute. Gird increases Yang's defense - this isn't overly useful but you may want to pull it off at the start of a battle.

His versatile claws and great speed let him hold his own with the later characters.

Palom and Porom

-Palom-
Class: Black Mage
Skill: Black
Bluff
Twin

-Porom-
Class: White Mage
Skill: White
Cry
Twin

Palom and Porom are twin mages from Mysidia. They were originally fairly temporary characters so they do learn spells quickly. Despite being kids, they

are powerful mages. As compared to Rydia and Rosa, they are mages trained in Mysidia, you can expect them to be good. They work together as characters in the sense that they are a 'team.' Palom sets up the situation, and Porom is his foil.

Palom and Porom are primarily casters. While some magical weapons can be effective in battle, they get the most out of their magic. And where they lack any other useful skills or magics like Rydia and Rosa, they need to make this work. That's not to say their greatest weapons are incapable of damage - they can inflict a few hundred to the low one thousand on average, but they don't have this liberty when you first get them.

Palom should be using Black - his Bluff increases magic power - maybe do one at the start of a tough fight. As far as spells, the elemental spells are usually effective if you know what enemies to attack with them. When he's got Flare, it will be the spell to use most because it casts fast and it hits hard. This is effective in the later areas in the game - when you can change your party around. Unlike Rydia, Palom is probably going to use Meteor now and then. Where Rydia can bypass Reflect with Summons, Palom cannot. So, if you don't want to rely on Reflecting yourself spells like Quake and Meteor are his alternatives. I recommend Quake over Meteor if at all possible, however...

Porom falls more into a Rosa style of combat. Her skill Cry lets you escape from battle more easily, which is only useful later when enemies are hard to run from. But by then, Edge may be in your party with Smoke, or she can cast Teleport. Cry is obsolete because Running puts your HP and Gil in danger anyways. She of course gets Full-Life, Esuna, and Holy - not to mention those ever wonderful Cure spells. She will be more of a healer than Rosa, but she is still useful because - hey - Rosa's bow isn't superpowerful anyways. Her late weapons are useful, and her staves can have some nice effects - don't count her out altogether though she's going to primarily be casting.

They do have that skill - Twin - it's not an advisable move to use. The spells it can produce are good enough, but they require both of the Twins to execute so they are seriously disadvantageous. Why not use powerful spells? Well, what happens if you need Porom to heal? Tying up your White Mage for a bit of extra damage with a slower casting like Twin is not a good idea.

Cid

Class: Engineer
Skill: Study

Cid is another all time favourite of mine - he's energetic and humorous, an altogether loveable character. While he only has one skill, he is effective on the battlefield. He's a strong attacker, and a beast for HP.

Cid attacks with Hammers and Axes, doing a nice bit of damage to the opponent. He's a front-line guy. He kind of lacks in defense with regards to physical and magical attacks - but his HP is huge in comparison. This isn't exactly an effective tradeoff, but it does give Cid a role on the field. His new weapons are a severe jump in power, and usually have some special properties.

He's not as versatile as even Kain, he's purely an attacker. This is kind of unfortunate, but I suppose Cid's strength can be sacrificed to use items. Not a very dignified role, but everyone else probably has something to do. That's not to say he's "useless." As I hinted, he can be a very effective tank if you build him properly.

His one skill, Study, is basically a free "scan." This isn't bad if you want to keep track of something's HP but really - you can see that the enemy has 4000 HP remaining or you can deliver this in damage...

But really, Study isn't totally useless. If you like using scan, it's free. To be honest, this was a decent skill in Final Fantasy II on the SNES, mainly because you lack a bestiary. Scanning let you get a handle on an enemy's health and weaknesses - now we can just kill an enemy and look in the Bestiary. Study and Scan may be useful on some pudding encounters, however.

Don't pass him over just because he lacks skills. Cid can be a powerful addition to the team.

Edge

Class: Ninja
Skill: Ninjutsu
 Throw
 Steal

Edge is the Prince of Eblan, and while he isn't super critical to the plot, he is one of the most charismatic characters and quite likeable. He's also very versatile - to differing success.

He's got some magical ability - but he's not a caster altogether. His attacking techniques can do a few thousand damage against monsters with the proper weakness - but he may be able to do more with his weapons to an individual target. His Image, Smoke, and Pin are a little more useful in the overall scheme. Image lets him cast blink on himself, smoke automatically exits a battle, and pin is similar to the White spell Hold. And hey - if you aren't casting with Edge, you could even Osmose from his pool with a Black Mage if the mage is running low.

Throw can toss a variety of darts at the enemy for heavy damage - this includes some swords and lances. Shurikens and Fuma Shurikens are expensive, but are probably a better dart than a rare sword as far as practicality is concerned! Throwing at the enemy is usually stronger than Edge's FIGHT attack.

Steal is another ability at his disposal, but it doesn't really make rare items any easier to get because it does have a high miss rate, and success seems geared toward the enemy's more common items. It does have its uses though, especially when an enemy has a useful item that you can continually steal!

Edge can equip katanas, boomerangs, and some claws. He does better with the swords and rangers though.

FuSoYa

Class: Lunarian
Skill: White
 Black
 Regen

FuSoYa is a better Tellah on the field. However, he doesn't have very much character development at all - although he is important to the story on a few

points.

FuSoYa is not as adept in his spells as Rydia and Rosa are, and if you are at a level comparable to his (50) their abilities will or soon will dwarf his. He's a kind of fragile character with a cap of 190MP. He does know all of the Black and White spells, but again - choose wisely. He's not so pathetic that he's not helpful - but he's not so great that his portion of the game becomes a cakewalk altogether. FuSoYa should split jobs, either act as secondary healing or attack with his spells. Again - watch the MP.

His skill Regen allows you to slowly regenerate HP as the battle wears on. It has a lifespan and regenerates minimal HP so avoid even using it.

FIV4.2: Character Abilities

I have briefly discussed the abilities, but I will list them here in depth for folks who are only interested in what the ability does. Enhanced abilities are listed at the end - some items change skills and these will be listed here.

****Aim:**

Ensures that a bow will hit, and hit effectively. Aim represents Rosa's skill with the Bow. If you are going to attack with Rosa and she's using a bow, choose Aim. There's really no need not to.

****Black:**

Black Magic is primarily attack spells, though there are a few status effects if you want to give it a shot. Stop especially can be useful, but many enemies late in the game and bosses are resistant to conditions so use some discretion. Towards the end of the game, a lot of warriors will be doing as much damage with their attacks as casters are with spells - don't be so concerned about this. Black Magic can exploit certain weaknesses and provide the caster with a wide variety attack types to help ensure damage is dealt. Then there are other spells like Tornado, which bring the enemy HP below 10 and the powerful Flare. See the section on Black Magic (FIV5B) for more information.

****Bluff:**

Palom increases his magic power. This won't boost his attacks enormously, but it is something to consider early in the fight. IT can't hurt.

****Cover:**

A Paladin's skill, cover lets Cecil take a hit for an enemy. This is activated automatically when a physical hit is headed towards an ally in critical condition. It doesn't activate 100% of the time, but it can save you a phoenix down or Life spell if it activates. As an automatic ability, Cover is good. You still have to worry about your HP, and you do need to heal folks in critical condition but cover offers at least some security. If you use it as a skill, it will allow you to focus your Cover on one ally - Cecil will focus on protecting them. This could be an option for you if someone is having trouble with physical enemy attacks.

****Cry:**

Porom feigns crying to give the party a greater chance of escape. Maybe more useful late in the game when enemies are actually take a while to run from - but if you have Edge in your party Smoke is a better alternative. You should fight the majority of battles anyways, and setting up a Cry means Porom has to charge her bar up first. The enemy can get a hit in during the set up. Not really worth it.

****Dark:**

Dark Knight Cecil unleashes a wave of Dark Energy to damage the enemy at the expense of some of his own HP. While this certainly has its advantages at the start of the game, it won't be as useful as time goes on. A single use of Dark won't hurt you too much, but don't get carried away.

****Gird:**

Increases Yang's defense. It's not going to help you a whole lot, but it might be a nice way to start a battle off because Yang does take more damage than some other characters.

****Heal:**

Edward can use some potions from the stock to heal everyone on the field. This is a weak curing skill, but it'll bypass Reflect so it is good in that respect. You should leave the healing up to the White Mages, but Edward's skill is at least somewhat useful when you first get him.

****Hide:**

Edward ducks out of the battlefield to safety. He can't perform any more actions until he reveals himself. Edward is fairly fragile when you first get him so if Hiding will get you through a fight.... then I guess it will get you through a fight. I'd recommend keeping Edward on the field to use his harp to inflict the enemy with some status condition instead of hiding the whole time, however. Hide is also an automatic ability - when Edward is in critical condition, Hide activates. Great, he'll avoid being killed. However, he also can't be cured. You will also have to waste one of his turns to reveal himself. In this way, the auto-hide is a disadvantage or at least less helpful than it intends to be.

****Jump:**

Kain's jump skill features him jumping into the air, then landing on the enemy a few moments later. You can often get in a number of hits before Kain lands dealing increased damage. This can be slow, so if there are multiple targets choose one for Kain's jump and then focus on another enemy. Kain's jump has advantages beyond the damage, however, because he removes himself from the field to perform the skill. This means he can't be targeted for attacks. However, he can't be targeted for Cure spells either and this can cause him to gradually wear down over the course of a long battle.

****Kick:**

Yang kicks across the screen, damaging all of the enemies. This is another skill with poor execution time and a low reward. He hits all of the enemies for decent damage when you first get him, but later on this is undeniably low. But for a few fights, I don't even use the Kick attack because it just isn't worth it. Yang can do heavy damage with his normal attacks, there's little need for him to perform a weak attack on all of the enemies. Maybe consider it against a large group, but I advise against this skill.

****Ninjutsu:**

Edge's magic isn't super powerful, but it is decent. Ninjutsu is a set of skills Edge has to help him out. Besides his attacks, you've got support moves like Smoke and Image - which you may give much more use later in the game.

****Power:**

Yang stores energy for a double-powered attack. The core issue with this skill is that it is painfully slow if others are attacking in between the storage and the release. You'll see Yang stand there for quite a while before unleashing a powerful blow. Yang can most likely do more or as much damage if he attacks regularly a few times in a row - and he won't be tied up if he needs to use a potion or something. A power strike can be useful for starting Yang off in a

match, but is often more trouble than it's worth. But then again, the enemy often moves slow enough that you can get away with Power. See what you think yourself.

****Pray:**

Rosa prays for the party, and if successful the party is recovered for some HP. This skill sounds better than it is. The prayer may or may not be answered and if it is it recovers a small amount of HP. Rosa will have hundreds of MP near the end, Curaga or Curaja is at least reliable - Pray is not. To top it off, Pray takes quite a while to envoke.

****Recall:**

This is a random skill that Tellah can use for part of the game. He is past his prime and he forgets spells he once knew. Recall let's him remember a random spell. That's the inherent problem, it's a random casting. It could end a fight quickly or it could be comparatively useless. When you're Tellah with a cap of 90MP, that's a dangerous thought. Play around with this skill when you get it if you want to see some more powerful spells, but don't use it as a serious strategy against enemies because you can not be sure it'll work out.

****Regen:**

This skill is like an opposite poison. However, like Poison, it activates only once in a while with minimal rewards. To Regen is to waste a turn, it just seems like it rarely kicks in on a normal game and won't benefit you by the end of the fight. FuSoYa can do so much better than this...

****Sing:**

Edward can Sing a Song to inflict some status effect on the enemy - to varying success. The song is randomly chosen, but unlike Tellah's Recall this is a little more practical of use. Edward's status-inducing Harps are altogether better, but have him Sing if you can't think of anything else. A lot of foes will resist the songs later in the game, however.

- Song of Silence: Silences the Enemy
- Lullaby: Puts the enemy to sleep.
- Song of Enticement: Charms the enemy.
- No effect: Edward's song has no particular effect.

****Steal:**

Edge will steal the enemy's most common item if successful. Steal will either fail, you will be caught and take minimal damage, or you will steal the item. It's extremely useful to gather Sirens with Steal for hunting rare drops, but it is otherwise kind of wasted.

****Study:**

Study is a free casting of Scan, and while this is useful for maybe checking out a new enemy - the Bestiary of this game makes this less useful. It doesn't seem to work on bosses - similar to Scan.

****Summon:**

Rydia's summoning skill calls forth a spirit to cause some effect on the battlefield. Many of these are strong elemental summons, and even a heavy duty non-elemental. This gives Rydia some extra elemental power before she gets her "-aga" spells, and a nice way to attack all the enemies even afterwards. There are a few Summons that are more status based, both for yourself and the enemy. The overall pool of summons isn't very big, so many of what is here makes it worthwhile. See the section on Summons (FIV5S) for more information.

****Throw:**

Some enemies are specifically weak against Throw, and it is generally more powerful than Edge's normal attacks. However, be warned that throwing your

weapons or buying darts for that purpose can get really expensive.

**Twin:

While Twin Magic is fairly powerful when you get it, it takes a while to cast and loses its touch later in the game. You are basically takign a turn away from Porom to do damage Palom could do with his higher Black spells anyways. And she loses out the chance to Heal with White Magic.

**White:

White Magic spells are helpful spells that are focused more on status or healing, though Holy is a powerful attack spell. White Magic's Cure spells are going to see the most use, but think about the other spells like Haste. There's also Esuna, which becomes important later in the game. Full ailment healing for 2OMP is great. See the section on White Magic (FIV5W) For more information.

*****UPGRADES ABILITIES*****

This section contains spoilers.

**Chant

Item: Harmonious Ring

Well, I'd say this one is good. Where Edward's Sing falls flat against many of the late game enemies' resistances - Chant is always helpful. It casts Protect and Shell for free on the party. What a great way to start a battle off, yes?

**Dbl. Jump:

Item: Dragoon Gloves

This one can be a useful upgrade to Jump, when Jump isn't always so effective at hitting 9999. Basically, Kain hits the enemy with Jump twice in a row - which would mean fairly serious damage. All of the ups and downs of Jump apply but the extra damage helps.

**Deadly:

Item: Discipline Armband

Yang will have a multiplier of 3 instead of 2. Again, damage caps at 9999, but the better multiplier is a better incentive to use the skill.

**Miracle:

Item: White Ring

Better healing from Rosa and often a free casting of Esuna on the party. This is better than Pray - still miserable healing and the Esuna is random. Her Spirit will probably cap at 99 with her other equipment by now but you may want the protective properties of something like the Protect Ring instead. Anyways, if you were fond of Pray, this is better.

**Plunder

Item: Hanzo Gloves

Edge will use Plunder instead of Steal. If he succeeds, he will attack the enemy and steal. If he fails and is caught, he will take a few hundred damage. This isn't so good. Steal can continually steal from the enemy with little risk. Plunder may kill it prematurely and has too many downsides.

**Summon: Dragon Upgrade

Item: Mist Ring

Rydia's Mist Ring powers up her summons, but it also remodels her Dragon summon quite nicely. It now does more damage and puts a Blink (that lasts one hit) on the party. Excellent way to start off a battle.

**Twin: Double Meteor

Item: Twin Star (one on each Twin)

This is a cheap Meteor for sure, but the casting time is just as miserable. To be honest, either Palom or Porom could better spend their time working in their own way. Most normal fights can be wrapped up before they get this off and you don't want them sitting there vulnerable in the late game against bosses. Avoid this.

FIV4.3: When do Characters Join and Leave?

This section contains spoilers, but I don't address it so much in the guide so I need to put it somewhere.

**Cecil: Cecil never really leaves, but his equipment will be lost when he becomes a Paladin. Unequip him first.

**Kain: Kain joins at the start, but leaves after the bombing of Mist. He joins again in the Tower of Zot. He leaves again in the Sealed Cavern.

**Rosa: Rosa joins after you use the Sand Ruby on her. Rosa will leave during the attack on Fabul. You will get her back in the Tower of Zot.

**Rydia: Rydia joins in Kaipo. Rydia leaves after the attack on Fabul. You will get her back in the Dwarf Castle.

**Edward: Edward joins in Damcyan. Edward will leave after the attack on Fabul.

**Yang: Yang joins on Mount Hobs. Yang leaves after the attack on Fabul. You will get him back in Baron. He will leave again in the Tower of Babel.

**Cid: Cid joins you in Baron (return). Cid leaves when you reach the Dwarf Castle.

**Edge: Edge joins you in Eblan Cave (path to the Tower) and never leaves.

**Palom and Porom: They join you in Mysidia. They leave in Baron (return).

**Tellah: Tellah joins you in the Underground Waterway. He leaves you Damcyan. He joins again on Mount Ordeals. He leaves again in the Tower of Zot.

**FuSoYa: He joins you in the Crystal Palace. He leaves after the Giant of Babel dungeon.

Please note that all regular characters rejoin eventually due to the new party switching feature of the game. Only the last two listed will never rejoin.

Magic is a big part of this game. You dish it out, and so do your foes. The spell lists here should give you an idea of what you may want to do. Play the game your own way, but keep some of these things in mind.

This is my rubric for talking about the spells:

Name: The Spell Name

MP: MP Cost

Target: What the spell targets.

Description: A short description of what the spell does

Notes: My personal thoughts on the spell

Before I describe the spells, let's talk a little about Magic.

More Uses Than at First Apparent

You will often fall in to very rigid patterns with your magic, but please do not neglect your full spell list. I have been playing this game long enough that I know how I like to play it. You may have a different style and may find that exploiting certain spells makes the game more entertaining for you.

MP Cost

Spells are finite in that they aren't 'free.' Your pool of MP applies to all spells the character can cast. Some spells cost a lot of MP, and if a cheaper spell can be used to attain the same effect then by all means use this instead. For instance, if a character is hit for 2000 damage, a Curaga at high levels should easily fix this - eliminating the need for Curaja.

But Don't Be Stingy

There are many safe spots to use a cottage or tent in this game, recharging your MP. Typically, a Mage isn't the most suitable for attacking. However, they can help out with their MP. As long as you recharge for a major battle, do not be afraid of using your magic.

But Consider MP Cost With Respect to the Damage Cap

If Meteor does 9999 Damage to one enemy, but Firaga does 7000, what is ultimately the better choice? Meteor costs 99MP and Firaga 30. When the damage is close enough that a cheaper spell does a close amount of damage - go with the cheaper. Exploit weaknesses where they exist.

Also Consider Casting Time

Using the same example, three hits of Meteor will do more damage than three hits of Firaga. However, Firaga will cast much more quickly than Meteor. You do not want your caster to sit there preparing a spell for too long. They are not the most hardy units and while the hit will be big - they may never get it off. A super quick spell like Flare is similar to an attack from a physical attacker. The damage physical attackers can rack up can often make a long spell insignificant.

To Spread?

Magic loses power when it is cast over multiple targets. There are times when an enemy is weak to the spell or the spell will only hit multiple targets. This

is fine but keep in mind not all enemies are weak and some can absorb the magic or have a huge magic defense. At the same time, spreading a cure spell over the party is fine after everyone is hit but towards the end won't be powerful enough to immediately undo the damage done to the party. Just think about when it is better to have a single or multiple target.

Hit the Party or Cure the Enemy?

Spells that can target the enemy or allies I have denoted with "single" or "single or all" and when they are exclusive I make this distinction with the terms enemy and ally. There are some situations where you do want to target the enemy or yourself with counter-intuitive spells. For instance, if your character can absorb a spell, that spell will heal them. Some enemies are actually weak against Cure and Life. Another big time to target yourself is when the enemy casts reflect on itself. If you cast reflect on yourself, you can bounce spells off yourself to harm the enemy - and cure spells off them to attempt to heal yourself. If you cast reflect on an enemy that casts cure spells on itself, the curing will be transferred to you.

Spells Cast Automatically From Weapons

Some weapons cast spells automatically after they hit. Be AWARE: These spells WILL be reflected if Reflect is in place, or absorbed by the appropriate enemy. These weapons are powerful and so are the spells, but it is not always the best type of equipment to use on some enemies.

Consider Counters

Spells are all fine and dandy when they can do a load of damage to an enemy but please be aware that some enemies have nasty counters to particular spells. If you find yourself in a situation where a spell-specific counter is overwhelming then please consider something else.

Puddings

Finally, one enemy type - Puddings - usually has a massive defense in the physical category and sometimes for magic. They are often weak to one specific type of attack, if you want to defeat them quickly - that is not whittle away one damage at a time - then find their weakness and hit them with the proper spell.

FIV5B: Black

Black Magic is primarily your offensive magic, though there are some status and accessory spells in here. It's important to choose your Black Magic properly as you don't want to attack an enemy to see white "1" or some green number in the thousands. Check your bestiary if you wonder about enemies, and many bosses are pretty obvious. If you don't feel like doing this, a Scan or Study from an ally will often reveal a weakness.

Name: Bio

MP: 20

Target: Single or All

Description: Does moderate damage and enemy health starts to run out.

Notes: Bio has a moderate attacking power for 20MP, but the effect is not as

desirable as it may sound. This is because HP drains rather slowly. An enemy is unlikely to die of Bio's effect.

Name: Blizzaga

MP: 30

Target: Single or All.

Description: High Damage ice spell.

Notes: Blizzaga is a good spell to cast even if the enemy has a weakness of "none." The third level elemental magics are powerful spells with a comparatively low MP cost. If an enemy has a weakness to Ice, use this spell. It's much better spread out than Blizzara and Blizzard were.

Name: Blizzara

MP: 15

Target: Single or All

Description: Medium damage ice spell.

Notes: Basically "Ice 2," a better ice spell that is more effectively spread than Blizzard. Blizzara should be focused on one enemy more often than not, however.

Name: Blizzard

MP: 5

Target: Single or All

Description: Low damage ice spell.

Notes: Blizzard is useful early in the game to combat different enemies. It is not effectively spread, unless you want to soften enemies up for the warriors to clean up. It becomes more or less obsolete midgame, and is best focused on one enemy.

Name: Break

MP: 15

Target: Single

Description: Petrifies an enemy for a one shot kill.

Notes: If an enemy can be petrified, then this spells has a chance to end the enemy instantly. It's effectively the same as the enemy perishing as the petrification status can't be healed on their end. When it comes to it being used on you, you can always heal out of it. It's not a spell you want to rely on, and certainly not in the later dungeons, but it is an option at times.

Name: Death

MP: 35

Target: Single

Description: Instant kill.

Notes: This spell literally.. kills the enemy. Like Break, don't come to rely on it completely as it's not always effective. You can try her out if

you want but don't expect it to always work.

Name: Drain

MP: 8

Target: Single

Description: Do a little damage to the enemy and convert this to HP for your caster.

Notes: Drain's an okay spell, but it really isn't effective enough to be a serious method of healing yourself. You're best to rely on your White Mage.

Name: Flare

MP: 50

Target: Single

Description: Heavy damage spell.

Notes: Flare casts very quickly, and delivers a huge hit. It's one of the best spells in the game, and when Thunder, Fire, or Blizzard spells aren't exploiting a weakness, Flare can deliver a severe hit for only 50MP. You will find it useful against many later enemies.

Name: Fira

MP: 15

Target: Single or All

Description: Medium damage fire spell.

Notes: This is what was called "Fire 2" in the SNES version. It's essentially a stronger version of fire, inflicting medium fire damage on an enemy. Fira is more effectively spread than Fire, though later in the game it should be focused on one foe.

Name: Firaga

MP: 30

Description: High fire damage spell.

Notes: Most effectively spread fire spell, Firaga is an excellent attack. This is especially apparent when used against a single foe with the weakness. More powerful spells come along, but Firaga can be equal or better in terms of power for less MP if you consider weaknesses.

Name: Fire

MP: 5

Description: Low damage fire spell.

Notes: Fire is a spell that has its uses early on in the game against skeletons and zombies and other foes. It's too weak to be effectively spread most of the time, however, so if you must use Fire, choose a target. If you must spread it, just consider it as a means to weaken enemies for fighters to mop up. It will become more or less obsolete midgame.

Name: Meteor

MP: 99

Target: All enemies

Description: Deals heavy damage on all enemies.

Notes: Meteor is constantly quoted in the game as being some ultimate spell.

Well, they're right to an extent. Meteor can hit an entire group of enemies often for 9999, it's the best "spread spell" in that sense. However, the long casting time and high MP costs means that you should pick and choose your time to use Meteor. For instance, it bypasses Reflect, so if you want to keep reflect off your party, Meteor is a viable option. Generally, due to the slowness and cost, Meteor should not be cast on an individual usually. If your Flare is doing 6000+ damage, then two of them will pass Meteor's damage and only cost one extra MP.

Name: Osmose

MP: 0

Target: Single

Description: Steal some of the target's MP, and add it to your own score.

Notes: Osmose costs 0 MP and is useful. Some major casting enemies will be able to resist Osmose, but you should encounter some that will let you refill your MP like some psychic vampire. And hey, even if you can - if Edge is your team don't be afraid to Osmose him, as Ninjutsu isn't really his strongpoint and it will mean more MP for your caster. Well, it's useful but if you're in a pinch it can help.

Name: Pig

MP: 1

Target: Single or all

Description: A spell that changes the target into or out of Pig status.

Notes: This is a cheap costing spell if you want to try to cut the enemy's abilities down. Pig isn't always effective, and you will probably find yourself avoiding it, but if it works it can cripple the enemy's fighting prowess for little cost.

Name: Poison

MP: 2

Target: Single or All

Description: A spell that can poison an enemy.

Notes: Poison doesn't work so well in-battle in this game, it's unlikely that the enemy will die of the poison itself. Still, if you want to hit the enemy with some poison, go ahead. It'd be best to try this spell at the start of the match. Be aware, a lot of enemies later in the game are resistant, and many weapons stand a chance of poisoning the enemy anyways. Damage from the spell hitting isn't really worth it.

Name: Quake

MP: 30

Target: All enemies

Description: An earthquake hits all of the enemies for high damage. It can only hit enemies on the ground (not flying enemies).

Notes: Casting float on yourself will protect you from enemy earthquakes. It

is a fairly powerful attack - when you get it consider using it when the "-aga" spells aren't effective. Some enemies can resist this or avoid it altogether as well, however, so exercise the same caution.

Name: Sleep

MP: 12

Target: Single or All

Description: Chance of putting target to sleep.

Notes: Putting the enemy to sleep could be useful if you are planning on bolstering your attacks or want to briefly incapacitate them. Stop is a better spell in this sense because it has a time limit and is not broken by an attack. Sleep has an advantage in that it can target a group, however.

Name: Stop

MP: 15

Target: Single

Description: Freezes a target in time.

Notes: If successful, Stop is a powerful tool to incapacitate enemies while you do your duty. It has a lifespan, but the enemy will be feeling it by the time it runs out - unless the HP runs out first. It's a low cost spell, and can be helpful in the overall scheme of things. Again, watch out for enemies that may not be Stoppable.

Name: Thunder

MP: 5

Target: Single or All

Description: Low damage thunder spell.

Notes: Thunder has a few uses against early water creatures, but loses its usefulness as the game progresses. It's not strong enough to be spread over all targets effectively, unless you are just softening them up for the warriors. It should be more useful as a single-enemy attack. It will become more or less obsolete midgame.

Name: Thundaga

MP: 30

Target: Single or All

Description: High damage thunder spell.

Notes: Most effective thunder magic, Thundaga delivers a heavy hit to one target or a moderate hit to them all. It's better spread than the previous thunders and should be used in place of a more costly spell when the weakness calls for it - equal or greater damage for less MP.

Name: Thundara

MP: 15

Target: Single or All

Description: Medium damage thunder spell.

Notes: A more effective thunder spell, Thundara is useful more or less as a single target spell - though it is strong enough to be spread more or less effectively. When you've got Thundaga, use Thundara mostly on a

single target.

Name: Toad

MP: 7

Target: Single or All

Description: Change the target into or out of toad status.

Notes: Toad can seriously cripple an enemy's abilities, but it's not toally effective. If you want to try hitting a vulnerable energy with toad, and it works, you will have no trouble slaying it. One thing I have tried is to cast Toad on an enemy I'm stealing from, and then I can attempt to steal from the toad at a much smaller risk.

Name: Tornado

MP: 25

Target: Single

Description: Brings enemy to single-digit HP (ie, 5)

Notes: Tornado is a great spell if you know the enemy is susceptible. For only 25MP, you can knock an enemy down to less than 10 health, and in the multi-level extra dungeon this really does help against a selct few enemies. It's often just as easy to attack an enemy into submission, but if the option to cast Tornado successfully exists, consider it as a viable choice.

Name: Warp

MP: 4

Target: Out of battle.

Description: Return to a previous room.

Notes: Warp works somewhat based on the order you enter rooms in a dungeon up to the point where you start warping. This means you can warp many times before actually arriving at the entrance of the dungeon. Use warp to move back through rooms without incident, not to leave the dungeon. Use an emergency exit or the White spell Teleport if you want to leave.

FIV5N: Ninjutsu

Ninjutsu are special Ninja techniques which Edge can use. He's got a variety of spells, but only a total of six. Still, they are useful at times and especially smoke may see some airtime.

Name: Blitz

MP: 25

Target: All enemies.

Description: Moderate thunder attack to all enemies.

Notes: The Ninjutsu attacks aren't 'weak' by any means, and the attacks are all spread attacks. Blitz calls down lightning bolts to strike the enemy and is a decent attack.

Name: Flame

MP: 15

Target: All enemies

Description: Moderate fire attack to all enemies.

Notes: Flame calls up flames around the enemies to cause damage. Again, this is a decent attack if you choose to use it.

Name: Flood

MP: 20

Target: All enemies

Description: Moderate water attack to all enemies.

Notes: Flood creates a tidal wave that slams the enemy for decent damage. Like all of Edge's attack magic, there's no alternative but it does do good against a group with the proper weakness.

Name: Image

MP: 6

Target: Self

Description: Creates images of target to cause physical attacks to miss.

Notes: The blink status wears off after two attempts at hitting Edge by the enemy. Image is good in a few fights where blink is a choice move. It lets him cast it on himself, freeing up the White Mages to blink others. Most fights will be over before Image can be useful, but against a counter-attacking enemy it is very useful.

Name: Pin

MP: 5

Target: Single

Description: Pins hold the enemy in place briefly.

Notes: Similar to the White spell Hold, Pin temporarily halts the enemy movement. If it is successful, you will see the pins drop. This spell is a low cost spell if you want to try it. For five MP, holding a vulnerable enemy is a deal.

Name: Smoke

MP: 10

Target: Party

Description: Creates a smoke screen to escape battle.

Notes: Lets you run from battle instantly, particularly useful late in the game if you want to avoid a particular enemy that is difficult to run from. There's also no dropped Gil. You could just cast Teleport with your White Mage, but Edge is fast enough to usually act first, and they need their MP more than he does.

FIV5S: Summon

Summoned Monsters are evoked by Rydia to cause some effect on the battlefield. Many of these are moderate to powerful spells that bypass Reflect. Very

useful in that respect. Some of these summons require you to actually fight and defeat the Monster you wish to summon. I will be using an additional category in my Rubric called "Get" in this case. In other words that category will contain spoilers. I will also mention their attack name.

Name: Asura

Attack:

MP: 50

Target: Party

Description: Asura's head spins around and she will randomly cure your party, cast life on your party, or cast protect on your party.

Get: Defeat Asura in the Land of Summons.

Notes: Asura's curing power heals quite a bit of HP, and the full-party life spell is nifty too. However, this is an expensive summon to deal with a random effect so keep that in mind. The White Mages should do most of the healing, Asura's worth a spin if you're in bad shape but don't expect any one result because she is a random summon.

Name: Bahamut

Attack: Mega FLare

MP: 60

Target: All enemies

Description: Bahamut sends explosions across the field for heavy damage.

Get: Fight and defeat Bahamut in the Cave of Bahamut on the Moon.

Notes: Bahamut is a great Summon, truly great. It doesn't take too long to cast and oftend does damage in the high thousands. Because it bypasses reflect, it's a great surprise for someone who's set up that kind of barrier. Bahamut is a great summon to attack groups of enemies as well, at 60 MP he makes it worthwhile. Against a single opponent you may want to try Flare. Of course, Flare is reflected - so Bahamut's always there to pass through that (once you earn it of course).

Keep in mind that Mega Flare isn't elemental. Bahamut's usually a good choice because of this.

Name: Bomb

Attack: Self-Destruct

MP: 10

Target: Single Enemy

Description: Bomb hits one enemy with self-destruct for heavy damage.

Get: Pick up a bomb summon item from certain enemies.

Notes: Usually does a few thousand damage. In normal fights, the Bomb is a cheap way for Rydia to cause quick damage to one enemy. Flare is faster and more powerful, but bomb is fast for 1/5 the cost.

Name: Chocobo

Attack: Chocobo Kick

MP: 7

Target: Single enemy.

Description: Chocobo runs towards the enemy, kicking them for low damage.

Get: Rydia starts with this summon.

Notes: Chocobo is most useful early on in the game as it delivers 100+ damage

to a single enemy - making it effective against one boss. Later in the game, while it does increase in power it is never so impressive as in the start.

Name: Dragon

Attack: Mist Breath

MP: 20

Target: All enemies.

Description: Sprays enemies for moderate water damage.

Get: Rydia has this summon when she matures.

Notes: The Mist Dragon is a decent attack that should do a few thousand HP of damage to the enemy. It's always good for a low cost spread over the enemies.

The Mist Dragon probably benefits most from Rydia's item in the Lunar Ruins. It changes the Dragon, so that it casts Blink on the party after attacking. These blinks only last one hit but - hey, what a great way to start a fight off.

Name: Goblin

Attack: Goblin Punch

MP: 1

Target: Single Enemy

Description: Hit a single enemy for minimal damage.

Notes: Really here for the sake of completion, Goblin may only be practical following a Tornado against an enemy with a Reflect.

Name: Ifrit

Attack: Hellfire

MP: 30

Target: All enemies.

Description: Ifrit slams all enemies for moderate to high Fire damage.

Get: Rydia has this summon when she matures.

Notes: Ifrit is a step up from Fira, but consider the cost. Firaga will also accomplish more for a similar cost on a single target.

Name: Leviathan

Attack: Tsunami

MP: 50

Target: All enemies

Description: High water damage to all enemies.

Get: Defeat Leviathan in the Land of Summons.

Notes: Leviathan is a solid summon, casting a wave out at the enemies. This usually deals a few thousand damage. It's a great spell when the time calls for it or even when you just want to attack a group. Until Rydia learns Bahamut, Leviathan is a strong spread attack that should be considered against groups.

Name: Odin

Attack: Zatsutsuken

MP: 45

Target: All enemies.

Description: Odin may cleave through all enemies, killing them instantly.

Get: Defeat Odin in Baron after clearing the Land of Summons.

Notes: Odin is basically the Death-equivalent of Summon. It has a low success rate and while it's cool to see, you definitely should not rely on Odin to get you by. He either takes all or none.

Name: Ramuh

Attack: Bolt of Judgement

MP: 30

Target: All enemies.

Description: Inflicts moderate to high thunder damage on all enemies.

Get: Rydia has this summon when she matures.

Notes: Ramuh is a step up from Thundara, but consider the cost. Thundaga will also accomplish more for a similar cost on a single target.

Name: Shiva

Attack: Diamond Dust

MP: 30

Target: All enemies.

Description: Inflicts moderate to high ice damage on all enemies.

Get: Rydia has this summon when she matures.

Notes: Shiva is a step up from Blizzara, but consider the cost. Blizzaga will also accomplish more for a similar cost on a single target.

Name: Sylph

Attack: Whisperwind

MP: 25

Target: Single enemy

Description: Damages the enemy, converts the damage into healing for the party.

Get: Enlist their help in the Sylvan Cave.

Notes: This is a better version of Drain, though the HP recovered to the party really isn't worth it.

Name: Titan

Attack: Gaia's Wrath

MP: 40

Target: All enemies.

Description: Hits all non-floating enemies with moderate to high damage.

Get: Rydia has this summon when she matures.

Notes: You'll probably have titan before Quake, and he does do powerful damage. Keep in mind that he won't strike flying/floating foes.

FIV5T: Twin

Twin spells generally cost 10 MP and are powerful for their initial time. The problem with this magic is - and I sound like a broken record by now - is that

casting it steals a turn from either Palom or Porom. Palom can get just as much or more damage on his own and Porom could be healing. Twin is never recommended. Low MP cost, but the casting time and loss of turn kills.

Name: Double Meteor

Target: All enemies.

Description: Heavy Holy damage to all enemies.

Notes: Well, it's a Double Meteor - the damage is going to be heavy. But the casting time is still miserable. Yes - you do save on MP, but it isn't really worth it.

Requirement: Both mages need a Twin Star item equipped.

Name: Comet

Target: All enemies.

Description: Low/Moderate damage to all enemies.

Notes: Basically a mini version of Meteor.

Name: Pyro

Target: All enemies.

Description: Low/Moderate damage to all enemies.

Notes: Basically a mini version of flare.

FIV5W: White

White Magic is more 'support' focused school of magic, but it does have a number of spells that effect the enemy. The unfortunate thing with White magic is that you often fall into a definite pattern of using Cure spells every other turn along with the Life spells and Esuna. There are times where your less used White Magic is paramount or at least very useful to victory. Give them a spin.

Name: Berserk

MP: 18

Target: Single

Description: Berserks the target.

Notes: You're going to lose control of your characters. Really, I think this is the most critical flaw in ever using Berserk. Whatever the benefits, you can easily get screwed over if they just indiscriminantly attack.

Name: Blink

MP: 8

Target: Single

Description: Makes enemy physical attacks miss often, up to two misses.

Notes: This spell has to be recharged after two misses from the enemy, but nonetheless it has its uses. Before fighting a monster that counters with physical blows - Blink can create an instant and effective protection from the blows that can be maintained with careful upkeep.

Name: Confuse

MP: 10

Target: Single

Description: Confuse the target.

Notes: This can have the odd use, having an enemy fight for you can be very useful as they often use their special attacks like Peck or Tornado which have the potential to really mess their side up...

Name: Cura

MP: 9

Target: Single or All

Description: Recover some HP

Notes: A step up from Cure, and probably as low as you'll go in the late game. If you do use it then, make sure it's only a single target because the HP you will recover in a spread is insignificant compared to your total HP. Can damage some undead monsters.

Name: Curaga

MP: 18

Target: Single or all

Description: Recover a moderate amount of HP

Notes: A great spell, Curaga will get a use even after you earn Curaja. It is a relatively cheap spell to cast on a single person, and the HP it heals when spread is good enough. It can cause damage to some undead monsters.

Name: Curaja

MP: 40

Target: Single or All

Description: Fully recover the HP of a single target, high recovery for spread.

Notes: Great spell, and it should get a fair bit of use late in the game. It's downfall is the huge increase in MP from Curaga - but Rosa and Porom should be able to handle it. It's effectively spread over the party for a few thousand HP of recovery. It's great to pull out after the party gets hit with a fairly damaging spell. Can damage some undead.

Name: Cure

MP: 3

Target: Single or All

Description: Restore a small amount of HP to party members.

Notes: It'll become more or less obsolete as your MP balloons and you gain better spells but Cure is a paramount spell when it's all you have. It can harm some Undead monsters.

Name: Dispel

MP: 12

Target: Single

Description: Remoevs beneficial magical qualities.

Notes: Good to get rid of Hastes/Shells/Protects.

Name: Esuna

MP: 20

Target: Single

Description: Heal status ailments except KO.

Notes: This spell is essential. 20MP for almost full status healing is great, especially in a game where you need to buy individual healing items for so long.

Name: Float

MP: 8

Target: Single or All (All in Battle)

Description: Casts float on target.

Notes: Useful when fighting Earthquake/Quake using enemies and to pass over certain tiles without threat.

Name: Full-Life

MP: 52

Target: Single

Description: Bring a member back from KO, with Full HP.

Notes: An expensive spell, but worlds better than Life in the realm of support. Full-Life is most useful later in the game where Life or Pheonix Downs leave members vulnerable to hard-hitting attacks. Hit the fallen member with Full-Life so they don't crumple back down again immediately. The spell can destroy some Undead.

Name: Haste

MP: 25

Target: Single

Description: Speeds the target up.

Notes: Very useful spell, allowing you to get in more turns in a shorter amount of time.

Name: Hold

MP: 5

Target: Single

Description: Paralyzes an enemy temporarily.

Notes: Not bad, but later on not too useful. If you want to use Hold, it's an inexpensive thing to break out at the start of battle if the enemy is vulnerable to it.

Name: Holy

MP: 46

Target: Single

Description: High holy-elemental damage.

Notes: If your White Mage has the time to cast Holy, it is a powerful attack. It is their only attack spell, and the cost is high, so use wisely.

Name: Life

MP: 8

Target: Single

Description: Brings a member back from KO, with some HP.

Notes: Pheonix Down are almost as practical as Life, but it definitely helps in a pinch. I'd say you're best off using a pheonix down with someone else, and using your White Mage to cast a cure spell on the risen party member but it's not to say you should never use Life. Pheonix Down aren't that expensive, however. Can destroy some Undead.

Name: Mini

MP: 6

Target: Single or All

Description: Change target to/from Mini.

Notes: Actually more useful in healing Mini rather than causing it... as it costs less than Esuna.

Name: Protect

MP: 9

Target: Single or All

Description: Raises defense.

Notes: Not a bad way to start out a physical battle...

Name: Reflect

MP: 30

Target: Single

Description: Bounces magic at the opposite party.

Notes: Useful in many cases. Such as bouncing a powerful spell back at an enemy or bypassing their Reflect. Basically, to avoid an infinite loop Reflect can only act on a spell once. That is - if you Reflect a Firaga off yourself, it will not be reflected by the enemy's Reflect.

Name: Scan

MP: 1

Target: Single

Description: See an enemies HP and weaknesses.

Notes: Not bad, though the Bestiary will tell you everything after the fight this is decent when you encounter a new enemy. It doesn't seem to work on bosses so you can't track their HP.

Name: Shell

MP: 10

Target: Single or All

Description: Raises magic defense.

Notes: Decent way to start off a battle...

Name: Sight

MP: 2

Target: None

Description: Lets you see the map.

Notes: This is the only way to see the map besides buying Dwarven Bread.

Name: Silence

MP: 6

Target: Single or All

Description: Silences an enemy - prevents them from casting spells.

Notes: Most enemies you want to Silence will resist it and please note that it will not halt special attacks like Earthquake and Lightning...

Name: Slow

MP: 14

Target: Single or All

Description: Slow an enemy's Agility.

Notes: Excellent spell that is a great way to start off a battle against a tough enemy. If they can't hit you so often, then it is easier to keep your status in check.

Name: Teleport

MP: 20

Target: None

Description: Escape a battle/Teleport out of a dungeon.

Notes: Extremely useful to quickly escape dungeons (when allowed) and to leave a battle if it's getting rough...

FIV6: Items

FIV6.1: Use Items

*

Use:

Notes:

This is the template.

I will be updating this when I get the opportunity.

*Alarm Clock

Use: Heals all allies of Sleep

Notes: The all allies aspect makes this useful, but in the event that the whole party is asleep, a Unicorn Horn could help as well. So you don't need to seek out alarm clocks by any means, but they're useful if you have them.

*Antidote

Use: Cures Poison.

Notes: Poison is much more annoying outside of battle than in. Not all that common, but keep a few antidotes on hand.

*Bacchus's Cider

Use: Casts Berserk

Notes: Not an essential item, but Berserk does have its uses. This is a free casting if you hang on to it.

*Blue Fang

Use: Moderate-high thunder damage.

Notes: Keep some fangs to deal with puddings, if casting is a problem.

*Bestiary

Use: Casts Scan

Notes: Scan/Study is just as effective, you don't need to hang on to these for too long. And if it's a normal monster, you can just read your bestiary after killing it once anyways.

*Bomb

Use: Teaches Rydia the Bomb Summon

Notes: See Extended Tips and Secrets

*Bomb Arm

Use: Casts Fira

Notes: Not too great later on, but may be useful against puddings.

*Bomb Core

Use: Causes user to give life to damage enemy.

Notes: Not worth it, at all. A character can do more conscious than down. And if you want to raise someone afterwards, that's a wasted turn.

*Bomb Fragment

Use: Casts Fire

Notes: Useful against puddings and undead in the early game. Not so much later.

*Cockatrice

Use: Teaches Rydia the Cockatrice summon.

Notes: See Extended Tips and Secrets

*Couerl's Whisker

Use: Casts Death

Notes: Useful item until Palom/Rydia learn the spell.

*Cross

Use: Cures Curse

Notes: You won't need many as few enemies Curse you. Keep a few on hand.

*Decoy

Use: Casts Blink

Notes: A casting of Blink is great, allowing you to avoid being hit by two physical blows. When you're fighting a physical counter attacker, Decoy will help you blink the party that much quicker.

*Diet Food

Use: Cures Pig Status

Notes: Pig is a rare ailment, you don't need a whole lot of Diet Food.

*Dry Ether

Use: Recover more MP than Ether

Notes: Around 100MP, nothing spectacular but it works in a pinch. You may want to have someone else use it on your Mage.

*Dwarven Bread

Use: Casts Sight

Notes: Not really worth hanging on to once Cecil learns sight - which is a 1MP White Magic Spell.

*Echo Herbs

Use: Cures Silence

Notes: Not the most common ailment, but a few echo herbs will help ensure your Mages aren't out of the fight.

*Ether

Use: Recover MP

Notes: The 30 or so MP this recovers is a splash in the pan later in the game, though even then it is useful outside of battle.

*Eyedrops

Use: Cure Darkness

Notes: Take them where you feel you'll be hit with darkness, otherwise you do not really need many.

*Goblin

Use: Teaches Rydia the Goblin Summon

Notes: See Extended Tips and Secrets.

*Golden Needle

Use: Cures Petrification

Notes: Petrification's actually fairly common, keep a few on you.

*Gold Hourglass

Use: Casts Slow, longer timespan

Notes: Great item to have around. Keep your Silvers too, however. Use Gold when you need that extra time.

*Gysahl Greens

Use: Use at Fat Chocobo spots to call Fat Chocobo

Notes: Keep a few on you at all times, in case of storage needs.

*Gysahl Whistle

Use: Calls Fat Chocobo anywhere

Notes: Might be wise to keep one later in the game when separated from the Chocobo for extended periods.

*Hermes' Shoes

Use: Casts Haste

Notes: Keep these on you, being able to cast Haste freely is a major boon. Save their use for when you feel you need the speed, however.

*Hi-Potion

Use: Recovers more HP than Potion

Notes: A few hundred HP a pop, Hi-Potions can be stocked up for repeated use when you need them. They are used up quickly later on, but are still a cheap source of HP.

*Hourglass

Use: Casts Stop, with a short lifespan.

Notes: Stop's always useful, but Hourglass' use does run thin later in the game when there are better items and spells.

*Kiss of Lilith

Use: Casts Osmose

Notes: Might be useful for a white mage, Black Mage/Summoner's Osmose is cheap enough to defeat the need of the item. Using Osmose against magic enemies seems like a good idea, but it normally only drains one MP in those instances.

*Light Curtain

Use: Casts Reflect

Notes: Useful item. Make sure you save one Light/Lunar curtain for after the main game (you don't need to, but it makes something much easier).

*Lunar Curtain

Use: Casts Reflect

Notes:

*Maiden's Kiss

Use: Cure Toad

Notes: Useful, as Toad is somewhat prevalent a spell in this game.

*Magazine

Use: Read some... stimulating literature.

Notes: Just an item thrown in for fun. Supposed to be smut.

*Mind Flayer

Use: Teaches Rydia to summon Mind Flayer

Notes: See Extended Tips and Secrets

*Pheonix Down

Use: Recover from KO status

Notes: Cheap way to restore your characters. Use instead of Life until you earn Full Life as a spell - which is much better than battle. Pheonix Down does not fully restore HP so be sure to follow up with some healing.

*Potion

Use: Recovers low amount of HP

Notes: Great early on, but later in the game they are used up very fast. You can buy 99+ without much difficulty early on. Do this until Hi-Potions become a viable option.

*Rage of The Gods

Use: Casts Thundara

Notes: Not great, but could be useful against Puddings.

*Red Fang

Use: Moderate-high fire damage.

Notes: Keep some fangs to deal with puddings, if casting is a problem.

*Remedy

Use: Cure all status, except KO

Notes: Very useful item, get a few when they become affordable. Great to counter the move Bad Breath.

*Silver Hourglass

Use: Casts Stop

Notes: A greater timespan than Hourglass, keep them over hourglasses.

*Siren

Use: Call the rarest enemy encounter of an area.

Notes: Super useful in gathering rare enemy drops or completing the bestiary, stock up on Sirens. See Extended Tips and Secrets.

*Spider's Silk

Use: Casts Slow

Notes: A free casting of Slow never hurts, keep some silk with you to slow Enemies later in the game. When your White Mage is otherwise healing, you can still get a Slow in.

*Stardust

Use: Casts Comet

Notes: Comparatively weak later in the game.

*Unicorn Horn

Use: Heals all Allies of Sleep, Paralysis, Confuse, and Berserk

Notes: A potent healing item, and even when Remedies are more available, the "all" aspect helps the Unicorn Horn's case.

*White Fang

Use: Moderate-high ice damage.

Notes: Keep some fangs to deal with puddings, if casting is a problem.

*X-Potion

Use: Recovers more HP than Hi-Potion

Notes: A thousand or so HP, useful in battle. Use Hi-Potions outside of battle.

FIV6.2: Weapons

*

Equip:

Attack:

Defense:

Mag. Defense:

Stats:

Notes:

This is the template layout for weapons.

FIVW1: Swords

Swords are often strong and accurate, and are Cecil's core weapon choice. While Kain can use many of the swords, Lances often benefit him more. Many swords have individual properties which make them attractive even after you get something more powerful.

*Ancient Sword

Equip: Cecil, Kain

Attack: +35, 80%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Randomly causes Curse.

*Avenger

Equip: Cecil, Kain

Attack: +83

Defense: +5

Mag. Defense: 0

Stats: Strength +10, Stamina +10, Intellect -10, Spirit -10

Notes: Two handed sword. Casts Berserk on the wielder. It is less powerful than

Defender, but offers Berserk and +10 strength. The loss of spirit does not matter for non-casting Kain and Cecil will be berserk anyways, so casting won't matter. Maybe the cons outweigh the pros here, as usual it is your choice entirely.

*Blood Sword

Equip: Cecil, Kain

Attack: +44

Defense: -2

Mag. Defense: 0

Stats: Strength -5, Agility -5, Stamina -5, Intellect -5, Spirit -5

Notes: Steals enemy HP. Sounds attractive, but the minuses really hurt any chance this weapon has of stealing a sufficient amount of HP. While it offers less punishments than the Blood Lance, its attack power is much lower. Stick with a stronger sword and a Cure spell.

*Caliburn

Equip: Cecil

Attack: +1

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Cecil's weakest Holy Sword.

*Dark Sword

Equip: Dark Knight Cecil

Attack: +10, 82%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Weak Against Undead

*Deathbringer

Equip: Dark Knight Cecil

Attack: +31, 94%

Defense: +3

Mag. Defense: 0

Stats: Strength +5, Agility+5, Stamina+5, Intellect+5, Spirit penalty

Notes: May instantly kill an enemy.

*Defender

Equip: Kain, Cecil

Attack: +105

Defense: +7

Mag. Defense: 0

Stats: Stamina +15

Notes: Excellent sword, equip it to Cecil when you find it.

*Excalibur

Equip: Cecil

Attack: +163

Defense: 0

Mag. Defense: 0

Stats: Strength +10

Notes: Sword with a Holy attribute. Equip it to Cecil when you earn it. If you manage to earn it fast enough, it will be a huge jump up from any weapon he has previously used.

*Flame Sword

Equip: Cecil, Kain

Attack: +65
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Fire Elemental Sword.

*Flandango
Equip: Cecil
Attack: +60
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Effective against Flans. Excellent weapon for Flan Princesses...

*Ice Brand
Equip: Cecil, Kain
Attack: +75
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Ice Elemental Sword.

*Lightbringer
Equip: Cecil
Attack: -> 255, at least +223...
Defense: +8
Mag. Defense: +0
Stats: Strength +15, Agility +15, Stamina +15
Notes: Randomly casts Holy. Do not equip when enemy absorbs Holy or has Reflect
- it is advised to keep Ragnarok. Very high Attack rating + bonuses...

*Light Sword
Equip: Cecil
Attack: +100
Defense: 0
Mag. Defense: 0
Stats: Strength +3
Notes: Holy attribute sword. While Defender is only 5 points of attack stronger
it probably offers the better bonus. If you need a holy weapon at this
time, however, Light Sword probably does the trick. It will be
outclassed in a short time, however (Assuming you are looking at this
during the Sealed Cavern).

*Mythril Sword
Equip: Cecil, Kain
Attack: +50
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Effective against ghouls.

*Piggy's Stick
Equip: Cecil, Kain
Attack: +150
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Randomly changes enemy into a Pig.

*Ragnarok

Equip: Cecil
Attack: +204
Defense: +8
Mag. Defense: 0
Stats: Strength +15, Stamina +15, Spirit +15
Notes: Holy sword with excellent bonuses for Cecil...

*Shadow Blade

Equip: Dark Knight Cecil
Attack: +20, 89%
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Poor against Undead.

*Sleep Blade

Equip: Cecil, Kain
Attack: +55
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Randomly puts enemies to sleep.

*Sword of Legend

Equip: Cecil
Attack: +40
Defense: 0
Mag. Defense: 0
Stats: +3 Spirit
Notes: Holy Sword, Paladin Cecil starts with this.

FIVW2: Lances

This is Kain's domain, Lances increase the damage of his JUMP. While they fall flat when compared to swords late in the game - they're your choice if you're going to be jumping.

*Abel's Lance

Equip: Kain
Attack: --> 255, at least +224...
Defense: 0
Mag. Defense: 0
Stats: Strength +15, Agility +15, Spirit +15
Notes: Randomly casts Tornado after you hit the enemy during FIGHT. Excellent weapon, Kain's best. You don't need to equip another weapon in the case of Reflect. Just Jump.

*Blood Lance

Equip: Kain
Attack: +85
Defense: -5
Mag. Defense: 0
Stats: Strength -10, Agility -10, Stamina -10, Intellect -10, Stamina -10
Notes: YIKES! The Blood Lance drains enemy HP, but the stats really don't make it a worthwhile item, most of the time.

*Gugnir

Equip: Kain
Attack: +92
Defense: +8

Mag. Defense: 0

Stats: Stamina +15

Notes: Decent... but Kain of all characters is in need of a better weapon.

*Holy Lance

Equip: Kain

Attack: +109

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Holy Lance. Unfortunately no stat ups.

*Ice Lance

Equip: Kain

Attack: +77

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Ice Elemental Lance.

*Spear

Equip: Kain

Attack: +9, 99%

Defense: +0

Mag. Defense: +0

Stats: -

Notes: Standard spear.

*Wind Spear

Equip: Kain

Attack: +55

Defense: 0

Mag. Defense: 0

Stats: -

Notes: No real properties, but keep it on Kain until you get a better spear.

Lances benefit his Jump more than Swords, and he'll be a back row fighter at this time anyways.

*Wyvern Lance

Equip: Kain

Attack: +99

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Increased damage against Dragons. Best to get one from a Red Dragon.

FIVW3: Rods

Rods are weak and inaccurate. They mainly serve to increase a Mage's power or to provide the free casting of the spell (many cast a spell when used as an item).

*Asura's Rod

Equip: Palom

Attack: +75

Defense: 0

Mag. Defense: 0

Stats: Intellect +15, Spirit +15

Notes: Casts Holy when used as an item. Excellent in that respect - Palom gets a fast Holy element attack. Great stat bonuses.

*Fairy Rod

Equip: Rydia, Palom

Attack: +30

Defense: 0

Mag. Defense: 0

Stats: Intellect +10

Notes: Use as an item to cast confuse. At the time you earn it, it is a valuable source of intellect for Rydia. The alternative is the Blitz whip which grants no bonuses but has the lightning element... your choice.

*Flame Rod

Equip: Rydia, Palom

Attack: +7, 49%

Defense: 0

Mag. Defense: 0

Stats: Intellect +3

Notes: Casts Fire when used as an item.

*Ice Rod

Equip: Rydia, Palom

Attack: +5, 47%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Use as an item for free castings of Blizzard.

*Rod

Equip: Rydia, Palom

Attack: +3, 40%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Basic rod.

*Rod of Change

Equip: Rydia, Palom

Attack: +15

Defense: 0

Mag. Defense: 0

Stats: Intellect +5

Notes: Casts Pig when used as an item.

*Rod of Lilith

Equip: Rydia, Palom

Attack: +13

Defense: 0

Mag. Defense: 0

Stats: Intellect +5

Notes: Casts Drain when used as an item. Rare drop of the Lilith/Lamia family.

*Stardust Rod

Equip: Rydia

Attack: +45

Defense: 0

Mag. Defense: 0

Stats: Intellect +15

Notes: Give this to Rydia. It casts Comet when used as an item, but the damage is pretty miserable. Still, +15 Intellect, you aren't really using Rydia to fight anyways...

*Thunder Rod

Equip: Rydia, Palom

Attack: +10, 55%

Defense: 0

Mag. Defense: 0

Stats: Intellect +3

Notes: Casts Thunder when uses as an item.

FIVW4: Staves

Staves, like Rods, can often cast magic when used as an item. Where a rod most often increases the power of a Black Mage, a Staff is more focused on the White Mage.

*Healing Staff

Equip: Porom, Rosa, Cecil

Attack: +8

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Casts Cure on the party when used as an item.

*Kinesis Staff

Equip: Rosa, Porom

Attack: +36

Defense: 0

Mag. Defense: 0

Stats: Spirit +10

Notes: Casts Dispel

*Mythril Staff

Equip: Rosa, Porom, Cecil

Attack: +12

Defense: 0

Mag. Defense: 0

Stats: Spirit +3

Notes: Casts Esuna when used as an item.

*Nirvana

Equip: Porom

Attack: +80

Defense: +8

Mag. Defense: 0

Stats: Spirit +15, Stamina +15

Notes: Casts Reflect when used as an item. Excellent bonuses.

*Power Staff

Equip: Rosa, Porom

Attack: +33

Defense: 0

Mag. Defense: 0

Stats: Strength +10

Notes: Increases Strength, but stick to something which increases Spirit, or a bow.

*Sage's Staff

Equip: Rosa, Porom

Attack: +48

Defense: 0

Mag. Defense: 0
Stats: Spirit +15
Notes: Casts Life. Great spirit bonus.

*Seraphim's Mace

Equip: Porom
Attack: +50
Defense: 0
Mag. Defense: 0
Stats: Spirit +15
Notes: Casts Esuna. Bloody awesome. Along with the +15 Spirit, this is truly excellent.

*Staff

Equip: Rydia (Young), Rosa, Porom, Cecil
Attack: +4, 45%
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Basic Rod.

FIVW5: Bows and Arrows

Bow and arrows are Rosa's domain. For other folks, they are lacking in accuracy. But with her Aim, and some special arrows she can cause some serious trouble. The Bow is an ideal back row weapon.

*Bow

Equip: Cecil, Rydia, Cid, Rosa, Palom
Attack: +1
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Basic bow.

*Elven Bow

Equip: Cecil, Rosa, Cid, Rydia, Palom
Attack: +1
Defense: 0
Mag. Defense: 0
Stats: Intellect +5
Notes: Yoichi Bow is an overall better weapon as far as a stat boost is concerned.

*Great Bow

Equip: Cecil, Rosa, Cid, Rydia, Palom
Attack: +4
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Stronger bow.

*Killer Bow

Equip: Cecil, Rosa, Cid, Rydia, Palom
Attack: +2
Defense: 0
Mag. Defense: 0
Stats: Strength +5
Notes: Increased critical hit rate.

*Perseus's Bow

Equip: Rosa

Attack: +1

Defense: 0

Mag. Defense: 0

Stats: Spirit +15

Notes: An excellent way to raise Rosa's spirit while having decent attack power
(with arrows of course).

*Yoichi's Bow

Equip: Rosa

Attack: +4

Defense: 0

Mag. Defense: 0

Stats: Strength +10

Notes: A greater increase in strength and attack than Killer Bow. Change
to this weapon without worries.

*Angel Arrow

Equip: - With Bow

Attack: +45

Defense: 0

Mag. Defense: 0

Stats: -

Notes: May confuse an enemy.

*Fire Arrow

Equip: - With Bow

Attack: +16

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Fire elemental.

*Holy Arrow

Equip: - With Bow

Attack: +12

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Holy attribute arrows.

*Ice Arrow

Equip: - With Bow

Attack: +16

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Ice elemental.

*Iron Arrow

Equip: - With Bow

Attack: +8, 30%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Basic arrow.

*Mute Arrow

Equip: -With Bow

Attack: +45
Defense: 0
Mag. Defense: 0
Stats: -
Notes: May silence an enemy.

*Perseus Arrow
Equip: Rosa
Attack:
Defense: -
Mag. Defense: -
Stats: -
Notes: May poison an enemy.

82 49 59 32 99

*Poison Arrow
Equip: -With Bow
Attack: +62 / +92 with Perseus Bow
Defense: -
Mag. Defense: -
Stats: -
Notes: Most powerful arrows.

*Thunder Arrow
Equip: - With Bow
Attack: +16
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Lightning elemental.

*Yoichi Arrow
Equip: -With Bow
Attack: +53 (Yoichi Bow), +45 (Other)
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Best used with the Yoichi Bow.

****FIVW6: Harps****

Edward's Harps aren't the most powerful weapons, but their special properties often make them a valuable force on the field.

*Apollo's Harp
Equip: Edward
Attack: +102
Defense: 0
Mag. Defense: 0
Stats: Strength +15, Agility +15
Notes: Fire element and effective against Dragons. With its attributes and bonuses it's an excellent Harp.

*Dreamer's Harp
Equip: Edward
Attack: +8, 86%
Defense: 0
Mag. Defense: 0
Stats: -

Notes: Can put enemies to sleep.

*Lamia Harp

Equip: Edward

Attack: +18, 92%

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Can confuse enemies.

*Loki's Lute

Equip: Edward

Attack: +154

Defense: +8

Mag. Defense: 0

Stats: Strength +15, Stamina +15, Agility +15

Notes: No specific properties, but Edward's most rawly powerful Harp. Apollo's Harp should be kept around for the Fire and Anti-Dragon qualities. The Lute has great stat boosts.

*Requiem Harp

Equip: Edward

Attack: +129

Defense: -2

Mag. Defense: 0

Stats: Strength -5, Agility -5, Stamina -5, Intellect -5, Spirit -5

Notes: As long as it is in your inventory, Sing will have a Requiem tagged on.

FIVW7: Claws

Claws don't normally raise your attack very much. But this isn't so bad. They are meant more for Yang than Edge, and he is naturally strong. Where all Claws have a similar power, Yang can mix and match them for a variety of effects.

*Cat Claw

Equip: Yang, Edge

Attack: +1

Defense: 0

Mag. Defense: 0

Stats: Strength +5

Notes: May put the Enemy to sleep.

*Dragon Claw

Equip: Yang

Attack: +3

Defense: 0

Mag. Defense: 0

Stats: Strength +10, Spirit +10

Notes: Effective against Dragons. Especially useful late in the game... when you get it.

*Ice Claw

Equip: Yang, Edge

Attack: 0

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Ice element

*Fairy Claw

Equip: Yang, Edge
Attack: 0
Defense: 0
Mag. Defense: 0
Stats: Agility +3
Notes: Randomly confuses an enemy. Effective against Giants.

*Fire Claw
Equip: Yang, Edge
Attack: 0
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Fire element

*Hand of the Gods
Equip: Yang
Attack: +4
Defense: +7
Mag. Defense: 0
Stats: Strength +15, Agility +15, Stamina +15
Notes: Holy element. Excellent bonuses, pair it into Yang's equipment at once.
Good to have around, change it out only if you want a desired combo of effects.

*Hell Claw
Equip: Yang, Edge
Attack: 0
Defense: 0
Mag. Defense: 0
Stats: Strength +3
Notes: May poison an enemy.

*Tiger Fang
Equip: Yang
Attack: 0
Defense: +5
Mag. Defense: 0
Stats: Agility +10, Stamina +10
Notes: May paralyze. Great Claw to mix it in at the end, though many enemies start to become resistant.

*Thunder Claw
Equip: Yang, Edge
Attack: 0
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Thunder element

FIVW8: Hammers

Hammers are two handed weapons used by Cid. They are normally powerful and the special quality of them is that they all do extra damage to Mechs. Very nice.

*Fiery Hammer
Equip: Cid
Attack: -> 255, at least + 221...
Defense: +7

Mag. Defense: 0
Stats: Strength +15, Stamina +15, Intellect +15, Spirit +15
Notes: Randomly casts Flare when you attack. Excellent bonuses.

*Gaia's Hammer

Equip: Cid
Attack: +66
Defense: 0
Mag. Defense: 0
Stats: Strength +3
Notes: Casts Quake when used as an item in battle.

*Wooden Hammer

Equip: Cid
Attack: +45, 80%
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Cid's starting weapon.

*Mythril Hammer

Equip: Cid
Attack: +55, 80%
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Effective against ghouls.

*Thor's Hammer

Equip: Cid
Attack: +194
Defense: 0
Mag. Defense: 0
Stats: Strength +15
Notes: One serious piece, Cid's Thor's Hammer is a great weapon with the attribute of Lightning. Casts Blitz when used as an item.

****FIVW9: Axes****

These are usually two-handed weapons, but besides the power they are surpassed by most other weapon types eventually. Still, many have special properties that are desireable.

*Dwarf Axe

Equip: Cecil, Cid, Kain
Attack: +63
Defense: +3
Mag. Defense: 0
Stats: Strength +5, Agility -5, Stamina+5, Intellect-5, Spirit -5
Notes: At the time you can get it, Cecil and Cid will have items with better Attack, and Kain benefits more from Lances. Cid suffers less from this Axe than Cecil, but it still offers less advantages than disadvantages.

*Gigant Axe

Equip: Cecil, Kain, Cid
Attack: +204
Defense: 0
Mag. Defense: 0
Stats: Strength +15
Notes: May poison enemies. Not bad, but the poison isn't too useful.

*Ogrekiller

Equip: Cecil, Kain, Cid

Attack: +80

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Effective against Giant type enemies.

*Poison Axe

Equip: Cecil, Kain, Cid

Attack: +95

Defense: 0

Mag. Defense: 0

Stats: -

Notes: May poison an enemy. Two-handed weapon.

*Rune Axe

Equip: Cecil, Kain, Cid

Attack: +100

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Effective against mages. Rare drop from Giant Warriors, Giant Soldiers, and Iron Giants.

****FIVW10: Whips****

Rydia's Signature weapon. For most of the game, she is best off sticking with an Intellect rising Rod - but Whips are good to use every now and then. She is never a fighter, but most of them can cause paralysis in the enemy.

*Blitz Whip

Equip: Rydia

Attack: +40

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Lightning elemental whip.

*Chain Whip

Equip: Rydia

Attack: +30

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Solid attack, but you may find it better to give Rydia a weapon which increases intellect. You probably have gear doing this regardless, so it is up to you.

*Dragon's Whisker

Equip: Rydia

Attack: +57

Defense: +2

Mag. Defense: 0

Stats: Strength +5, Agility +5, Stamina +5, Intellect -5, Spirit -5

Notes: Increased damage against Dragons. A rare drop from Blue and Magic Dragons.

*Fire Whip

Equip: Rydia
Attack: +51
Defense: +2
Mag. Defense: 0
Stats: Strength +5, Agility +5, Stamina +5, Intellect -5, Spirit -5
Notes: Fire element. Drawbacks hit Rydia right where it hurts... Not advised.

*Mist Whip

Equip: Rydia
Attack: +100
Defense: 0
Mag. Defense: 0
Stats: Intellect +15
Notes: Holy whip that gives Rydia a great Intellect boost and offers a bit more power to FIGHT...

*Whip

Equip: Rydia
Attack: +20
Defense: 0
Mag. Defense: 0
Stats: -
Notes: May paralyze.

FIVW11: Daggers

Daggers are a fairly general weapon. They're weaker than a sword, but often have a special property that you may want to exploit.

*Assassin's Dagger

Equip: Cecil, Rydia, Porom, Kain, Edge, Edward
Attack: +130
Defense: 0
Mag. Defense: 0
Stats: Agility +15,
Notes: May kill in one blow. Rydia and Porom's strongest weapon attack stat wise, but you may get better benefits from a rod or staff... Good weapon if Intellect and Spirit are maxing out though.

*Dancing Dagger

Equip: Cecil, Rydia, Palom, Kain, Edge, Edward
Attack: +28
Defense: 0
Mag. Defense: 0
Stats: -
Notes: No real benefits.

*Mage Masher

Equip: Cecil, Rydia, Palom, Kain, Edge, Edward
Attack: +35
Defense: 0
Mag. Defense: 0
Stats: Intellect +5
Notes: Effectibe against mages, sometimes silences the enemy. When you get the Mage Masher, hang on to it in spite of the lower attack power. You can pair it with Edge for decent damage against Mages or give it to Rydia. While the Intellect boost is 5 less than the Fairy Rod, the attributes of the dagger are decent.

*Mythril Knife

Equip: Cecil, Rydia, Palom, Edge, Edward

Attack: +20

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Effective against ghouls.

*Triton's Dagger

Equip: Palom

Attack: +62

Defense: 0

Mag. Defense: 0

Stats: Intellect +15

Notes: Casts Tsunami when used. Not terribly powerful, but great Intellect bonus makes this a decent weapon for Palom.

FIVW12: Katanas

Katanas are odd in that the Attack rating differs slightly depending on how you pair them. The figures I give are the single handed equip rating.

An example is, an Ahura alone is +32. But with the Kunai it is +49, and with a Kikuichimonji it is +50...

*Ahura

Equip: Edge

Attack: +32

Defense: 0

Mag. Defense: 0

Stats: -

Notes: A step up from the Kunai, equip it when you acquire it.

*Kikuichimonji

Equip: Edge

Attack: +50

Defense: 0

Mag. Defense: 0

Stats: Strength +5

Notes: An excellent weapon to acquire as it increases Edge's strength. It should be implemented into your sword combo when you pick it up.

*Kotetsu

Equip: Edge

Attack: +40

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Buy one to pair with Kikuichimonji.

*Kunai

Equip: Edge

Attack: +25

Defense: 0

Mag. Defense: 0

Stats: -

Notes: Edge's basic weapon.

*Masamune

Equip: Edge

Attack: +65

Defense: 0
Mag. Defense: 0
Stats: Agility +3, Intellect -3
Notes: Pair with Murasame... but still not great.

*Murasame

Equip: Edge
Attack: +57
Defense: +2
Mag. Defense: 0
Stats: Strength +5, Agility -5, Stamina +5, Intellect +5, Spirit -5
Notes: You've got to weigh your options here. It's a decent Katana, but it has a few drawbacks.

*Mutsunokami

Equip: Edge
Attack: +103
Defense: 0
Mag. Defense: 0
Stats: Strength +10, Spirit +10
Notes: Pretty decent blade, pair it in.

*Sasuke's Katana

Equip: Edge
Attack: +95
Defense: +5
Mag. Defense: 0
Stats: Agility +10, Stamina +10
Notes: Either pair this or Rising Sun in with Mutsunokami. Rising Sun has Throw qualities, but offers no stat boosts. This may be the best mate most of the time...

FIVW13: Boomerangs

Boomerangs are typically less powerful than Katanas, but they allow you to attack from the back row and to damage enemies more effectively than have a Throw weakness. Don't use the Throw command, they are a fighting weapon...

*Boomerang

Equip: Edge
Attack: +20
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Weaker than the Kunai even, but I recommend picking one up. They aren't so meek when combined with another weapon.

*Full Moon

Equip: Edge
Attack: +40
Defense: 0
Mag. Defense: 0
Stats: -
Notes: Where Kotetsu doesn't provide Edge with any stat bonuses, you may as well take the Full Moon to take advantage of THROW weaknesses.

*Rising Sun

Equip: Edge
Attack: +85
Defense: 0

Mag. Defense: 0

Stats: -

Notes: Edge's best boomerang.

****FIVW14: Darts****

While Edge can throw many swords and lances and such, these are specifically designed to be thrown.

Darts get expensive, however, so don't use them in every single battle.

*Shuriken: A Moderately powerful attack, that loses its effectiveness towards the late end of the game where Edge will be doing more damage with Fight.

*Fuma Shuriken: A more powerful dart, that will likely pull out a few more thousands than Edge's FIGHT.

*Knife: The most powerful dart, and a one time missable item. This can kill some enemies instantly, inflict 9999 to others...

FIV6.3: Armor

*

Equip:

Attack:

Defense:

Mag. Defense:

Stats:

Notes:

Note that ALL excludes Dark Knight Cecil. He is very limited in what he can equip.

****FIVA1: Body****

*Adamant Armor

Equip: All

Attack: +4

Defense: +117

Mag. Defense: +20

Stats: Strength +15, Agilty +15, Stamina +15, Intellect +15, Spirit +15

Notes: The single greatest piece of armor in the game that resists all elements and status effects. You can get one in the Adamant Grotto if you bring a Pink Tail from a Flan Princess - a task easier said than done.

*Assassin's Vest

Equip: Edge

Attack: +3

Defense: +29

Mag. Defense: +20

Stats: Strength +5, Agility +5, Stamina +5

Notes: Prevents Poison, petrification, and paralysis. Decent armor for Edge.

*Bard's Tunic

Equip: All

Attack: 0

Defense: +2

Mag. Defense: +1

Stats: -

Notes: Light armor which Edward starts with.

*Battle Gear

Equip: Yang

Attack: +2

Defense: +34

Mag. Defense: +12

Stats: Strength +10, Stamina +10

Notes: Resists Curse, Pig, and Toad. Good stat boosts.

*Black Belt

Equip: All

Attack: +1

Defense: +12

Mag. Defense: +3

Stats: Strength +5, Stamina +5

Notes: Good bonuses while retaining somewhat decent stats. I'd give this to Yang with the Rune Armlet - though a plus 10 net total with the Power Armlet could be good, if you don't mind the defense trade-off.

*Black Garb

Equip: Edge

Attack: 0

Defense: +24

Mag. Defense: +15

Stats: Agility +3

Notes: Decent defense, but Agility replaces strength bonuses of Black Belt... Your choice.

*Black Robe

Equip: Rydia

Attack: 0

Defense: +8

Mag. Defense: +7

Stats: Intellect +5

Notes: Great for Rydia with the Gold Hairpin when you first are able to buy it. If only for the constant intellect buffing.

*Caesar's Plate

Equip: Cecil

Attack: 0

Defense: +32

Mag. Defense: +14

Stats: Spirit +10

Notes: Armor with decent defense stats and a nice spirit boost for Cecil. For sure a decent upgrade from Crystal Mail.

*Clothes

Equip: All

Attack: 0

Defense: +1

Mag. Defense: 0

Stats: -

Notes: Poor armor, take Leather Garb instead.

*Chocobo Suit

Equip: Palom

Attack: 0

Defense: +28

Mag. Defense: +30
Stats: Stamina +10, Agility +15
Notes: Prevents poison. Excellent defensive qualities.

*Courageous Suit

Equip: Yang
Attack: +3
Defense: +27
Mag. Defense: +8
Stats: Strength +10, Agility +10, Stamina +10
Notes: Prevents Curse. Excellent bonuses, equip to Yang upon obtaining it.

*Crystal Mail

Equip: Cecil
Attack: 0
Defense: +25
Mag. Defense: +10
Stats: Spirit +3
Notes: Resists undead. Equip to Cecil when obtained.

*Dark Armor

Equip: Dark Knight Cecil
Attack: 0
Defense: +5
Mag. Defense: +1
Stats: -
Notes: Dark Knight Cecil's starting armor.

*Demon Armor

Equip: Dark Knight Cecil
Attack: 0
Defense: +9
Mag. Defense: +3
Stats: -
Notes: Dark Knight's best Armor

*Diamond Armor

Equip: Kain, Cecil, Cid
Attack: 0
Defense: +19
Mag. Defense: +4
Stats: -
Notes: Strong armor, and expensive. Buy one set.

*Dragon Mail

Equip: Kain, Cecil, Cid
Attack: 0
Defense: +23
Mag. Defense: +8
Stats: -
Notes: Resists Ice, Lightning, Fire.

*Dragoon Plate

Equip: Kain
Attack: 0
Defense: +36
Mag. Defense: +15
Stats: Stamina +10
Notes: Nice defense for Kain.

*Flame Mail

Equip: Cecil, Cid, Kain

Attack: 0

Defense: +15

Mag. Defense: +4

Stats:

Notes: Resists Ice.

*Gaia Gear

Equip: Palom, Porom, Rydia, Rosa, Cecil

Attack: 0

Defense: +3

Mag. Defense: +3

Stats: -

Notes: Prevents slowing petrify.

*Genji Armor

Equip: Cecil, Edge, Kain, Cid

Attack: 0

Defense: +21

Mag. Defense: +7

Stats: -

Notes: If Cecil's in Diamond when you get this, set him up with Genji.

*Grand Armor

Equip: Cid

Attack: 0

Defense: +36

Mag. Defense: +10

Stats: Stamina +15, Spirit +15

Notes: Resists lightning. Compared to previous armor available to Cid, this is Excellent. Great bonuses.

*Hades Armor

Equip: Dark Knight Cecil

Attack: 0

Defense: +7

Mag. Defense: +2

Stats: -

Notes: Middle of the road equipment for Dark Knight

*Ice Armor

Equip: Cecil, Cid, Kain

Attack: 0

Defense: +17

Mag. Defense: +4

Stats: -

Notes: Resists Fire.

*Iron Armor

Equip: Cecil, Kain, Cid

Attack: 0

Defense: +4

Mag. Defense: +1

Stats: -

Notes: Basic Armor

*Kenpogi

Equip: All

Attack: +1

Defense: +3

Mag. Defense: +1

Stats: Strength +3

Notes: When you first come across this armor, it seems tempting to take over Gaia Gear. Not for Mages. They don't make use of the attack bonuses very well anyways.

*Knight's Armor

Equip: Cecil

Attack: 0

Defense: +11

Mag. Defense: +3

Stats: Spirit +3

Notes: Spirit Bonus makes this decent armor for the Paladin to start - but remember he probably won't be doing a whole lot of casting.

*Leather Garb

Equip: All

Attack: 0

Defense: +2

Mag. Defense: +1

Stats: -

Notes: Basic leather armor.

*Light Robe

Equip: Rydia, Rosa, Cecil, Palom, Porom

Attack: 0

Defense: +12

Mag. Defense: +9

Stats: Intellect +5, Spirit +5

Notes: Resists lightning. The defensive upgrade from the Black Robe while maintaining the same bonus to Intellect is great for Rydia. And the Spirit bonus means it is good armor for Rosa as well. The lightning resistance is a nice perk, as well.

*Lord's Robe

Equip: Porom

Attack: 0

Defense: +24

Mag. Defense: +18

Stats: Stamina +10, Spirit +10

Notes: Excellent armor for Porom. Spirit and Stamina boost and great defense. Not to mention a resistance against Fire, Ice, and Lightning. Great.

*Maximillian

Equip: Cid

Attack: 0

Defense: +40

Mag. Defense: +12

Stats: Stamina +10, Intellect +10, Spirit +10

Notes: Excellent defensive power for Cid.

*Minerva's Plate

Equip: Rosa, Rydia, Porom

Attack: +4

Defense: +28

Mag. Defense: +5

Stats: Strength +15, Agility +15, Stamina +15, Intellect -15, Spirit -15

Notes: Decent bonuses, but horrible drawbacks for the mages... I'd advise against using it.

*Mythril Armor

Equip: Cecil, Cid, Kain

Attack: 0

Defense: +13

Mag. Defense: +4

Stats: -

Notes: Good armor for Cid when you get him. Resists Ghoul attacks.

*Prisoner's Wear

Equip: All

Attack: 0

Defense: +1

Mag. Defense: +1

Stats: -

Notes: Prevents sleep. May want to hold onto it for a while, for this reason.

*Power Sash

Equip: All

Attack: +3

Defense: +15

Mag. Defense: 0

Stats: Strength +15

Notes: If you can get one early enough, it has decent stat boost to strength.
Later on? There's a lot better to be had, with less miserable Magic
Defense too...

*Rainbow Robe

Equip: Rydia

Attack: 0

Defense: +25

Mag. Defense: +15

Stats: Intellect +10

Notes: Resists Magic, such as the different elements. Excellent Robe.

*Red Jacket

Equip: Edward

Attack: +4

Defense: +21

Mag. Defense: +12

Stats: Strength +15, Agility +15

Notes: Resists Fire. Edward gets a truly nice piece of armor... great bonuses.

*Sage's Robe

Equip: Palom

Attack: 0

Defense: +19

Mag. Defense: +15

Stats: Agility +10, Intellect +10

Notes: Prevents Silence, which is a great boon for a caster. The stat boosts
are a very nice touch too, equip this Robe to Palom asap.

*Sage's Surplice

Equip: Cecil, Rosa, Rydia, Palom, Porom

Attack: 0

Defense: +5

Mag. Defense: +5

Stats: Spirit +5

Notes: Better for White magic casters.

*Tabby Suit
Equip: Porom
Attack: 0
Defense: +33
Mag. Defense: +30
Stats: Stamina +10, Agility +10
Notes: Prevents poison. Excellent defensive quality.

*White Dress
Equip: Rosa
Attack: 0
Defense: +26
Mag. Defense: +20
Stats: Spirit +10
Notes: Resists undead. Decent Spirit up, equip to Rosa.

*White Robe
Equip: Cecil, Rosa, Porom
Attack: 0
Defense: +18
Mag. Defense: +10
Stats: Spirit +15
Notes: Excellent bonus to spirit, give it to your caster... probably Rosa as Porom's Lord's Robe has more benefits.

*Vishnu Vest
Equip: Edward
Attack: +2
Defense: +35
Mag. Defense: +15
Stats: Strength +10, Agility +10, Stamina +10
Notes: Resists "All attributes." Excellent armor for Edward, equip it to him when obtained.

****FIVA2: Head****

*Black Cowl
Equip: All
Attack: +1
Defense: +7
Mag. Defense: +1
Stats: Stamina +3, Agility +3, Strength +3
Notes: Prevents Sleep. Tough choice between this and the Green Beret. The Beret offers a greater bonus to Strength and Stamina (+5 each) but this also bolsters Agility and prevents sleep. Of course, it's also a better raw Defense item as well.

*Cat Hood
Equip: Porom
Attack: 0
Defense: +7
Mag. Defense: +18
Stats: Agility +5
Notes: Resists Ice. Shame it doesn't raise Spirit, but it's raw defensive qualities make it attractive.

*Coronet
Equip: Palom
Attack: 0

Defense: +7

Mag. Defense: +15

Stats: Intellect +5

Notes: While not the greatest boost in Intellect, the high Magic Defense and the fact that it does raise Intellect make this a desirable armor.

Coronet also resists Pig, Mini, and Toad. Very nice.

*Crystal Helm

Equip: Cecil

Attack: 0

Defense: +12

Mag. Defense: +8

Stats: Spirit +3

Notes: Resists undead attacks. Equip this to Cecil.

*Dark Helm

Equip: Dark Knight Cecil

Attack: 0

Defense: +4

Mag. Defense: 0

Stats: -

Notes: Dark Knight Cecil's starting Helmet.

*Demon Helm

Equip: Dark Knight Cecil

Attack: 0

Defense: +6

Mag. Defense: +1

Stats: -

Notes: Dark Knight's best Helmet

*Diamond Helm

Equip: Kain, Cecil, Cid

Attack: 0

Defense: +9

Mag. Defense: +2

Stats: -

Notes: The lack of properties may offset increased defense.

*Dragon Helm

Equip: Kain, Cecil, Cid

Attack: 0

Defense: +11

Mag. Defense: +7

Stats: -

Notes: Resists Fire, Ice, Lightning.

*Feathered Cap

Equip: All

Attack: 0

Defense: +2

Mag. Defense: +3

Stats: -

Notes: The magic defense, at the time you get it makes it more desirable than the leather caps.

*Funny Mask

Equip: Yang

Attack: +1

Defense: +8

Mag. Defense: +3

Stats: Strength +5

Notes: Same strength as Green Beret, but you lose Stamina. Resists Paralysis.

*Genji Helm

Equip: Kain, Cecil, Edge, Cid

Attack: 0

Defense: +10

Mag. Defense: +6

Stats: -

Notes: Decent Upgrade to to Diamond Helm.

*Glass Mask

Equip: All

Attack: 0

Defense: +30

Mag. Defense: 0

Stats: -

Notes: While this does offer great defense, it offers little else. It is a rare drop from Wicked Masks and Proto Phases - maybe more trouble than it's worth?

*Gold Hairpin

Equip: Rydia, Rosa, Palom, Porom

Attack: 0

Defense: +7

Mag. Defense: +10

Stats: Intellect +10

Notes: Excellent headpiece for Black casters.

*Grand Helm

Equip: Cid

Attack: 0

Defense: +14

Mag. Defense: +10

Stats: Stamina +5, Spirit +5, Agility +5

Notes: Resists lightning.

*Green Beret

Equip: All

Attack: +1

Defense: +5

Mag. Defense: +1

Stats: Strength +5, Stamina+5

Notes: Decent bonuses with no drawback.

*Hades Helm

Equip: Dark Knight Cecil

Attack: 0

Defense: +5

Mag. Defense: +1

Stats: -

Notes: Middle of the road equipment for Dark Knight

*Iron Helm

Equip: Cecil, Kain, Cid

Attack: 0

Defense: +3

Mag. Defense: 0

Stats: -

Notes: Basic helmet.

*Leather Cap

Equip: All

Attack: 0

Defense: +1

Mag. Defense: +1

Stats: -

Notes: Basic leather hat.

*Light Helm

Equip: Cecil

Attack: 0

Defense: +7

Mag. Defense: +2

Stats: Spirit +3

Notes: Spirit Bonus makes this decent armor for the Paladin to start - but remember he probably won't be doing a whole lot of casting.

*Mythril Helm

Equip: Cid, Cecil, Kain

Attack: 0

Defense: +12

Mag. Defense: +2

Stats: -

Notes: Resists Ghoul Attacks.

*Ribbon

Equip: All

Attack: 0

Defense: +9

Mag. Defense: +12

Stats: -

Notes: No stats bonuses but prevents all unwanted status. Excellent.

*Red Cap

Equip: Edward

Attack: 0

Defense: +15

Mag. Defense: +12

Stats: Stamina +10

Notes: Resists fire. Raises Stamina by 10, very nice when paired with the Red Jacket. Overall decent.

*Sage's Miter

Equip: Cecil, Rydia, Rosa, Palom, Porom

Attack: 0

Defense: +5

Mag. Defense: +7

Stats: Spirit +5

Notes: The Spirit bonus doesn't benefit the Black casters so much, but at the time you earn it, it's defensive benefits outweigh this.

*Twist Headband

Equip: All

Attack: +1

Defense: +1

Mag. Defense: +1

Stats: Strength +5

Notes: Poor defensive qualities, but the attack/strength bonus makes it great

for Yang when you first get it.

*Wizard's Hat

Equip: Cecil, Palom, Porom, Rydia, Rosa

Attack: 0

Defense: +3

Mag. Defense: +5

Stats: +3 Intellect, +3 Spirit

Notes: One of the first items you'll find that raised stats like this, besides the Deathbringer. Great for mages in the early to mid game.

FIVA3: Arm

*Crystal Gloves

Equip: Cecil

Attack: 0

Defense: +10

Mag. Defense: +7

Stats: Spirit +3

Notes: Resists undead attacks. Equip to Cecil when obtained.

*Crystal Ring

Equip:

Attack: 0

Defense: +20

Mag. Defense: +12

Stats: Agility +5

Notes: Prevents confusion, sleep, paralysis. A rare drop form Red and Crystal Dragons.

*Cursed Ring

Equip: All

Attack: -3

Defense: -8

Mag. Defense: 0

Stats: Strength -15, Agility -15, Stamina -15, Intellect -15, Spirit -15

Notes: Why get this if it decreases you so badly? It changes resistances into absorb. Fire resistant armor will then cause Fire spells to give you HP. However, the stats are a problem. There's a better item that does this same thing, but the Cursed ring can be thrown in for good measure.

*Demon Gloves

Equip: Dark Knight Cecil

Attack: 0

Defense: +4

Mag. Defense: 0

Stats: -

Notes: Dark Knight's best gloves.

*Diamond Gloves

Equip: Kain, Cecil, cid

Attack: 0

Defense: +7

Mag. Defense: +3

Stats: -

Notes: Lack of properties may offset increased defense.

*Diamond Armlet

Equip: Edge, Palom, Porom, Rydia, Rosa

Attack: 0

Defense: +6

Mag. Defense: +8

Stats: -

Notes: For the casters, stick to the Rune Armlet.

*Discipline Armlet

Equip: Yang

Attack: 0

Defense: +15

Mag. Defense: +15

Stats: -

Notes: Changes POWER to DEADLY - 3x damage. Not too bad... though you may be so strong that POWER will hit 9999 anyways.

*Dragon Gloves

Equip: Kain, Cecil, Cid

Attack: 0

Defense: +9

Mag. Defense: +6

Stats: -

Notes: Resists Ice, Lightning, Fire.

*Dragoon Gloves

Equip: Kain

Attack: 0

Defense: +15

Mag. Defense: +10

Stats: -

Notes: Changes Jump into Double Jump... which is a much more powerful move. In many cases, it is a guaranteed 9999.

*Gauntlets

Equip: Cecil

Attack: 0

Defense: +5

Mag. Defense: +1

Stats: Spirit +3

Notes: Spirit Bonus makes this decent armor for the Paladin to start - but remember he probably won't be doing a whole lot of casting.

*Genji Gloves

Equip: Edge, Cecil, Kain, Cid

Attack: 0

Defense: +8

Mag. Defense: +5

Stats: -

Notes: Maybe give these to Edge. Superior defensive capabilities to the Power Armlet... and Edge does need defense...

*Giant's Gloves

Equip: Cecil, Kain, Cid, Edge, Yang

Attack: +2

Defense: +15

Mag. Defense: 0

Stats: Strength +10, Stamina +10

Notes: Prevents mini. Excellent item if you can get one from a Steel Golem.

*Hades Gloves

Equip: Dark Knight Cecil

Attack: 0

Defense: +3

Mag. Defense: 0

Stats: -

Notes: Middle of the road equipment for Dark Knight

*Hanzo Gloves

Equip: Edge

Attack: 0

Defense: +15

Mag. Defense: +18

Stats: -

Notes: Changes Steal to Plunder - which attacks as well as steals if successful. Not recommended... the few things you'd want to steal you'd rather steal over and over again - not just potentially once.

*Harmonious Ring

Equip: Edward

Attack: 0

Defense: +15

Mag. Defense: +20

Stats: -

Notes: Changes Sing to Chant. Chant casts Shell and Protect - great way to start a battle. In the late game, Sing won't be very useful anyways...

*Iron Gloves

Equip: Kain, Cid

Attack: +0

Defense: +2

Mag. Defense: +0

Stats: -

Notes: Basic Gloves

*Iron Ring

Equip: Rydia, Edward, Rosa, Palom, Porom, Yang

Attack: 0

Defense: 2

Mag. Defense: 2

Stats: -

Notes: Basic ring, provides Rydia with more protection than her armor when you start.

*Mist Ring

Equip: Rydia

Attack: 0

Defense: +15

Mag. Defense: +18

Stats: -

Notes: Increases the power of Summons. Unfortunately, no stats change here. But Dragon is greatly upgraded. It does better damage now, and casts a Blink on the party (lasts for one hit). Not a abd way to start off a battle

*Mythril Gloves

Equip: Cid, Cecil, Kain

Attack: 0

Defense: +6

Mag. Defense: +2

Stats: -

Notes: Resists Ghoul attacks.

*Power Armlet

Equip: Cecil, Edge, Kain, Cid, Yang

Attack: +1

Defense: +2

Mag. Defense: +2

Stats: Strength +5

Notes: Less defensive for Yang than the Rune Armlet, though you may want the Strength.

*Protect Ring

Equip: All

Attack: 0

Defense: +18

Mag. Defense: +12

Stats: Stamina +15

Notes: Resists Fire, Ice, Lightning.

*Ruby Ring

Equip: all

Attack: 0

Defense: 0

Mag. Defense: +3

Stats: -

Notes: Protects against Pig status.

*Rune Armlet

Equip: Rydia, Rosa, Yang, Palom, Porom

Attack: 0

Defense: +5

Mag. Defense: +8

Stats: Intellect +3, Spirit +3

Notes: Solid armor for casters when you find them.

*Silver Armlet

Equip: Rydia, Rosa, Yang, Palom, Porom

Attack: 0

Defense: +4

Mag. Defense: +4

Stats: -

Notes: Pretty good defense/magic defense for early game, get them when available. You can get it as early as the Underground Waterway from Tiny Mage drops, but that could take a while.

*Twin Stars

Equip: Palom and Porom

Attack: 0

Defense: +15

Mag. Defense: +20

Stats: -

Notes:

*White Ring

Equip: Rosa

Attack: 0

Defense: +15

Mag. Defense: +20

Stats: -

Notes: Changes Prayer to Miracle... which while more useful is still not too great. Well, it would be if you didn't have so many Ribbons and other resistant armor now.

*Dark Gloves

Equip: Dark Knight Cecil

Attack: 0

Defense: +2

Mag. Defense: 0

Stats:

Notes:

FIVA3: Shield

*Aegis Shield

Equip: Cecil, Kain, Cid

Attack: 0

Defense: +4

Mag. Defense: +5

Stats: Intellect +3

Notes: Resists petrification.

*Crystal Shield

Equip: Cecil

Attack: 0

Defense: +7

Mag. Defense: +4

Stats: Spirit +3

Notes: Resists undead attacks... Replace Cecil's Genji or Aegis Shield with this.

*Dark Shield

Equip: Dark Knight Cecil

Attack: 0

Defense: +1

Mag. Defense: 0

Stats: -

Notes: Cecil's starting shield.

*Demon Shield

Equip: Dark Knight Cecil

Attack: 0

Defense: +2

Mag. Defense: 0

Stats: -

Notes: Dark Knight's best shield.

*Diamond Shield

Equip: Kain, Cecil, Cid

Attack: 0

Defense: +4

Mag. Defense: +2

Stats: -

Notes: Lack of properties may offset increased defense.

*Dragon Shield

Equip: Cecil, Kain, Cid

Attack: 0

Defense: +6

Mag. Defense: +3

Stats: -

Notes: Resists Fire, Ice, Lightning. Give this to Kain.

*Fire Shield

Equip: Cecil, Cid, Kain

Attack: 0
Defense: +3
Mag. Defense: +2
Stats: -
Notes: Resists Ice

*Genji Shield
Equip: Cecil
Attack: 0
Defense: +5
Mag. Defense: +3
Stats: -
Notes: Decent Upgrade to Diamond. However, not that much of an improvement over Aegies Shield when the petrification protection of the Aegies Shield factored in.

*Hero's Shield
Equip: All
Attack: +4
Defense: +27
Mag. Defense: +20
Stats: Strength +15, Agility +15, Stamina +15, Intellect +15, Spirit +15
Notes: Excellent shield that everyone can equip. Changes any armor resistances into absorbs. Win it by defeating Brachioraidos.

*Ice Shield
Equip: Cecil, Cid, Kain
Attack: 0
Defense: +3
Mag. Defense: +2
Stats: -
Notes: Resists Fire.

*Iron Shield
Equip: Kain, Cid, Cecil
Attack: +0
Defense: +1
Mag. Defense: +0
Stats: -
Notes: Basic shield.

*Light Shield
Equip: Cecil
Attack: 0
Defense: +2
Mag. Defense: +1
Stats: Spirit +3
Notes: Spirit Bonus makes this decent armor for the Paladin to start - but remember he probably won't be doing a whole lot of casting.

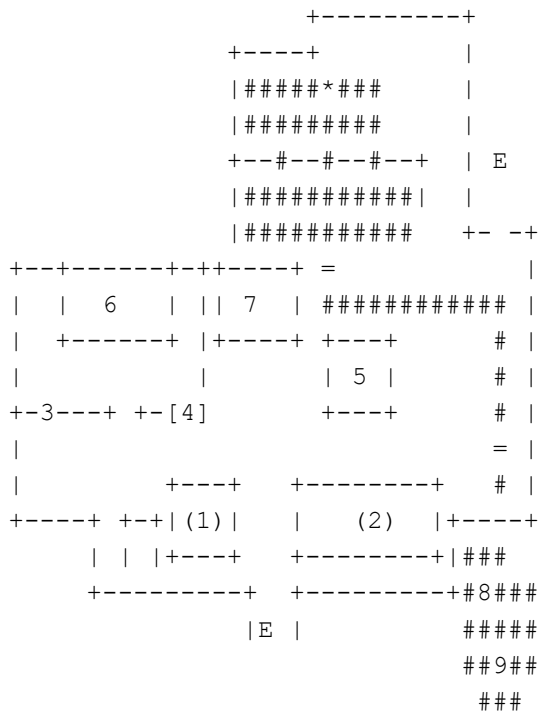
*Mythril Shield
Equip: Cecil, Cid, Kain
Attack: 0
Defense: +3
Mag. Defense: +2
Stats: -
Notes: Resists Ghoul attacks.

A quick ASCII directory of the world maps and towns in Final Fantasy IV.

=====
FIV7.1: Overworld
=====

- (1) Baron
- (2) Kaipo
- (3) Fabul
- (4) Mysidia
- (5) Mist
- (6) Mythril
- (7) Agart
- (8) Troia
- (9) Eblan Cave

- (1) Baron



= Bridge
Water
* Stairs

- (1) Item Shop

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

- (2) Inn, 50 Gil
- (3) Waterway
- (4) Devil's Road/Training Room
- (5) Rosa's House
- (6) Cid's House
- (7) Weapon and Armor Shop

~Weapon:

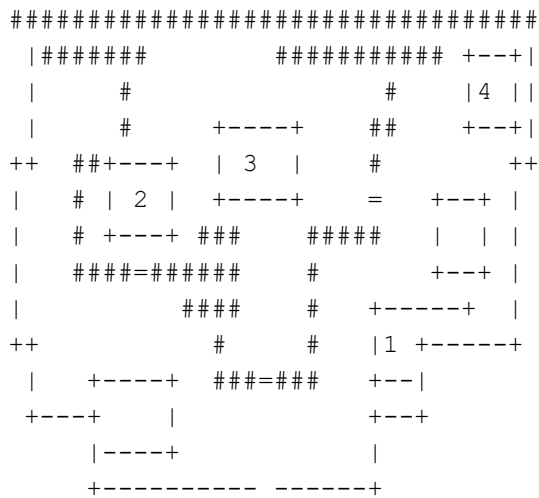
Item	Price
Thunder Rod	700
Healing Rod	480
Fire Claw	350
Ice Claw	450
Thunder Claw	550

~Armor:

Item	Price
Twist Headband	450
Kenpogi	4000
Silver Armlet	650

- (8) Treasure: Tent
- (9) Treasure: Hourglass

(2) Kaipo



Water
= Bridge

(1) Weapons Shop

Item	Price
Rod	100
Staff	160
Bow	220
Iron Arrow	10

(2) Armor Shop/Namingway

Item	Price
+-----+	-----+
Leather Cap	100
Clothes	50
Leather Garb	200
Iron Ring	100

(3) Inn/Item Shop

Inn: 50 Gil/night

Item	Price
+-----+	-----+
Potion	30
Pheonix Down	100
Gold Needle	400
Maiden's Kiss	60
Eye Drops	30
Antitode	40
Tent	100
Gysahl Greens	50

(4) Old Couple's House

(3) Fabul

Fabul Castle - First Floor

=({-----

To the left is an Inn and item shop.

Inn: 100 Gil/Night

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

To the Right, a Weapons and Armor Shop

Item	Price
+-----+	-----+
Fire Claw	350
Ice Claw	450
Thunder Claw	550
Demon Helm	980
Demon Armor	3000
Demon Gloves	800

```

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- (1) Observatory
- (2) Well
- (3) Inn/Item Shop
Inn: 50 Gil/Night

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

- (4) Namingway
- (5) Weapon Shop

Item	Price
Rod	100
Staff	160
Spear	60
Boomerang	300
Bow	220
Crossbow	700
Iron Arrow	10
Holy Arrow	20

- (6) Armor Shop

Item	Price
Iron Shield	100
Iron Helm	150
Iron Armor	600
Iron Gloves	130
Iron Ring	100

- (7) Antarctic Wind in grass

(3) Inn
400 Gil/Night

(4) Item Shop

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

(5) Pub

Item	Price
+-----+	-----+
Membership Pass	10000

(6) Black Chocobo Farm

(7) Ether in Grass

(8) Dry Ether in Grass

(9) Decoy in Grass

(10) 1000 Gil in Grass

(11) Namingway in Water (may move around into any portion of the water)

(9) Eblan Cave

This is technically a town.

From the left cave opening to the right,

**Cave 1:

Treasure in Pots:

-Potion (2)

This is the infirmiry. You may also find Namingway here.

**Cave 2: To Path to Tower of Babel

**Cave 3: Weapons/Armor Shop

Armor:

Item	Price
+-----+	-----+
Ice Shield	10000

Ice Armor 35000
Black Robe 10000

Weapons:

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

**Cave 4:

Item Shop/Inn

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

Inn: 700 Gil/Night

**Cave 5: To B1

=====
FIV7.2: Underworld
=====

- (1) Dwarf Castle
- (2) Tomra
- (3) Land of Summons
- (4) Kokkol's

- (1) Dwarf Castle

Dwarf Castle - Second Floor - West

={-----}

This is the Inn, but also two item shops.

Item	Price
+-----+	-----+
Gold Needle	400
Maiden's Kiss	60
Mallet	80
Diet Food	100
Echo Herbs	50
Eye Drops	30

Antidote	40
Cross	100

Item	Price
+-----+	-----+
Pheonix Down	100
Potion	30
Hi-Potion	150
Tent	100
Cottage	500
Dwarven Bread	100
Gysahl Greens	50
Remedy	5000

Inn: 600 Gil/Night

When you're ready, head down the stairs in the upper right.

Dwarf Castle - B1
={-----

Treasure:
-Gysahl Greens (3)

That door close to the west stairs is the Infirmary. The Dwarf who asks if you have permission is guarding a secret door. This is the back exit of the castle and is the way you're sneaking through. Let's skip it for the moment.

Between the next two Dwarves is a Fat Chocobo, if you need to use it and you are out of greens, a shop in the Inn sells them. Not to mention the pots in the little corner to the right let you find three Gysahl Greens.

Head up the Eastern stairs when you're ready.

Dwarf Castle - Second Floor - East
={-----

In here are the Weapon Shop and Armor Shop.

Weapons Shop:

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

Armor Shop:

Item	Price
+-----+	-----+
Fire Shield	1250
Flame Mail	30000
Sage's Miter	2000
Sage's Surpice	1200
Rune Armllet	2000

(2) Tomra

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Exit

(1) Item Shop/Namingway

Item	Price
Gold Needle	400
Maiden's Kiss	60
Mallet	80
Diet Food	100
Echo Herb	50
Eye Drops	30
Antidote	40
Cross	100

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

(2) Inn: 300 Gil/Night

(3) Weapon Shop

Item	Price
Ahura	7000
Chain Whip	6000
Ogrekiller	45000
Killer Bow	3000
Mute Arrow	100

(4) Armor Shop

Item	Price
Diamond Shield	15000

```

Diamond Helm          10000
Diamond Armor        40000
Diamond Gloves       5000
Gold Hairpin         20000
Diamond Armlet       4000

```

(5) Treasure Room

```

-Antarctic Wind
-Rage of Zeus
-Bomb Fragment
-Bestiary
-Dry Ether
-2000 Gil

```

(3) Land of Summons

Cave of Summons - B4

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D - Hidden Room Off of Basement Floor 4

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|--------------------|-------------|-----------------|-----------------|
| A: Land of Summons | 2: Ether | D: To C | 7: Dry Ether |
| B: B3 (B) | 3: 6000 Gil | E: Exit Cave | 8: Yoichi Arrow |
| C: To D | 4: 5000 Gil | 6: Yoichi's Bow | 9: Elixir |
| 1: Bestiary | 5: Rat Tail | | |

#: Stairs (in both maps)

Land of Summons

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```

#: Stairs P: Pots

1: Save Room

Two chests:

-Bestiary

-Phenix Down

2: Inn/Item Shop

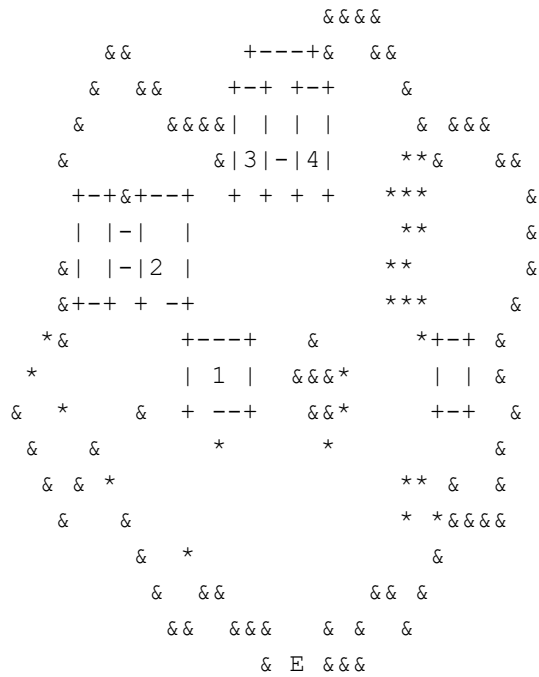
Inn: 1200 Gil/Night

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

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

(2) Village of the Moon 1

= {-----}



- *: Bush
- &: Tree
- E: Exit
- 1: Inn
- 2: Item Shop
- 3: Armor Shop
- 4: Weapon Shop

1: Inn: 1050 Gil/Night

2: Item Shop

Item	Price
-----	-----
Hi-Potion	150
Pheonix Down	100
Remedy	5000
Dry Ether	10000
Cottage	500
Bestiary	980
Gysahl Whistle	20000

3: Armor Shop

Item	Price
-----	-----
Aegis Shield	20000
Light Robe	30000
Gold Hairpin	20000

4: Weapon Shop

Item	Price
-----	-----
Shuriken	20000
Fuma Shuriken	50000
Yoichi Arrow	140

(3) Village of the Moon 2

={-----

The Village of the Moon 2 is extremely simple, just four buildings.

Northwest Corner: Item Shop

Item	Price
Hi-Potion	150
Pheonix Down	100
Remedy	5000
Dry Ether	50000
Elixir	100000
Cottage	500
Bestiary	980
Gysahl Whistle	20000
Megalixir	650000

Southwest Corner: Weapon Shop

Item	Price
Shuriken	20000
Fuma Shuriken	50000
Rising Sun	410000
Assassin Dagger	420000
Gigant Axe	480000
Tiger Fang	450000
Perseus Arrow	20000

Southeast Corner: Armor Shop

Item	Price
Assassin Vest	530000
Battle Gear	500000
Maximillian	520000
Chocobo Suit	550000
Tabby Suit	560000

Northeast Corner: Inn: 1050/Night

```

=====
|                                     FIV8: Bestiary                                     |
=====

```

```

*****
                                     FIVB1: The Bestiary
*****

```

I will regard enemies according to this rubric:

=====

Number - Enemy Name

- HP:
- Strength:
- Defense:
- Magic:
- Magic Def:

Gil:
EXP:

Treasure:

Type:

Weakness:
Resistance:
Absorb:

Notes:

=====

No. 1: Goblin
Loc: Many overworld areas.

HP: 6
Strength: 19
Defense: 0
Magic: 0
Magic Def: 0

Gil: 5
EXP: 28

Treasure:
-Potion -Hourglass
-Tent -Goblin Summon

Type: None

Weakness: None
Resistance: None
Absorb: None

Notes: If you are on the look out for a Goblin Summon, these guys are weak and common enough to provide. However, if you can find an enemy that _summons_ goblins itself, they are easily destroyed again and again, making your chances of acquiring the summon skyrocket.

=====

No. 2 - Hell Diver

HP: 18
Strength: 21
Defense: 0
Magic: 0
Magic Def: 0

Gil: 5
EXP: 40

Treasure:
-Pheonix Down -Cockatrice Summon
-Gold Needle

Type: None

Weakness: Throw
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Floating monster, Quake attacks won't connect.

=====
No. 3: Floating Eyeball

HP: 20
Strength: 20
Defense: 0
Magic: 0
Magic Def: 0

Gil: 9
EXP: 42

Treasure:
-Eye Drops -Alarm Clock
-Phoenix Down -Gold Needle

Type: None

Weakness: Throw
Resistance: Pig, Toad, Sleep, Mini, Berserk, Paralyze
Absorb: None

Notes: Floating monster, Quake attacks won't connect.

=====
No. 4 - Sword Rat

HP: 30
Strength: 21
Defense: 0
Magic: 0
Magic Def: 11

Gil: 13
EXP: 66

Treasure:
-Gold Needle

Type: None

Weakness: None
Resistance: Mini, Toad
Absorb: None

Notes:

=====
No. 5 - Insectus

HP: 28
Strength: 20
Defense: 1

Magic: 0
Magic Def: 4

Gil: 8
EXP: 49

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: None
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Take out the Flying Eyes first, Insectus are less of a threat and slow.

=====
No. 6 - Desert Sahagin

HP: 20
Strength: 20
Defense: 0
Magic: 0
Magic Def: 4

Gil: 17
EXP: 70

Treasure:
-Antidote -Cross
-Echo Herbs -Tent

Type: Insect

Weakness: Ice
Resistance: None
Absorb: None

Notes: Desert Sahagin often attack in groups. At this point you will have Rydia and her casting abilities. While they are weak to ice, don't necessarily waste the spell on them as they aren't a huge threat.

=====
No. 7 - Flying Eyes

HP: 40
Strength: 21
Defense: 3
Magic: 0
Magic Def: 5

Gil: 18
EXP: 74

Treasure:
-Eye Drops -Alarm Clock
-Pheonix Down -Gold Needle

Type: None

Weakness: Throw

Resistance: Blind, Mini, Pig, Toad

Absorb: None

Notes: Flying enemy. Funny how the insects in the game have a type of "None" while the frogs have type "Insect," eh? Heh, well aside from his Flying Eyes attack with Insectus. Destroy the Flying Eyes first.

=====

No. 8 - Hundlegs

HP: 60

Strength: 11

Defense: 3

Magic: 0

Magic Def: 4

Gil: 20

EXP: 79

Treasure:

-Potion

-Hi-Potion

Type: None

Weakness: None

Resistance: Blind, Mini, Pig, Toad

Absorb: None

Notes: Not as imposing as it will initially look, it does have a higher HP score for this point in the game. If you attack it focus on it until it is gone as it can be a persistent pest when placed with other desert foes.

=====

No. 9 - Sand Worm

HP: 75

Strength: 16

Defense: 2

Magic: 10

Magic Def: 7

Gil: 22

EXP: 82

Treasure:

-Potion

-Remedy

-Hi-Potion

-Silver Apple

Type: None

Weakness: None

Resistance: Blind, Mini, Pig, Sleep

Absorb: None

Notes: The Sand Worm has some very enticing items for an early enemy, in particular the Apple. However, they aren't the most common monster in the Desert so don't get too wrapped up in procuring one.

=====

No. 10 - Red Mousse

HP: 35
Strength: 15
Defense: 254
Magic: 0
Magic Def: 7

Gil: 36
EXP: 134

Treasure:
-Potion
-Hi-Potion

Type: Pudding

Weakness: Fire
Resistance: Confuse
Absorb: None

Notes: Pretty nasty defense score for this early cave, yes? Well, this is your first taste of Pudding enemies - which often need to be handled by magics. The weakness of the Red Mousse is fire, you can take it out with a fire spell.

=====

No. 11 - Gigantoad

HP: 47
Strength: 11
Defense: 2
Magic: 0
Magic Def: 6

Gil: 24
EXP: 89

Treasure:
-Maiden's Kiss

Type: Insect

Weakness: Ice
Resistance: Toad
Absorb: None

Notes:

=====

No. 12 - Zombie

HP: 52
Strength: 13
Defense: 2
Magic: 0

Magic Def: 9

Gil: 31

EXP: 112

Treasure: None

Type: Undead

Weakness: Fire, Holy

Resistance: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness

Absorb: None

Notes: Dark Knight Cecil's Blade is less useful here. Zombies will fall to a fire spell or the spell Holy. They are also vulnerable to healing magic.

=====
=====

No. 13 - Vile Shell

HP: 58

Strength: 11

Defense: 1

Magic: 0

Magic Def: 8

Gil: 28

EXP: 101

Treasure:

-Diet Food -Maiden's Kiss

-Mallet -Remedy

Type: None

Weakness: Lightning

Resistance: Pig, Mini

Absorb: None

Notes: Often paired with water bugs. Destroy the Bugs first as they run.

=====
=====

No. 14 - Toadgre

HP: 59

Strength: 11

Defense: 1

Magic: 0

Magic Def: 7

Gil: 34

EXP: 127

Treasure:

-Maiden's Kiss

Type: Insect

Weakness: Ice

Resistance: Toad

Absorb: None

Notes:

=====

No. 15 - Sahagin

HP: 64
Strength: 18
Defense: 2
Magic: 0
Magic Def: 7

Gil: 38
EXP: 136

Treasure: None

Type: Insect

Weakness: Lightning
Resistance: None
Absorb: None

Notes: At this time Sahagin are capable enemies, handle them first.

=====

No. 16 - Killer Fish

HP: 65
Strength: 11
Defense: 1
Magic: 0
Magic Def: 7

Gil: 30
EXP: 119

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: Lightning
Resistance: Pig, Mini
Absorb: None

Notes: A decent amount of HP but less strength than the Sahagin. They are as good a source of EXP as any other monster in the cave.

=====

No. 17 - Tiny Mage

HP: 69
Strength: 19
Defense: 2
Magic: 3
Magic Def: 38

Gil: 63

EXP: 132

Treasure:

-Rod -Ether
-Silver Armlet -Dry Ether

Type: Mage

Weakness: None

Resistance: Pig, Toad

Absorb: None

Notes: As a casting enemy, the Tiny Mage is a priority target. It has some fancy loot if you're inclined to focus on them for a while, too.

=====

No. 18 - Water Bug

HP: 125

Strength: 16

Defense: 3

Magic: 0

Magic Def: 11

Gil: 79

EXP: 225

Treasure:

-Antitode -Cross
-Echo Herbs -Tent

Type: None

Weakness: Lightning

Resistance: None

Absorb: None

Notes: Water Bugs will retreat when other monsters of a group fall. If you want their nice EXP, attack them first.

=====

No. 19 - Alligator

HP: 175

Strength: 22

Defense: 2

Magic: 0

Magic Def: 10

Gil: 95

EXP: 236

Treasure:

-Leather Cap -Hi-Potion
-Leather Garb -Silver Apple

Type: None

Weakness: Ice

Resistance: Pig, Mini

Absorb: None

Notes: Search in the Sunken Lake area to find some Alligators.

=====

No. 20 - Baron Soldier

HP: 27

Strength: 20

Defense: 0

Magic: 0

Magic Def: 4

Gil: 54

EXP: 157

Treasure: None

Type: None

Weakness: None

Resistance: Confuse

Absorb: None

Notes: They will attack after the General orders them to.

=====

No. 21 - General

HP: 221

Strength: 26

Defense: 2

Magic: 0

Magic Def: 12

Gil: 80

EXP: 398

Treasure: None

Type: None

Weakness: None

Resistance: None

Absorb: None

Notes: Orders the Soldiers to attack. You can try to take him out first if you want.

=====

No. 22 - Domovoi

HP: 37

Strength: 15

Defense: 0

Magic: 0

Magic Def: 7

Gil: 48

EXP: 184

Treasure: None

Type: None

Weakness: None

Resistance: None

Absorb: None

Notes: Just a solid attacking experience with the Domovoi. It's a 'Goblin' but it won't drop the goblin summon.

=====

No. 23 - Yellow Jelly

HP: 55

Strength: 16

Defense: 254

Magic: 0

Magic Def: 12

Gil: 33

EXP: 144

Treasure:

-Potion

-Hi-Potion

Type: Pudding

Weakness: Lightning

Resistance: Confuse

Absorb: None

Notes: Another Pudding enemy, use magic to dispatch it.

=====

No. 24 Basilisk

HP: 90

Strength: 15

Defense: 2

Magic: 0

Magic Def: 9

Gil: 30

EXP: 110

Treasure:

-Gold Needle

Type: Insect

Weakness: None

Resistance: Pig, Mini

Absorb: None

Notes: Basilisk's should be a priority target, destroy them before they can fully petrify you.

=====
No. 25 - Leshy

HP: 130
Strength: 18
Defense: 2
Magic: 144
Magic Def: 10

Gil: 42
EXP: 157

Treasure: None

Type: Ghoul

Weakness: None
Resistance: None
Absorb: None

Notes: Leshy is a good target for Edward, try to confuse her from the start and focus on the other enemies first.

=====
No. 26 - Adamantoise

HP: 190
Strength: 20
Defense: 1
Magic: 0
Magic Def: 10

Gil: 46
EXP: 234

Treasure:
-Antidote -Cross
-Echo Herbs -Tent

Type: Insect

Weakness: Ice
Resistance: Pig, Mini
Absorb: None

Notes: Adamantoise has a lot of HP for the first time you encounter one. This should not be too much of an issue, but if you are worried, hit it with some ice to soften it up.

=====
No. 27 - Bomb

HP: 55
Strength: 19
Defense: 2
Magic: 0
Magic Def: 15

Gil: 76
EXP: 361

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Mini, Pig, Toad

Absorb: None

Notes: Interestingly enough, Bombs don't drop the Bomb Summon. They are a decent source of experience if you can take them out before they explode, however.

=====

No. 28 - Spirit

HP: 86

Strength: 24

Defense: 1

Magic: 6

Magic Def: 9

Gil: 122

EXP: 278

Treasure:

-Potion

-Cursed Ring

Type: Ghoul

Weakness: Holy

Resistance: Poison, Petrify, Sleep, Slowing Petrify, Blind, Death, Paralyze

Absorb: Fire

Notes: Spirits cast fire and absorb your fire spells. Attack them first if you are going to spread fire over a group. The Cursed Ring, as described in the tip section can be very effective.

=====

No. 29 - Gray Bomb

HP: 111

Strength: 36

Defense: 4

Magic: 0

Magic Def: 25

Gil: 105

EXP: 445

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Mini, Pig, Toad

Absorb: None

Notes: Like the bomb, these are best used for EXP.

=====

No. 30 - Skeleton

HP: 135
Strength: 26
Defense: 2
Magic: 0
Magic Def: 8

Gil: 126
EXP: 238

Treasure: None

Type: Undead

Weakness: Fire, Holy
Resistance: Poison, Silence, Mini, Death, Confuse, Paralyze, Darkness, Blind,
Pig, Toad, Berserk, Sleep, Curse
Absorb: None

Notes: Holy Resistance BatMan! Well, Skeletons can be fairly fierce warriors,
but a shot of Fire will straighten them right out. In a group you may want to
spread some fire over them. Normally, spreading level 1 magic isn't very
effective but they have the weakness.

=====

No. 31 - Cockatrice

HP: 149
Strength: 24
Defense: 1
Magic: 0
Magic Def: 11

Gil: 82
EXP: 275

Treasure:
-Pheonix Down -Cockatrice Summon
-Gold Needle

Type: None

Weakness: Throw
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Floating enemy, Quake attacks won't hit. Cockatrice can petrify you with
"Peck" so take them out with priority.

=====

No. 32 - Gargoyle

HP: 160
Strength: 28
Defense: 2
Magic: 0
Magic Def: 12

Gil: 90
EXP: 315

Treasure: None

Type: Insect

Weakness: Holy, Throw
Resistance: Pig, Death, Mini
Absorb: None

Notes: Flying Enemy.

=====

No. 33 - Bloodbones

HP: 210
Strength: 34
Defense: 3
Magic: 0
Magic Def: 12

Gil: 169
EXP: 315

Treasure: None

Type: Undead

Weakness: Fire, Holy
Resistance: Poison, Silence, Mini, Death, Confuse, Paralyze, Darkness, Blind,
Pig, Toad, Berserk, Sleep, Curse
Absorb: None

Notes: Bloodbones are pretty strong, as with skeletons you may want to consider a dose of fire to soften them up.

=====

No. 34 - Gatlinger

HP: 115
Strength: 28
Defense: 2
Magic: 0
Magic Def: 8

Gil: 53
EXP: 335

Treasure:
-Gold Needle

Type: None

Weakness: None
Resistance: Mini, Toad
Absorb: None

Notes: Often counterattacks with Needle, so don't get carried away with

indiscriminate attacking.

=====

No. 35 - Baron Warrior

HP: 65
Strength: 28
Defense: 2
Magic: 0
Magic Def: 4

Gil: 100
EXP: 400

Treasure: None

Type: None

Weakness: None
Resistance: Confuse, Darkness, Holy
Absorb: None

Notes: Lower HP than previous monsters but strong nonetheless. They attack on the order of the Captain.

=====

No. 37 - Captain

HP: 320
Strength: 36
Defense: 2
Magic: 0
Magic Def: 11

Gil: 152
EXP: 600

Treasure: None

Type: None

Weakness: None
Resistance: None
Absorb: None

Notes: Gives the orders for the Warriors to attack. Try to take him out early if you want.

=====

No. 37 - Zu

HP: 941
Strength: 32
Defense: 0
Magic: 0
Magic Def: 0

Gil: 489
EXP: 432

Treasure:

-Feathered Cap -Cottage
-Hi-Potion -Silver Apple

Type: None

Weakness: Throw

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Flying Enemy. Zu can attack twice in a row, so make sure you concentrate on them.

=====

No. 38 - Soul

HP: 200

Strength: 28

Defense: 3

Magic: 0

Magic Def: 10

Gil: 165

EXP: 460

Treasure:

-Potion
-Cursed Ring

Type: Ghoul

Weakness: Holy

Resistance: Poison, Petrify, Sleep, Slowing Petrify, Blind, Death, Paralyze

Absorb: Fire

Notes: Just like the Spirit, take care of these before hitting an enemy group with fire.

=====

No. 39 - Ghoul

HP: 222

Strength: 32

Defense: 3

Magic: 0

Magic Def: 11

Gil: 179

EXP: 505

Treasure: None

Type: Undead

Weakness: Fire, Holy

Resistance: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness

Absorb: None

Notes: Like the Zombies earlier, cure spells will cause damage.

=====
No. 40 - Ghoul

HP: 250
Strength: 36
Defense: 1
Magic: 0
Magic Def: 12

Gil: 186
EXP: 575

Treasure: None

Type: Undead

Weakness: Fire, Holy
Resistance: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness
Absorb: None

Notes: Like the Zombies earlier, cure spells will cause damage. A little more dangerous than the Ghouls, but they aren't too different.

=====
No. 41 - Lilith

HP: 466
Strength: 46
Defense: 3
Magic: 0
Magic Def: 13

Gil: 262
EXP: 2703

Treasure:
-Kiss of Lilith -Rod of Lilith
-Silver Apple

Type: Insect, Undead

Weakness: Fire
Resistance: Death, Paralyze, Sleep
Absorb: None

Notes: Lilith can confuse you, and compared to most of the monsters in this area they have considerable HP. It would be prudent to consider them a priority target.

=====
No. 42 - Skullnant

HP: 200
Strength: 42
Defense: 1
Magic: 0
Magic Def: 5

Gil: 100
EXP: 50

Treasure: None

Type: Undead

Weakness: Fire, Holy

Resistance: Poison, Silence, Mini, Death, Confuse, Paralyze, Darkness,
Slowing Petrify, Blind, Pig, Toad, Berserk, Sleep, Curse.

Absorb: None

Notes: Skullnant's are like advance Revenants but they aren't anything you shouldn't be able to handle. They do attack you with a boss, so you should target them before the boss.

=====

No. 43 - Splasher

HP: 180

Strength: 30

Defense: 3

Magic: 0

Magic Def: 10

Gil: 145

EXP: 430

Treasure:

-Potion

-Hi-Potion

Type: None

Weakness: Lightning

Resistance: Pig, Mini, Toad

Absorb: None

Notes: Like Killer Fish before them, Splasher are a fairly standard fight in their area. There are stronger monsters to be considered priority, but do not totally ignore Splashers.

=====

No. 44 - Hydra

HP: 257

Strength: 44

Defense: 2

Magic: 0

Magic Def: 14

Gil: 209

EXP: 670

Treasure:

-Antidote

-Poison Arrow

-Unicorn Horn

Type: Insect

Weakness: Lightning

Resistance: Pig, Mini

Absorb: None

Notes: Hydra can be a tough enemy, but thankfully they crumple relatively fast. Target them with Yang's electrical claws and they won't last long.

=====

No. 45 - Baron Guard

HP: 280
Strength: 40
Defense: 3
Magic: 26
Magic Def: 14

Gil: 230
EXP: 710

Treasure: None

Type: Mage

Weakness: None
Resistance: None
Absorb: None

Notes:

=====

No. 46 - Electro

HP: 284
Strength: 40
Defense: 2
Magic: 0
Magic Def: 13

Gil: 214
EXP: 640

Treasure:
-Diet Food -Maiden's Kiss
-Mallet -Remedy

Type: None

Weakness: Throw
Resistance: Pig, Mini
Absorb: Lightning

Notes: Where many of the monsters in this area have a weakness to Lightning, Electrofish absorbs it. Concentrate on these first if you want to use your thunder spells.

=====

No. 47 - Gigas Gator

HP: 292
Strength: 38
Defense: 2
Magic: 0

Magic Def: 15

Gil: 218

EXP: 660

Treasure:

-Leather Cap -Hi-Potion
-Leather Garb -Silver Apple

Type: None

Weakness: Ice

Resistance: Pig, Mini

Absorb: None

Notes: Lightning, such as from a rod, is fairly ineffectual here actually. Ice is the weakness to exploit. It's not even that the Gigas Gator is that powerful but rather that it may be harder to take down if you don't approach it correctly.

=====

No. 48 - Death Shell

HP: 380

Strength: 42

Defense: 2

Magic: 0

Magic Def: 19

Gil: 262

EXP: 1030

Treasure:

-Diet Food -Maiden's Kiss
-Mallet -Remedy

Type: None

Weakness: Lightning

Resistance: Lightning

Absorb: None

Notes: Kind of a hardskinned enemy, but the experience is greater than most in the area. Take them out on this notion.

=====

No. 49 - Flood Worm

HP: 638

Strength: 42

Defense: 0

Magic: 0

Magic Def: 22

Gil: 219

EXP: 690

Treasure:

-Potion -Remedy
-Hi-Potion -Silver Apple

Type: None

Weakness: Lightning

Resistance: Blind, Mini, Pig, Sleep

Absorb: None

Notes: Mostly dangerous because of the wave attack that strikes the old party.
Tough and tough skinned, Flood Worms are a good thing to target first.

=====

No. 50 - Twin Snake

HP: 108

Strength: 46

Defense: 0

Magic: 0

Magic Def: 22

Gil: 222

EXP: 720

Treasure:

-Antidote -Poison Arrow

-Unicorn Horn

Type: None

Weakness: Ice, Holy

Resistance: Pig, Mini

Absorb: None

Notes: High enough strength but frail HP, Twin Snakes will crumple before Yang-
especially if he has an ice claw.

=====

No. 51 - Treant

HP: 335

Strength: 52

Defense: 1

Magic: 2

Magic Def: 15

Gil: 148

EXP: 687

Treasure:

-Diet Food -Maiden's Kiss

-Mallet -Remedy

Type: None

Weakness: Fire

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Treant are tough enemies all around, give them a shot of fire if they
are becoming overwhelming.

=====
No. 52 - Cait Sth

HP: 342
Strength: 50
Defense: 2
Magic: 0
Magic Def: 16

Gil: 252
EXP: 820

Treasure:
-Unicorn Horn -Cat Claw
-Coeurl's Whisker

Type: None

Weakness: Holy
Resistance: Mini, Toad
Absorb: None

Notes: You will eventually find a Cat Claw, and it is a very rare drop from the Cait Sith. Use your own judgement here, Yang's claws usually have the same strength and different effects.

=====
No. 53 - Hell Needle

HP: 398
Strength: 40
Defense: 3
Magic: 0
Magic Def: 12

Gil: 220
EXP: 700

Treasure:
-Gold Needle

Type: None

Weakness: None
Resistance: Mini, Toad
Absorb: None

Notes: More dangerous thn you might think, they counter with the needle attack. This is much more dangerous than their standard attack - so watch yourself.

=====
No. 54 - Death Flower

HP: 440
Strength: 24
Defense: 2
Magic: 0
Magic Def: 17

Gil: 210

EXP: 650

Treasure:

-Diet Food -Maiden's Kiss
-Mallet -Remedy

Type: None

Weakness: Fire

Resistance: Blind, Pig, Mini, Toad

Absorb: None

Notes: Death Flower has an inflated HP, but a shot of fire will wither it well enough.

=====

No. 55 - Draculady

HP: 270

Strength: 38

Defense: 2

Magic: 21

Magic Def: 15

Gil: 195

EXP: 810

Treasure:

-Vampire Fang
-Kiss of Lilith

Type: Undead

Weakness: Fire, Holy

Resistance: Death

Absorb: Lightning

Notes: Ah, sensuous lady vampires. They will usually start out with the attack Vampire, before attacking/casting so use this time to attack them yourself. They often appear with groups of bats and are fairly fast, so make your moves swiftly.

=====

No. 56 - Cave Naga

HP: 285

Strength: 40

Defense: 3

Magic: 5

Magic Def: 12

Gil: 201

EXP: 740

Treasure:

-Antidote -Poison Arrow
-Unicorn Horn

Type: Insect

Weakness: Holy
Resistance: None
Absorb: None

Notes: Naga are soft enough that you should take them out without too much effort. The Cave Naga seems geared toward the party under the unique conditions of the area they inhabit, but in spite of this Yang should be able to crush them thusly.

=====

No. 57 - Mind Flayer

HP: 300
Strength: 44
Defense: 3
Magic: 0
Magic Def: 22

Gil: 232
EXP: 1000

Treasure:
-Hi-Potion -Gold Hourglass
-Unicorn Horn -Mind Flayer Summon

Type: None

Weakness: None
Resistance: Poison, Paralyze, Death
Absorb: None

Notes: One of only two enemies in the game that provide the Mind Flayer Summon item for Rydia, Mind Flayers can paralyze you with their Mind Blast skill. They are not altogether common in this area, either.

=====

No. 58 - Cave Bat

HP: 334
Strength: 42
Defense: 3
Magic: 0
Magic Def: 12

Gil: 151
EXP: 598

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: Holy, Throw
Resistance: Pig, Toad, Mini
Absorb: Lightning

Notes: If the bats are with a Draculady, defeat the Lady first. Cave Bats are rather fond of the move Vampire, and will use it a few times in a row. They can appear in large groups. Flying enemy.

=====

No. 59 - Ogre

HP: 895
Strength: 60
Defense: 2
Magic: 0
Magic Def: 12

Gil: 240
EXP: 800

Treasure:
-Bacchus's Cider -Power Armlet
-Twist Headband -Giant's Gloves

Type: Giant

Weakness: Holy
Resistance: Pig, Toad
Absorb: None

Notes: Dangerous enemies when the cave prevents you from being properly equipped, ogres are strong and have plenty of HP. They have some neat loot, especially the Gloves, but they are rare drops.

=====

No. 60 - Purple Bavarios

HP: 105
Strength: 52
Defense: 254
Magic: 0
Magic Def: 9

Gil: 50
EXP: 750

Treasure:
-Potion
-Hi-Potion

Type: Pudding

Weakness: Fire
Resistance: Confuse
Absorb: None

Notes: Another pudding. Use magic to dispatch it quickly.

=====

No. 61 - Puppet

HP: 256
Strength: 56
Defense: 3
Magic: 15
Magic Def: 16

Gil: 180
EXP: 800

Treasure:
-Decoy

Type: None

Weakness: Fire
Resistance: None
Absorb: None

Notes: Attacks in groups with Puppeteers.

=====
No. 62 - Sorceress

HP: 350
Strength: 50
Defense: 2
Magic: 47
Magic Def: 12

Gil: 329
EXP: 1551

Treasure:
-Rod -Ether
-Silver Armlet -Dry Ether

Type: Mage

Weakness: None
Resistance: Toad
Absorb: None

Notes: As a mage, Sorceress should be a primary target.

=====
No. 63 - Black Knight

HP: 360
Strength: 64
Defense: 2
Magic: 0
Magic Def: 19

Gil: 175
EXP: 840

Treasure:
-Tent
-Cottage

Type: Undead

Weakness: Fire, Holy
Resistance: Death, Darkness

Absorb: None

Notes: A fairly strong attacker, Black Knights can give you a little trouble if you let them. They aren't so much more powerful than the Troia monsters that you need to use your spells, however.

=====
No. 64 - Centaur Knight

HP: 380
Strength: 58
Defense: 2
Magic: 0
Magic Def: 18

Gil: 172
EXP: 860

Treasure:
-Tent
-Cottage

Type: None

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes: Rather similar to the Black Knights, except lacking a specific weakness.

=====
No. 65 - Gremlin

HP: 410
Strength: 56
Defense: 3
Magic: 31
Magic Def: 15

Gil: 275
EXP: 1221

Treasure:
-Bell of Silence -Hourglass
-Unicorn Horn -Ether

Type: Mage

Weakness: Fire
Resistance: None
Absorb: None

Notes: Again, as a Mage make Gremlins a priority target. They do have a fire weakness to exploit if you wish.

=====
No. 66 - Soldieress

HP: 425
Strength: 60
Defense: 3
Magic: 0
Magic Def: 15

Gil: 200
EXP: 1050

Treasure:
-Tent
-Cottage

Type: None

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes:

=====
No. 67 - Puppeteer

HP: 473
Strength: 56
Defense: 3
Magic: 35
Magic Def: 17

Gil: 195
EXP: 1000

Treasure:
-Healing Staff -Rune Staff
-Rune Armlet -Grimoire

Type: Mage

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes: Attacks with a group of puppets.

=====
No. 68 - Ice Lizard

HP: 480
Strength: 62
Defense: 2
Magic: 2
Magic Def: 14

Gil: 289
EXP: 1331

Treasure:

-Ice Arrow -Arctic Wind
-Antarctic Wind -White Fang

Type: Insect

Weakness: Fire

Resistance: Pig, Mini

Absorb: Ice

Notes:

=====

No. 69 - Cold Beast

HP: 520

Strength: 64

Defense: 3

Magic: 3

Magic Def: 13

Gil: 276

EXP: 1441

Treasure:

-Ice Arrow -Arctic Wind
-Antarctic Wind -White Fang

Type: None

Weakness: Fire

Resistance: Mini, Toad

Absorb: Ice

Notes: Pretty strong force on the field, take them out before the Ice Lizards.

=====

No. 70 - Hell Turtle

HP: 700

Strength: 72

Defense: 4

Magic: 0

Magic Def: 14

Gil: 224

EXP: 920

Treasure:

-Mithril Shield -Hi-Potion
-Mithril Hammer -X-Potion

Type: Insect

Weakness: Ice

Resistance: Pig, Mini

Absorb: Fire

Notes: Uncommon enemy in the Tower of Zot. Fight it then, or you could be looking for a fair while in the Lunar Ruins.

=====

No. 71 - Roc Baby

HP: 50
Strength: 60
Defense: 2
Magic: 0
Magic Def: 0

Gil: 81
EXP: 1004

Treasure:
-Phoenix Down -Cockatrice Summon
-Gold Needle

Type: None

Weakness: Throw
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Flying enemy. The babies can cause a fair bit of damage but they can't take it. Three often appear with a Roc, they're weak enough to be a decent source of the Cockatrice Summon.

=====

No. 72 - Blood Flower

HP: 370
Strength: 62
Defense: 2
Magic: 0
Magic Def: 6

Gil: 32
EXP: 1204

Treasure:
-Diet Food -Maiden's Kiss
-Mallet -Remedy

Type: None

Weakness: Fire
Resistance: Blind, Mini, Pig, Toad
Absorb: None

Notes: A fairly ubiquitous member of the underworld monsters, you'll see Blood Flower quite a bit underground. Pollen will cause your HP to slowly run out. It only does not even 10 damage on the initial hit - so no worries.

=====

No. 73 - Roc

HP: 500
Strength: 66
Defense: 3
Magic: 0
Magic Def: 18

Gil: 150
EXP: 1404

Treasure:
-Feathered Cap -Cottage
-Hi-Potion -Silver Apple

Type: None

Weakness: Throw
Resistance: Pig, Toad, Mini
Absorb: None

Notes: The Roc is a flying enemy that attacks with three Roc Babies. It can hit twice in a row.

=====
No. 74 - Mors

HP: 695
Strength: 60
Defense: 4
Magic: 0
Magic Def: 22

Gil: 253
EXP: 1504

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: None
Resistance: None
Absorb: None

Notes: Another 'cell' type enemy, Mors aren't quite so ephemeral as the Water Bugs, and they give a decent bit of EXP.

=====
No. 75 - Steel Golem

HP: 1950
Strength: 86
Defense: 4
Magic: 0
Magic Def: 21

Gil: 445

EXP: 703

Treasure:

-Gaia Hammer

-Giant's Gloves

Type: Giant

Weakness: Ice

Resistance: Poison, Silence, Toad, Blind, Mini, Death

Absorb: None

Notes: Your best bet for earning Giant's Gloves.

=====

No. 76 - Goblin Captain

HP: 199

Strength: 56

Defense: 0

Magic: 0

Magic Def: 0

Gil: 45

EXP: 1930

Treasure: None

Type: None

Weakness: None

Resistance: None

Absorb: None

Notes: Great experience for an easy enemy.

=====

No. 77 - Armadillo

HP: 325

Strength: 58

Defense: 4

Magic: 0

Magic Def: 122

Gil: 194

EXP: 1555

Treasure:

-Mithril Shield -Hi-Potion

-Mithril Hammer -X-Potion

Type: None

Weakness: None

Resistance: Mini, Toad

Absorb: None

Notes: A solid fighter but no particular threat decreases its priority as a

target.

=====
No. 78 - Magma Tortoise

HP: 435
Strength: 70
Defense: 3
Magic: 0
Magic Def: 17

Gil: 234
EXP: 1666

Treasure:
-Mithril Shield -Hi-Potion
-Mithril Hammer -X-Potion

Type: Insect

Weakness: Ice
Resistance: Pig, Mini
Absorb: None

Notes: You should have some ice weapons to exploit its weakness by now. The greater strength and HP of the Tortoise means it could be a lingering pain.

=====
No. 79 - Undergrounder

HP: 655
Strength: 76
Defense: 5
Magic: 3
Magic Def: 29

Gil: 342
EXP: 2714

Treasure:
-Spider's Silk -Siren
-Gaia Drum

Type: None

Weakness: None
Resistance: Blind, Mini, Pig, Toad
Absorb:None

Notes: Undergrounders have the stats to be troublesome if you allow them to persist. Target them early.

=====
No. 80 - Hell Flapper

HP: 900
Strength: 74
Defense: 4

Magic: 0
Magic Def: 18

Gil: 312
EXP: 3114

Treasure:
-Eye Drops -Alarm Clock
-Pheonix Down -Gold Needle

Type: None

Weakness: Throw
Resistance: Blind, Mini, Pig, Toad
Absorb: None

Notes: It's another moth/butterfly enemy, and attacking in groups it can be a point of trouble. You will likely be fast enough to take most of them out early however. I will also take this opportunity to say that "Hell Flapper" is quite simply the most handsome name in the game.

=====

No. 81 - Chrysalis

HP: 986
Strength: 72
Defense: 3
Magic: 0
Magic Def: 17

Gil: 39
EXP: 2822

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: None
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Chrysalis often appear with Hell Flappers. Defeat the Flappers first, though the Chrysalis cast Slow they aren't a huge threat.

=====

No. 82 - Gloomwing

HP: 1580
Strength: 100
Defense: 4
Magic: 0
Magic Def: 254

Gil: 510
EXP: 2837

Treasure:

-Ether -Lunar Curtain
-Stardust -Artemis Arrow

Type: None

Weakness: Throw

Resistance: None

Absorb: None

Notes: Rare underworld enemy, see extended tips.

=====

No. 83 - Gorgon

HP: 2550

Strength: 134

Defense: 4

Magic: 0

Magic Def: 40

Gil: 248

EXP: 3003

Treasure:

-Medusa Arrow
-Gorgon Blade

Type: None

Weakness: None

Resistance: None

Absorb: None

Notes: Rare underworld enemy, see extended tips.

=====

No. 84 - Mystery Egg

HP: ?

Strength: ?

Defense: ?

Magic: ?

Magic Def: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

Weakness: ?

Resistance: ?

Absorb: ?

Notes: You can Scan/Study the egg to see its HP. If you overcome the HP of the Egg in one attack, it will be destroyed. Otherwise, it will hatch into a monster. These can be anything from Dragons to Lamia. They are usually Insect

or Dragon type.

=====
No. 85 - Ironback

HP: 100
Strength: 74
Defense: 4
Magic: 0
Magic Def: 15

Gil: 233
EXP: 1077

Treasure:
-Mythril Shield -Hi-Potion
-Mythril Hammer -X-Potion

Type: None

Weakness: None
Resistance: Mini, Toad
Absorb: None

Notes: Low priority enemy. If other enemies in the group can inflict anything upon you, such as petrifying Black Lizards, take them out first. They can hit hard, however.

=====
No. 86 - White Mousse

HP: 298
Strength: 66
Defense: 254
Magic: 0
Magic Def: 12

Gil: 384
EXP: 1808

Treasure:
-Potion
-Hi-Potion

Type: Pudding

Weakness: Ice
Resistance: Confuse
Absorb: Absorb

Notes: As a pudding, Magic is the way to go. Use a blizzard spell.

=====
No. 87 - Naga

HP: 320
Strength: 66
Defense: 4
Magic: 5
Magic Def: 14

Gil: 150
EXP: 1118

Treasure:
-Antidote -Poison Arrow
-Unicorn Horn

Type: Insect

Weakness: None
Resistance: None
Absorb: None

Notes: Naga are comparatively fragile at this point in the game. Get them out of the way early.

=====
=====

No. 88 - Evil Doll

HP: 388
Strength: 64
Defense: 3
Magic: 0
Magic Def: 13

Gil: 269
EXP: 1408

Treasure:
-Decoy

Type: None

Weakness: None
Resistance: None
Absorb: None

Notes: Take out the Sorcerer first.

=====
=====

No. 89 - Medusa

HP: 490
Strength: 64
Defense: 4
Magic: 0
Magic Def: 14

Gil: 225
EXP: 1208

Treasure:
-Medusa Arrow
-Gorgon Blade

Type: None

Weakness: None
Resistance: None

Absorb: None

Notes: Priority target, Medusa's gaze is no fun.

=====

No. 90 - Fiery Warrior

HP: 579

Strength: 76

Defense: 4

Magic: 0

Magic Def: 19

Gil: 300

EXP: 1708

Treasure:

-Fire Lance -Fire Shield

-Flame Sword -Flame Mail

Type: None

Weakness: Ice

Resistance: None

Absorb: Fire

Notes: Fairly strong, but depending on who they're with the priority adjusts.
Definitely a threat, but not the most immediate.

=====

No. 91 - Coeurl

HP: 593

Strength: 72

Defense: 3

Magic: 0

Magic Def: 17

Gil: 345

EXP: 2759

Treasure:

-Unicorn Horn -Cat Claw

-Coeurl's Whisker

Type: None

Weakness: None

Resistance: Mini, Toad

Absorb: None

Notes: Again, the Cat Claw is a rare drop. You most likely have one by now,
anyways.

=====

No. 92 - Balloon

HP: 697

Strength: 72

Defense: 4

Magic: 0
Magic Def: 19

Gil: 315
EXP: 2459

Treasure:
-Bomb Fragment -Bob Core
-Antarctic Wind -Bomb Summon

Type: None

Weakness: Throw
Resistance: Poison, Mini, Pig, Toad
Absorb: None

Notes: Here's your first chance for the Bomb summon, which is a decent low MP attack.

=====

No. 93 - Chimera

HP: 700
Strength: 80
Defense: 3
Magic: 0
Magic Def: 18

Gil: 228
EXP: 1708

Treasure:
-Fire Arrow -Bomb Arm
-Bomb Fragment -Red Fang

Type: None

Weakness: None
Resistance: Pig, Toad, Sleep, Mini, Death, Paralyze
Absorb: Fire, Lightning, Ice

Notes: Oh, nasty absorb setup there. Take on the Chimera with your best physical attacks.

=====

No. 94 - Black Lizard

HP: 792
Strength: 64
Defense: 4
Magic: 16
Magic Def: 15

Gil: 43
EXP: 1298

Treasure:
-Medusa
-Gorgon Blade

Type: Insect

Weakness: Ice

Resistance: Pig, Mini

Absorb: None

Notes: Black Lizards petrify you one third of your body at a time. They are also your best bet for a Gorgon Blade, they're a fair bit more common than Medusa and Gorgon, and weaker than Catoblepas.

=====

No. 95 - Sorcerer

HP: 1000

Strength: 82

Defense: 4

Magic: 50

Magic Def: 22

Gil: 272

EXP: 2359

Treasure:

-Healing Staff -Rune Staff

-Rune Armlet -Grimoire

Type: Mage

Weakness: None

Resistance: Pig, Toad

Absorb: None

Notes: Attack the Sorcerer first to simplify the battle.

=====

No. 96 - Ghost Knight

HP: 1050

Strength: 76

Defense: 4

Magic: 0

Magic Def: 19

Gil: 211

EXP: 2559

Treasure:

-Tent

-Cottage

Type: Ghoul

Weakness: Holy

Resistance: None

Absorb: None

Notes: Following the Warrior archetype, make sure the more threatening foes are vanquished first.

=====

No. 97 - Lamia Matriarch

HP: 1100
Strength: 74
Defense: 4
Magic: 0
Magic Def: 31

Gil: 247
EXP: 2859

Treasure:
-Lamia Harp -Light Curtain
-Ruby Ring -Angel Arrow

Type: Insect

Weakness: None
Resistance: Sleep, Paralyze
Absorb: None

Notes: Somewhat rare encounter in the second trip to the Tower. Be sure to look around for it.

=====

No. 98 - Lamia

HP: 1200
Strength: 72
Defense: 4
Magic: 0
Magic Def: 16

Gil: 143
EXP: 2059

Treasure:
-Lamia Harp -Light Curtain
-Ruby Ring -Angel Arrow

Type: Insect

Weakness: None
Resistance: Sleep, Paralyze
Absorb: None

Notes: Find it in a treasure chest in Eblan Castle.

=====

No. 99 - Grudger

HP: 1400
Strength: 76
Defense: 4
Magic: 0
Magic Def: 22

Gil: 149
EXP: 2459

Treasure:

-Thunder Arrow -Rage of the Gods
-Rage of Zeus -Blue Fang

Type: None

Weakness: Holy

Resistance: None

Absorb: Lightning

Notes: A fairly strong enemy, but also exclusive to this area. You won't be able to re-enter the Tower so get one while you're there.

=====

No. 100 - Fiery Hound

HP: 1221

Strength: 68

Defense: 3

Magic: 0

Magic Def: 22

Gil: 244

EXP: 1708

Treasure:

-Fire Arrow -Bomb Arm
-Bomb Fragment -Red Fang

Type: None

Weakness: Ice

Resistance: Mini, Toad

Absorb: Fire

Notes: When you fight this monster in a treasure chest, be sure to use ice attacks as it outclasses basically every other monster in the dungeon. Later on it is still a force, and should be taken out quickly - but it's not as big a threat by the time it is a common enemy.

=====

No. 101 - Security Eye

HP: 1425

Strength: 112

Defense: 0

Magic: 0

Magic Def: 254

Gil: 380

EXP: 2008

Treasure:

-Siren

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,

Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze.

Absorb: None

Notes: If you attack an S. Eye when there are no other enemies, it will sound an alarm that will call a monster. During the same battle, it always calls the same monster.

=====

No. 102 - Mad Ogre

HP: 2000

Strength: 86

Defense: 4

Magic: 53

Magic Def: 254

Gil: 270

EXP: 2359

Treasure:

-Bacchus's Cider -Power Armlet

-Twist Headband -Giant's Gloves

Type: Giant, Mage

Weakness: None

Resistance: Pig, Toad

Absorb: None

Notes: The Mad Ogre is very resilient to Magic. Attack them physically, one at a time. A White Spell like Blink could be quite useful here, in a mostly physical battle.

=====

No. 103 - Green Dragon

HP: 2200

Strength: 88

Defense: 3

Magic: 3

Magic Def: 18

Gil: 368

EXP: 4759

Treasure:

-Blue Fang -Silver Apple

-Siren

Type: Dragon

Weakness: None

Resistance: Pig, Toad, Mini, Sleep

Absorb: None

Notes: A fairly uncommon enemy in the return to the Tower. Search around for it and make sure you get one, they aren't exclusive but you should get things as they appear anyways.

=====

No. 104 - Stone Golem

HP: 2560
Strength: 84
Defense: 4
Magic: 0
Magic Def: 54

Gil: 238
EXP: 2908

Treasure:
-Hi-Potion -Medusa Arrow
-X-Potion

Type: Giant

Weakness: Ice
Resistance: Poison, Silence, Toad, Death, Blind, Mini, Petrify
Absorb: None

Notes: This will be a mostly physical fight becuse of the huge magic defense.
Use ice weapons if available.

=====
No. 105 - Mythril Golem

HP: 2900
Strength: 92
Defense: 3
Magic: 0
Magic Def: 20

Gil: 383
EXP: 3659

Treasure:
-Mythril Knife -Mythril Armor
-Mythril Shield -Mythril Sword

Type: Giant

Weakness: None
Resistance: Poison, Silence, Toad, Blind, Mini, Death
Absorb: None

Notes:

=====
No. 106 - Bloody Bat

HP: 439
Strength: 56
Defense: 3
Magic: 0
Magic Def: 16

Gil: 262
EXP: 1977

Treasure:
-Potion
-Hi-Potion

Type: None

Weakness: Fire, Throw
Resistance: Pig, Toad, Mini
Absorb: Lightning

Notes: Like the cave bats in that they will use Vampire concurrently.

=====

No. 107 - Skulldier

HP: 740
Strength: 74
Defense: 3
Magic: 0
Magic Def: 18

Gil: 116
EXP: 1577

Treasure: None

Type: Undead

Weakness: Fire, Holy
Resistance: Poison, Silence, Mini, Death, Confuse, Paralyze, Darkness, Blind,
Pig, Toad, Berserk, Sleep, Curse
Absorb: None

Notes: Skulldier are really just an advanced Skeleton, deal with them as you have been doing so. They are a fairly strong enemy when you meet them but little is new.

=====

No. 108 - Tiny Toad

HP: 600
Strength: 19
Defense: 5
Magic: 47
Magic Def: 37

Gil: 335
EXP: 1841

Treasure:
-Maiden's Kiss

Type: Insect, Mage

Weakness: Ice
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Casts Toad when given the order by a Bog Witch.

=====
No. 109 - Bog Witch

HP: 2960
Strength: 98
Defense: 4
Magic: 223
Magic Def: 0

Gil: 598
EXP: 3441

Treasure:
-Maiden's Kiss -Soma Drop
-Dry Ether -Ribbon

Type: Mage

Weakness: None
Resistance: Pig, Sleep, Mini, Paralyze
Absorb: None

Notes: Controls Tiny Toads to cast Toad on the party. Some great drops, you do get Ribbons in threasure chests, however.

=====
No. 110 - Evil Dreamer

HP: 2800
Strength: 100
Defense: 3
Magic: 11
Magic Def: 23

Gil: 362
EXP: 3141

Treasure:
-Potion
-Cursed Ring

Type: None

Weakness: None
Resistance: Poison, Petrify, Sleep, Slowing Petrify, Blind, Death, Paralyze
Absorb: Fire

Notes: Another "soul" type enemy, they absorb fire as per the earlier enemies. Either attack them or choose a different spell other than a fire spell. Kind of aggravating when Mammon are weak to fire I guess... Cast the spread fire spell either before attacking the Evil Dreamers or after.

=====
No. 111 - Mammon

HP: 3900
Strength: 104
Defense: 3
Magic: 74
Magic Def: 38

Gil: 525
EXP: 5041

Treasure:

-Diet Food -Maiden's Kiss
-Mallet -Remedy

Type: Mage

Weakness: Fire

Resistance: Pig, Toad, Mini

Absorb: None

Notes: A fairly strong enemy which would be an apt monster to target first. They are weak against fire though they may appear with Evil Dreamers, which absorb fire. Either cast before you attack the Dreamers or after they're gone. That is, if you spread the fire. Otherwise, give one Mammon a shot directly.

=====

No. 112 - Malboro

HP: 4200
Strength: 112
Defense: 3
Magic: 0
Magic Def: 23

Gil: 458
EXP: 5641

Treasure:

-Remedy -Yoichi Arrow
-Bacchus's Cider -Soma Drop

Type: None

Weakness: None

Resistance: Pig, Death, Mini

Absorb: None

Notes: Ah, quite possibly my favourite enemy family in this game. Malboro are a nasty bunch if you aren't prepared due to their special move Bad Breath which inflicts you with multiple status conditions. A remedy or Esuna will fix you right up, but if you don't have a ribbon yet, one of your Esuna casters could get hit and -due to the conditions- be unable to cast, use your Remedies on casters and Esuna on others.

=====

No. 113 - Belphegor

HP: 2200
Strength: 108
Defense: 5
Magic: 0
Magic Def: 12

Gil: 484
EXP: 4088

Treasure:

- Potion
- Cursed Ring

Type: Ghoul

Weakness: Holy, Throw

Resistance: Pig, Death, Mini

Absorb: None

Notes: Flying enemy.

=====

No. 114 - Bloody Eye

HP: 2400

Strength: 100

Defense: 4

Magic: 0

Magic Def: 38

Gil: 465

EXP: 3444

Treasure:

- Eye Drops -Alarm Clock
- Pheonix Down -Gold Needle

Type: None

Weakness: Throw

Resistance: Pig, Toad, Sleep, Mini, Berserk, Paralyze

Absorb: None

Notes: Flying enemy with about the same threat range as Belphegor.

=====

No. 115 - Warrior

HP: 2900

Strength: 104

Defense: 4

Magic: 0

Magic Def: 26

Gil: 575

EXP: 4288

Treasure:

- Tent
- Cottage

Type: None

Weakness: None

Resistance: None

Absorb: None

Notes: Fairly dangerous enemy, when faced with a group of physical attackers target the Warriors first. Of course, enemies like Mini Satana are priority.

=====

No. 116 - Mini Satana

HP: 3480
Strength: 102
Defense: 5
Magic: 79
Magic Def: 43

Gil: 650
EXP: 6388

Treasure:
-Bell of Silence -Hourglass
-Unicorn Horn -Ether

Type: Mage

Weakness: None
Resistance: None
Absorb: None

Notes: Mini Satana like to confuse your party members. These are priority targets as a result.

=====

No. 117 - Summoner

HP: 3600
Strength: 104
Defense: 5
Magic: 60
Magic Def: 39

Gil: 475
EXP: 3688

Treasure:
-Healing Staff -Rune Staff
-Rune Armlet -Grimoire

Type: Mage

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes: If Summoner is by itself, it will summon a monster to the battle. You can continually defeat monsters allowing it to summon again, earning loads more experience and giving a greater chance at earnign the summon's rare items. In the Land of Summons cave, you may even find one that summons Goblins - an excellent chance to earn that summon for Rydia.

=====

No. 118 - Arachne

HP: 3650
Strength: 102
Defense: 3

Magic: 10
Magic Def: 18

Gil: 585
EXP: 4388

Treasure:
-Spider's Silk -Siren
-Gaia Drum

Type: None

Weakness: Ice, Throw
Resistance: None
Absorb: None

Notes: You probably have Float cast on yourself because of the damage floors anyways, but if not you should cast it now. Arachne attacks by casting Quake. If you are floating you can dispatch her at your leisure.

=====
No. 119 - Thunder Dragon

HP: 7600
Strength: 124
Defense: 4
Magic: 0
Magic Def: 254

Gil: 900
EXP: 7777

Treasure:
-Rage of the Gods -Gold Hairpin
-Gold Hourglass -Gold Apple

Type: Dragon

Weakness: Throw
Resistance: Blind, Pig, Toad, Death, Sleep, Curse, Slowing Petrify, Silence,
 Mini, Petrify, Confuse, Paralyze
Absorb: Lightning

Notes: Due to the huge Magic Defense, this will be a mostly physical battle. The Gold Hairpin and Apple drops are nice, and the experience is great, you should be able to find a Summoner that summons Thunder Dragons.

=====
No. 120 - Evil Bat

HP: 1014
Strength: 94
Defense: 3
Magic: 0
Magic Def: 25

Gil: 355
EXP: 2306

Treasure:

-Potion
-Hi-Potion

Type: None

Weakness: Fire, Throw
Resistance: Pig, Toad, Mini
Absorb: Lightning

Notes: As with the bats before it, Evil Bat employs the move Vampire.

=====

No. 121 - Screamer

HP: 1400
Strength: 90
Defense: 4
Magic: 0
Magic Def: 22

Gil: 205
EXP: 3028

Treasure:
-Thunder Arrow -Rage of the Gods
-Rage of Zeus -Blue Fang

Type: Mech, Giant

Weakness: None
Resistance: None
Absorb: None

Notes: The Type the doesn't really fit the look... Screamer is a fairly standard enemy.

=====

No. 122 - King Naga

HP: 1480
Strength: 88
Defense: 3
Magic: 0
Magic Def: 26

Gil: 238
EXP: 3582

Treasure:
-Antidote -Poison Arrow
-Unicorn Horn

Type: Insect

Weakness: None
Resistance: None
Absorb: None

Notes: In the Naga fashion, it's quickly defeated. Either focus on them first or last.

=====

No. 123 - Miss Vamp

HP: 2375
Strength: 88
Defense: 4
Magic: 31
Magic Def: 24

Gil: 188
EXP: 3582

Treasure:
-Vampire Fang
-Kiss of Lilith

Type: Mage, Undead

Weakness: Fire, Holy
Resistance: None
Absorb: None

Notes: Another of our lovely ladies, Miss Vamp attack with a group of bats. Despite the bats' annoying use of Vampire, target the Vamp first. After her Vampire, she will attack and cast.

=====

No. 124 - Yellow Dragon

HP: 3100
Strength: 108
Defense: 4
Magic: 0
Magic Def: 37

Gil: 1500
EXP: 28000

Treasure:
-Blue Fang -Silver Apple
-Siren

Type: Dragon

Weakness: None
Resistance: Pig, Toad, Mini, Sleep
Absorb: Lightning

Notes: Tough monster that attacks with Lightning. The experience is great, however.

=====

No. 125 - Chimera Brain

HP: 3400
Strength: 114
Defense: 3
Magic: 0
Magic Def: 38

Gil: 1200
EXP: 28000

Treasure:

-Fire Arrow -Bomb Arm
-Bomb Fragment -Red Fang

Type: None

Weakness: None

Resistance: Pig, Toad, Sleep, Mini, Death, Paralyze

Absorb: Fire, Lightning, Ice

Notes: Tough monster that attacks with Blaze. Mostly physical fight.

=====

No. 126 - Trap Door

HP: 5000
Strength: 88
Defense: 3
Magic: 0
Magic Def: 38

Gil: 4500
EXP: 30000

Treasure:

-None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze.

Absorb: None

Notes: Tough enemy that searches for a target then casts Blaster to kill the target in one hit. Can transform into a Chimera Brain or Yellow Dragon.

=====

No. 127 - Lunar Virus

HP: 980
Strength: 102
Defense: 5
Magic: 0
Magic Def: 43

Gil: 110
EXP: 3237

Treasure:

-Ether -Lunar Curtain
-Stardust -Artemis Arrow

Type: None

Weakness: None

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Standard enemy on the Moon.

=====

No. 128 - Eukaryote

HP: 1700

Strength: 116

Defense: 5

Magic: 0

Magic Def: 44

Gil: 1560

EXP: 6999

Treasure:

-Stardust

-Lunar Curtain

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify. Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze.

Absorb: None

Notes: Potential to overwhelm you when you first arrive on the moon, hits hard and fast.

=====

No. 129 - Crawler

HP: 1855

Strength: 100

Defense: 4

Magic: 0

Magic Def: 24

Gil: 538

EXP: 3437

Treasure:

-Potion

-Hi-Potion

Type: None

Weakness: None

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Rare underworld encounter, see Extended Tips. Attack with Gloom Wings, attack the Gloom Wings first.

=====

No. 130 - Prokaryote

HP: 2600

-Stardust

-Artemis Arrow

Type: Pudding

Weakness: None

Resistance: Confuse

Absorb: None

Notes: A pudding without any specific weakness. But you will still need to employ magic to take it out quickly.

=====

No. 133 - Dark Grenade

HP: 1820

Strength: 108

Defense: 4

Magic: 0

Magic Def: 37

Gil: 630

EXP: 2644

Treasure:

-Bomb Fragment

-Bomb Core

-Antarctic Wind

-Bomb Summon

Type: None

Weakness: Throw

Resistance: Poison, Mini, Pig, Toad

Absorb: None

Notes: Sometimes defeating an adjacent Grenade will cause a "Chain Reaction" and the other Grenade will also blow up.

=====

No. 134 - Tarantula

HP: 2315

Strength: 110

Defense: 5

Magic: 5

Magic Def: 37

Gil: 598

EXP: 2744

Treasure:

-Spider's Silk

-Siren

-Gaia Drum

Type: None

Weakness: Throw

Resistance: None

Absorb: None

Notes: Rare underworld enemy, see Extended Tips. Attacks and casts Quake.

=====
No. 135 - Beamer

HP: 3000
Strength: 88
Defense: 4
Magic: 0
Magic Def: 41

Gil: 890
EXP: 3199

Treasure:
-Tent
-Rage of the Gods

Type: Mech

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: The beams aren't anything dire, take out bigger threats first.

=====
No. 136 - Centaurion

HP: 3500
Strength: 126
Defense: 5
Magic: 0
Magic Def: 43

Gil: 1220
EXP: 9699

Treasure:
-Tent
-Cottage

Type: Mech

Weakness: None
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Solid attacker, I'd suggest you get them off the field as quickly as possible. Even with Mech Soldiers having more HP, they aren't as dangerous as Centaurion.

=====
No. 137 - Mech Soldier

HP: 4900
Strength: 118
Defense: 3
Magic: 0
Magic Def: 40

Gil: 985
EXP: 7999

Treasure:

-Thunder Arrow -Rage of the Gods
-Rage of Zeus -Blue Fang

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: The 'standard' enemy for The Giant is the Mech Soldier. Fairly strong
with 4900 HP, though other foes do take precedence.

=====

No. 138 - Searcher

HP: 5500
Strength: 138
Defense: 4
Magic: 0
Magic Def: 52

Gil: 900
EXP: 15004

Treasure:

-Siren

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: When hit, Searcher calls an enemy to the field IF it is alone. You
can continually Steal Sirens from them without threat of an alarm being set off
and the called monsters can be exploited for experience and items.

=====

No. 139 - Last Arm

HP: 9500
Strength: 128
Defense: 5
Magic: 0
Magic Def: 47

Gil: 338
EXP: 8703

Treasure:

-Siren

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: This is the same as Searcher, except until later you only encounter one in a Treasure Chest. Instead of using Alerts, it searches and uses Magnetic Radiation, equivalent of STOP. Nonlethal, but if everyone is frozen and it keeps renewing the STOP it can get annoying.

=====

No. 140 - Giant Soldier

HP: 10000
Strength: 128
Defense: 4
Magic: 0
Magic Def: 38

Gil: 1500
EXP: 31000

Treasure:
-Cottage -Ogrekiller
-Poison Axe -Rune Axe

Type: Mech, Giant

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Confuse, Paralyze, Blind, Pig,
Toad, Death, Sleep

Absorb: None

Notes: A physical force, Giant Soldiers shouldn't be underestimated. Because their HP and damage are high, concentrate on the Giants first.

=====

No. 141 - Mech Dragon

HP: 18000
Strength: 138
Defense: 4
Magic: 56
Magic Def: 38

Gil: 2550
EXP: 41400

Treasure:
-Rage of the Gods -Gold Hairpin
-Gold Hourglass -Golden Apple

Type: Dragon

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Confuse, Paralyze, Slowing Petrify,
Blind, Pig, Toad, Death, Sleep, Curse

Absorb: None

Notes: Rare encounter in the Giant of Babel... much more common in the Lunar

Ruins.

=====
No. 142 - Great Malboro

HP: 12180
Strength: 132
Defense: 3
Magic: 20
Magic Def: 254

Gil: 20000
EXP: 22000

Treasure:
-Remedy -Soma Drop
-Bacchus's Cider -Megalixer

Type: None

Weakness: None
Resistance: Pig, Death, Mini
Absorb: None

Notes: Pretty nasty when you can first encounter it, the Great Malboro uses the Bad Breath attack and has a nasty Magic Def. It also seems to enjoy the spell Death.

=====
No. 143 - Golden Toad

HP: 7777
Strength: 136
Defense: 254
Magic: 112
Magic Def: 254

Gil: 65000
EXP: 65000

Treasure:
-Gold Hourglass -Megalixer
-Golden Apple

Type: Insect

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Fire, Lightning, Holy, Ice, Darkness, Throw

Notes: Yikes, and I mean yikes! What kind of monster can absorb a Throw? Well I guess the answer is the Golden Toad can! Those beastly stats make it a difficult enemy to kill. It'll cast reflect after getting hit with a spell and Blink after a physical hit. What you need to do is attack it first with the spell Tornado, then start attacking physically. It can be tricky, because it does retreat - but with Tornado it becomes much easier.

=====
No. 144 - Selene Guardian

HP: 4000
Strength: 122
Defense: 3
Magic: 0
Magic Def: 254

Gil: 3500
EXP: 13000

Treasure:
-Artmeis Arrow -Lunar Curtain
-Minerva's Plate -Artemis Bow

Type: None

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes: Slene Guardian can petrify you but is much more prone to attacking.
Defeat any Dark Sages first.

=====

No. 145 - Dark Sage

HP: 5100
Strength: 80
Defense: 5
Magic: 47
Magic Def: 41

Gil: 2400
EXP: 17003

Treasure:
-Maiden's Kiss -Soma Drop
-Dry Ether -Ribbon

Type: Mage

Weakness: None
Resistance: Toad
Absorb: None

Notes: Can cast Tornado...

=====

No. 146 - Silver Dragon

HP: 7500
Strength: 124
Defense: 4
Magic: 95
Magic Def: 44

Gil: 19000
EXP: 25000

Treasure:

-Stardust -Lunar Curtain
-Light Curtain -Silver Apple

Type: Dragon

Weakness: None

Resistance: Blind, Pig, Petrify, Paralyze, Slowing Petrify, Silence, Toad,
 Death, Curse

Absorb: None

Notes: Entangle is essentially a paralysis move.

=====

No. 147 - Gold Dragon

HP: 8200

Strength: 128

Defense: 54

Magic: 30

Magic Def: 39

Gil: 23000

EXP: 30000

Treasure:

-Rage of Zeus -Blue Fang

-Rage of the Gods -Silver Apple

Type: Dragon

Weakness: None

Resistance: Blind, Pig, Toad, Death, Paralyze, Slowing Petrify, Silence, Mini,
 Petrify, Confuse, Curse

Absorb: None

Notes: Entangle is essentially a paralysis move.

=====

No. 148 - Bone Dragon

HP: 12000

Strength: 142

Defense: 3

Magic: 0

Magic Def: 254

Gil: 6750

EXP: 14000

Treasure:

-Red Fang

-Cursed Ring

Type: Dragon, Undead

Weakness: Fire

Resistance: Poison, Silence, Mini, Death, Sleep, Curse, Blind, Pig, Toad,
 Berserk, Paralyze, Darkness

Absorb: None

Notes: If you try to do Bahamut's Cave before the Giant of Babel, Bone Dragons will be difficult. It will be a mostly physical battle.

=====

No. 149 - Dinozombie

HP: 12000
Strength: 132
Defense: 4
Magic: 0
Magic Def: 254

Gil: 8100
EXP: 15000

Treasure:
-Red Fang
-Cursed Ring

Type: Dragon, Undead

Weakness: Fire, Holy
Resistance: Poison, Silence, Mini, Death, Curse, Blind, Pig, Toad, Berserk,
Sleep, Paralyze, Darkness
Absorb: None

Notes: The Holy weakness renders Dinozombie less of a threat than the Bone Dragon as Cecil's holy weapons will exploit it nicely.

=====

No. 150 - Li'l Murderer

HP: 12000
Strength: 174
Defense: 3
Magic: 143
Magic Def: 0

Gil: 10700
EXP: 20000

Treasure:
-Potion -Hourglass
-Tent -Goblin Summon

Type: None

Weakness: Lightning
Resistance: None
Absorb: None

Notes: It scans itself again and again, revealing it has a lightning weakness. If you attack with Lightning, the Li'l Murderer will begin casting powerful spells on you like Thundaga. It's best to just attack it normally.

=====

No. 151 - Giant Warrior

HP: 14000
Strength: 122

Defense: 4
Magic: 57
Magic Def: 39

Gil: 7000
EXP: 18500

Treasure:
-Cottage -Poison Axe
-Ogrekiller -Rune Axe

Type: Giant

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Confuse, Paralyze, Slowing Petrify,
Blind, Pig, Toad, Death, Sleep, Curse
Absorb: None

Notes: Uses an attack called flamethrower where he hits the party with flames.
May also self-destruct.

=====

No. 152 - Blue Dragon

HP: 15000
Strength: 144
Defense: 4
Magic: 0
Magic Def: 47

Gil: 40200
EXP: 36000

Treasure:
-White Fang -Dragon's Whisker
-Shuriken -Wyvern Lance

Type: Dragon

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Fire, Lightning, Holy, Ice, Throw, Darkness

Notes: Like the Golden Toad, some grotesque absorbs here. The absorbs help
buffer Blue Dragons against damage - even at level 99 Cecil wasn't doing much
more than 3000 with his best Holy sword. As long as you don't heal the dragon,
it shouldn't be too much of an issue to take out however.

=====

No. 153 - Red Dragon

HP: 15000
Strength: 162
Defense: 4
Magic: 79
Magic Def: 39

Gil: 65000
EXP: 41500

Treasure:

-Red Fang -Wyvern Lance
-Dragon Gloves -Crystal Ring

Type: Dragon

Weakness: Ice

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Fire

Notes: Some great drops if you're willing to spend time on it.

=====

No. 154 - Ahriman

HP: 25000

Strength: 144

Defense: 5

Magic: 0

Magic Def: 38

Gil: 65200

EXP: 33333

Treasure:

-Eye Drops -Gold Hourglass
-Elixir -Protect Ring

Type: None

Weakness: Throw

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Difficult to run away from and casts the Spell Doom. Doom counts down from 10, and at 0 you die. Large amount of HP means you will need to attack swiftly.

=====

No. 155 - Behemoth

HP: 23000

Strength: 154

Defense: 4

Magic: 63

Magic Def: 254

Gil: 65000

EXP: 57000

Treasure:

-Twist Headband -Power Sash
-Power Armlet -Avenger

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: The Behemoth will counter attack your assaults with strong physical attacks. If you blink your party first, these counters will often miss until the blink wears out. Attack it with your strongest physical attackers. When the behemoth takes its own, rare turn it can cast Maelstrom bringing every member of the party below 10 HP.

=====

No. 156 - Wicked Mask

HP: 37000
Strength: 128
Defense: 4
Magic: 18
Magic Def: 19

Gil: 65000
EXP: 50000

Treasure:

-Light Curtain -Elixir
-X-Potion -Glass Mask

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Annoying enemy which casts reflect on itself, and then your party. It will then bounce spells such as Flare and Holy off itself on to you. Fight it if you are looking for a Glass Mask.

=====

No. 157 - Zemus's Mind

HP: 20000
Strength: 130
Defense: 254
Magic: 99
Magic Def: 0

Gil: 50000
EXP: 65000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: You are going to need to use spells if you wish to quickly dispatch this enemy.

=====

No. 158 - Zemus's Breath

HP: 40000
Strength: 154
Defense: 0
Magic: 99
Magic Def: 254

Gil: 50000
EXP: 60000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: You will need to use physical attacks. Attack it as much as possible while it is scanning your party.

=====

No. 159 - Flan Princess

HP: 20000
Strength: 154
Defense: 5
Magic: 127
Magic Def: 22

Gil: 55555
EXP: 10000

Treasure:
-Dry Ether -Fuma Shuriken
-Elixir -Pink Tail

Type: Pudding

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Super rare enemy holding the rare Pink Tail. See Extended Tips. Does not start attacking until the music changes.

=====

No. 160 - Goblin Prince

HP: 8929
Strength: 132
Defense: 3
Magic: 0
Magic Def: 1

Gil: 12000
EXP: 22000

Treasure:
-X-Potion -Goblin Summon
-Gold Hourglass

Type: None

Weakness: Lightning
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Can attack twice.

=====
No. 161 - Echidna

HP: 9130
Strength: 142
Defense: 4
Magic: 28
Magic Def: 33

Gil: 24000
EXP: 34000

Treasure:
-X-Potion -Kiss of Lilith
-Vampire Fang -Assassin Vest

Type: Insect, Undead

Weakness: None
Resistance: Pig, Toad, Mini
Absorb: None

Notes: The last of the Vamp Lady series, though she has "No weakness," Cecil's holy weapons do enough damage to her to often kill her.

=====
No. 162 - Lamia Queen

HP: 10330
Strength: 144
Defense: 3
Magic: 35
Magic Def: 32

Gil: 25000
EXP: 35000

Treasure:
-Dry Ether -Rod of Lilith
-Kiss of Lilith -Perseus Arrow

Type: Insect

Weakness: None
Resistance: Pig, Toad, Paralyze, Mini, Sleep

Absorb: None

Notes: Treat her as the other Lamia type enemies, her larger HP means she can take a few hits but she's not totally overbearing. Likes to use Entangle.

=====

No. 163 - Sahagin Prince

HP: 12902
Strength: 160
Defense: 4
Magic: 20
Magic Def: 26

Gil: 28000
EXP: 40000

Treasure:
-X-Potion -Bestiary
-Cottage -Battle Gear

Type: Insect

Weakness: Lightning
Resistance: Ice
Absorb: None

Notes: A fairly strong enemy, though nothing you haven't come across before. Take them out after any Lamia Queens.

=====

No. 164 - King Bomb

HP: 11100
Strength: 154
Defense: 2
Magic: 27
Magic Def: 34

Gil: 32000
EXP: 40000

Treasure:
-Bomb Fragment -Bomb Core
-Bomb Arm -Bomb Summon

Type: None

Weakness: None
Resistance: Poison, Mini, Pig, Toad
Absorb: Fire

Notes: Casts Firaga, and absorbs fire.

=====

No. 165 - Palace Guard

HP: 10633
Strength: 151
Defense: 4

Magic: 38
Magic Def: 44

Gil: 28000
EXP: 38000

Treasure:
-X-Potion -Minerva's Plate
-Fuma Shuriken -Golden Apple

Type: None

Weakness: None
Resistance: Pig, Toad
Absorb: None

Notes: Embrace is used to petrify you. Target these Guards first.

=====
No. 166 - Coeurl Regina

HP: 15935
Strength: 154
Defense: 4
Magic: 36
Magic Def: 51

Gil: 33000
EXP: 42000

Treasure:
-Unicorn Horn -Cat Claw
-Coeurl's Whisker -Tabby Suit

Type: None

Weakness: None
Resistance: Silence, Mini, Pig, Toad
Absorb: None

Notes: Fairly strong enemy which can attack multiple times.

=====
No. 167 - Crystal Dragon

HP: 18120
Strength: 162
Defense: 4
Magic: 42
Magic Def: 45

Gil: 34000
EXP: 46000

Treasure:
-White Fang -Wyvern Lance
-Dragon Shield -Crystal Ring

Type: Dragon

Weakness: Throw

Resistance: Poison, Silence, Mini, Petrify, Sleep, Blind, Pig, Toad, Death,
Paralyze

Absorb: None

Notes: Often Casts Stop multiple times before attacking. Can also use the
ability Lightning.

=====

No. 168 - Magic Dragon

HP: 20830

Strength: 160

Defense: 4

Magic: 41

Magic Def: 48

Gil: 35000

EXP: 47000

Treasure:

-Blue Fang -Protect Ring

-Dragon's Whisker -Rising Sun

Type: Dragon

Weakness: None

Resistance: Blind, Pig, Toad, Death, Paralyze, Slowing Petrify, Silence, Mini
Petrify, Confuse, Curse

Absorb: None

Notes: Entangle acts to paralyze. Can cast Maelstrom bringing the party down
below 10HP each. In a team, attack the Magic Dragons first.

=====

No. 169 - Chaotic Knight

HP: 21019

Strength: 152

Defense: 2

Magic: 68

Magic Def: 45

Gil: 42000

EXP: 50000

Treasure:

-Remedy -Assassin Dagger

-Cottage

Type: None

Weakness: None

Resistance: Pig, Toad, Mini

Absorb: None

Notes: A solid foe, that can cast Death and Tornado. Definite priority here.

=====

No. 170 - Stratoavis

HP: 24458
Strength: 184
Defense: 2
Magic: 13
Magic Def: 55

Gil: 50000
EXP: 55000

Treasure:
-Pheonix Down -Silver Apple
-Cottage -Chocobo Suit

Type: None

Weakness: Throw
Resistance: Pig, Toad, Mini
Absorb: None

Notes: Flying enemy, can strike twice.

=====

No. 171 - Golden Flan

HP: 12384
Strength: 155
Defense: 254
Magic: 0
Magic Def: 254

Gil: 40000
EXP: 42000

Treasure:
-Dry Ether -Lunar Curtain
-Stardust -Golden Apple

Type: Pudding

Weakness: None
Resistance: Toad, Confuse
Absorb: None

Notes: Either approach this pudding with physical or spell attacks from a character that can more or less do damage with regards to the huge defenses in both categories. The Flandango sword is also useful here. Perhaps you could cast Tornado?

=====

No. 172 - Dust Mousse

HP: 10882
Strength: 155
Defense: 254
Magic: 0
Magic Def: 254

Gil: 40000
EXP: 42000

Treasure:

-Dry Ether -Fuma Shuriken
-Elixir -Soma Drop

Type: Pudding, Undead

Weakness: Holy

Resistance: Toad, Confuse

Absorb: Darkness

Notes: The Lightbringer or Flandango sword would be useful here. Give it a shot of Holy or perhaps try Tornado.

=====

No. 173 - Worst Malboro

HP: 18428

Strength: 155

Defense: 2

Magic: 22

Magic Def: 23

Gil: 54000

EXP: 50000

Treasure:

-Remedy -Soma Drop
-Ribbon

Type: None

Weakness: Fire

Resistance: Poison, Silence, Mini, Blind, Pig, Death

Absorb: None

Notes: Worst? More like rad. It can still use Bad Breath, and it counters with Digestive Acid. You probably have ribbons enough to keep it at bay, but if not you can always exploit the fire weakness.

=====

No. 174 - Chimerageist

HP: 24415

Strength: 164

Defense: 4

Magic: 24

Magic Def: 55

Gil: 57000

EXP: 58000

Treasure:

-Red Fang -White Fang
-Blue Fang -Cursed Ring

Type: None

Weakness: None

Resistance: Pig, Toad, Sleep, Mini, Death, Paralyze

Absorb: Fire, Lightning, Ice

Notes: Attacks with Blaze, or can hit with a physical attack three times. The Chimerageist is a rare enemy - but if you search the Proto Phase floor of the Lunar Ruins long enough chances are you'll encounter one in a group. They are found on other floors, but I can tell you for sure they're here.

=====

No. 175 - Catoblepas

HP: 30556
Strength: 168
Defense: 4
Magic: 30
Magic Def: 54

Gil: 62000
EXP: 62000

Treasure:
-Gold Needle -Aegis Shield
-Medusa Arrow -Gorgon Blade

Type: Insect

Weakness: None
Resistance: Pig, Mini
Absorb: None

Notes: Glance confuses a party member. Luckily these enemies usually appear by themselves.

=====

No. 176 - Iron Giant

HP: 29818
Strength: 171
Defense: 3
Magic: 22
Magic Def: 60

Gil: 63000
EXP: 64000

Treasure:
-Ogrekiller -Rune Axe
-Poison Axe -Gigant Axe

Type: Giant

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze, Throw
Absorb: None

Notes: Hard to find enemy, search in a cave like area after the Twin's Lunar Trial. Unfortunately, sirens won't rout them. They counter with protect.

=====

No. 177 - King Behemoth

HP: 29834
Strength: 190
Defense: 5
Magic: 10
Magic Def: 254

Gil: 63500
EXP: 64000

Treasure:
-Power Armlet -Avenger
-Power Sash -Tiger Fang

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze, Holy
Absorb: None

Notes: Essentially a beefed up Behemoth. The resistance to Holy makes Cecil's Ragnarok and Lightbringer less useful.

=====
No. 178 - Gilgamesh

HP: 30710
Strength: 175
Defense: 6
Magic: 101
Magic Def: 254

Gil: 62500
EXP: 63000

Treasure:
-X-Potion -Lunar Curtain
-Bestiary -Maximilian

Type: Insect

Weakness: Ice
Resistance: Poison, Silence, Mini, Petrify, Beserk. Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Rare encounter on the Lunar Ruins floor with Proto Phases (that which the two mages claim they should've brought a warrior). I believe it gets its name from Final Fantasy V, though Gilgamesh wasn't a turtle. I think it must be referring to Gilgame?

=====
No. 179 - Proto Phase

HP: 31415
Strength: 169
Defense: 3
Magic: 23
Magic Def: 24

Gil: 62000

EXP: 62000

Treasure:

-Light Curtain -Lunar Curtain

-X-Potion -Glass Mask

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Like the Wicked Mask, Proto Phase casts Reflect on itself and the party,
then bounces spells like Holy off itself on to you. Be CAREFUL as there is a
good chance you have weapons which cast spells equipped to some of your party.
The weapon spells will Reflect back at you.

=====

No. 180 - Mist Eagle

HP: 10290

Strength: 152

Defense: 3

Magic: 22

Magic Def: 22

Gil: 12000

EXP: 12000

Treasure:

-Pheonix Down -Cockatrice Summon

-Gold Needle

Type: None

Weakness: Throw

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Probably your best bet of getting a Cockatrice summon, as Mist Summoners
can call them.

=====

No. 181 - Mist Kraken

HP: 12512

Strength: 157

Defense: 3

Magic: 31

Magic Def: 30

Gil: 18000

EXP: 18000

Treasure:

-Unicorn Horn -Mind Flayer Summon

-Gold Hourglass

Type: None

Weakness: None

Resistance: Poison, Toad, Paralyze, Mini, Death

Absorb: None

Notes: Knows Blaster in addition to Mind Blast. Your best chance at earning a Mind Flayer Summon, as Mist Summoners can call them.

=====

No. 182 - Mist Summoner

HP: 15930

Strength: 155

Defense: 4

Magic: 54

Magic Def: 36

Gil: 25000

EXP: 25000

Treasure:

-Healing Staff -Rune Staff

-Rune Armlet -Grimoire

Type: Mage

Weakness: None

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Can summon Mist Eagles or Mind Flayers when it is the only monster on the field. This means they can be a useful catalyst in earning Cockatrice and Mind Flayer summons.

=====

No. 183 - Metamorpha

HP: 21231

Strength: 161

Defense: 4

Magic: 30

Magic Def: 38

Gil: 30000

EXP: 30000

Treasure:

-Perseus Arrow

Type: Mage

Weakness: None

Resistance: Pig, Toad, Mini

Absorb: None

Notes: Since you are pressed for time, try to take Metamorpha out at once. A Tornado can really help. They can change into other monsters like Behemoths if given the time. This area has a time limit so a change is not good. Metamorpha

are best left skipped if you want the best prize of Rosa's trial but you should fight them sometime to get them in the bestiary.

=====

No. 184 - Specter

HP: 23511
Strength: 158
Defense: 4
Magic: 33
Magic Def: 44

Gil: 0
EXP: 0

Treasure:
-Pheonix Down

Type: Ghoul

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Part of Edward's trial. Defeat them once and then sing with the Harp of Requiem to release its soul.

=====

No. 185 - Platinum Toad

HP: 11111
Strength: 150
Defense: 60
Magic: 123
Magic Def: 254

Gil: 65000
EXP: 65000

Treasure:
-Megalixir

Type: Insect

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Platinum Toad gets more difficult to damage as the battle wears on. Handle it like the Golden Toad, Tornado and then attack.

=====

No. 186 - Grudge Puppet

HP: 18929
Strength: 160
Defense: 5
Magic: 32

Magic Def: 4

Gil: 20000

EXP: 32000

Treasure:

-Decoy

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Berserk, Sleep, Blind, Pig, Toad, Confuse

Absorb: None

Notes: Attack in Groups of three, and are fairly strong attackers. As long as you focus on one at a time they should be fine.

=====
=====

No. 187 - Death Puppet

HP: 60702

Strength: 185

Defense: 6

Magic: 57

Magic Def: 62

Gil: 63000

EXP: 64000

Treasure:

-Potion

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Death, Confuse, Curse, Blind, Pig, Toad,
Berserk, Sleep

Absorb: None

Notes: Tough enemy with a lot of HP. Tornado can really speed the battle up. Death Puppet will counter spells with Piercing Laser.

=====
=====

No. 188 - Brachioraidos

HP: 180000

Strength: 225

Defense: 5

Magic: 212

Magic Def: 125

Gil: 65000

EXP: 65000

Treasure:

-Hero's Shield

Type: Dragon

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: The toughest enemy in the game who is also more difficult than the bosses. See its section in the Lunar Ruins Walkthrough for more information.

=====

No. 189 - Soldier Monk

HP: 6000
Strength: 140
Defense: 3
Magic: 0
Magic Def: 254

Gil: 5000
EXP: 15000

Treasure: None

Type: None

Weakness: Fire
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Found in Yang's trial, monks disappear as it takes damgae. If you want to use Magic, make sure it is either a spell like Bahamut, or Meteor, or Firaga as their magic defense is quite high. These are the weakest monks.

=====

No. 190 - Super Monk

HP: 8000
Strength: 145
Defense: 3
Magic: 0
Magic Def: 254

Gil: 8000
EXP: 18000

Treasure: None

Type: None

Weakness: Fire
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Found in Yang's trial, monks disappear as it takes damgae. If you want to use Magic, make sure it is either a spell like Bahamut, or Meteor, or Firaga as their magic defense is quite high. These are the next strongest monks.

=====

No. 191 - Drillmaster

HP: 10000
Strength: 150
Defense: 3
Magic: 0
Magic Def: 254

Gil: 10000
EXP: 20000

Treasure: None

Type: None

Weakness: Fire
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Found in Yang's trial, monks disappear as it takes damage. If you want to use Magic, make sure it is either a spell like Bahamut, or Meteor, or Firaga as their magic defense is quite high. These are the strongest monks.

=====

No. 192 - Bandit

HP: 14651
Strength: 144
Defense: 4
Magic: 22
Magic Def: 33

Gil: 0
EXP: 0

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze.
Absorb: None

Notes: Only found in Cecil's Lunar trial - say No if you get the challenge of a thief asking you not to intervene in his plans.

=====

No. 193 - Octomammoth

HP: 2350
Strength: 22
Defense: 0
Magic: 0
Magic Def: 25

Gil: 500
EXP: 1200

Treasure: None

Type: None

Weakness: Lightning, Darkness

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Holy

Notes: The first boss, employ Thunder attacks. Cecil's Dark will work, but you may not want to use the HP. See the walkthrough or boss summaries for more.

=====

No. 194 - Antlion

HP: 1100

Strength: 11

Defense: 3

Magic: 0

Magic Def: 11

Gil: 800

EXP: 1500

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Rydia should use Chocobo and Cecil should attack. See the walkthrough or boss summaries for more details.

=====

No. 195 - Mom Bomb

HP: 11000

Strength: 30

Defense: 1

Magic: 5

Magic Def: 9

Gil: 1200

EXP: 1900

Treasure: None

Type: None

Weakness: Darkness

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Eventually bursts into three bombs and three gray bombs. See the walkthrough or boss summaries for more details.

=====

No. 196 - Baigan

HP: 4444
Strength: 58
Defense: 1
Magic: 9
Magic Def: 11

Gil: 3000
EXP: 4800

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Concentrate on the main body first. See the walkthrough or boss summaries for more details.

=====

No. 197 - Right Arm

HP: 444
Strength: 58
Defense: 2
Magic: 9
Magic Def: 0

Gil: 0
EXP: 10

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Grows back if the main body still persists. See the walkthrough or boss summaries for more details.

=====

No. 198 - Left Arm

HP: 444
Strength: 58
Defense: 2
Magic: 9
Magic Def: 0

Gil: 0
EXP: 10

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Grows back if the main body lives. See the walkthrough or boss summaries for more details.

=====

No. 199 - Dark Elf

HP: 23890

Strength: 10

Defense: 0

Magic: 1

Magic Def: 254

Gil: 4000

EXP: 1000

Treasure: None

Type: None

Weakness: Holy

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Just try to survive the first encounter. Before the second one starts be sure to re-equip your party and heal. See the walkthrough or boss summaries for more details.

=====

No. 200 - Dark Dragon

HP: 3927

Strength: 80

Defense: 1

Magic: 15

Magic Def: 254

Gil: 5000

EXP: 6000

Treasure: None

Type: Dragon

Weakness: Holy

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Holy

Notes: If you prepared for the Dark Elf you should be ready for the Dragon. The absorb of Holy just means you shouldn't cast the spell, Cecil's sword won't heal it. See the walkthrough or boss summaries for more details.

=====
No. 201 - Sandy

HP: 2591
Strength: 30
Defense: 1
Magic: 11
Magic Def: 11

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Target her after her healing sister, Cindy, is vanquished. See the boss summaries or walkthrough for further details.

=====
No. 202 - Cindy

HP: 4599
Strength: 36
Defense: 2
Magic: 11
Magic Def: 11

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: As the healer of the trio, defeat her first before targeting either of the other sisters. See the walkthrough or boss summaries for more details.

=====
No. 203 - Mindy

HP: 2590
Strength: 30
Defense: 1
Magic: 10
Magic Def: 0

Gil: 3000
EXP: 2500

Treasure: None

Type: Mage

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Take out Cindy, the healer, before attacking Mindy. See the walkthrough or boss summaries for more details.

=====

No. 204 - Calco

HP: 1369

Strength: 54

Defense: 0

Magic: 31

Magic Def: 11

Gil: 500

EXP: 1000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Make sure you defeat one Calco and one Brina for your bestiary. Leave some alive to face Calcobrena, if you destroy them all they won't form her. See the walkthrough or boss summaries for more details.

=====

No. 205 - Brina

HP: 369

Strength: 54

Defense: 1

Magic: 31

Magic Def: 11

Gil: 500

EXP: 1000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Make sure you defeat one Clco and one Brina for your bestiary. Leave some alive to face Calcobrena, if you destroy them all they won't form her. See

the walkthrough or boss summaries for more details.

=====

No. 206 - Calcobrena

HP: 5315
Strength: 106
Defense: 2
Magic: 41
Magic Def: 25

Gil: 5000
EXP: 12000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Calcobrena is quite a bit stronger than the smaller horde but nothing you shouldn't be able to handle. Roll out your top attacks on her and she'll be taken down eventually. See the walkthrough or boss summaries for more details.

=====

No. 207 - Golbez

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Def: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?

Weakness: ?
Resistance: ?
Absorb: ?

Notes: Do your best to survive until Rydia shows up. See the walkthrough or boss summaries for more details.

=====

No. 208 - Shadow Dragon

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Def: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

Weakness: ?

Resistance: ?

Absorb: ?

Notes: Do your best to survive until Rydia shows up. See the walkthrough or boss summaries for more details.

=====

No. 209 - Doctor

HP: 4936

Strength: 18

Defense: 0

Magic: 0

Magic Def: 11

Gil: 2000

EXP: 5500

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Focus on his creation, Barnabas, first in order to complete your bestiary. See the walkthrough or boss summaries for more details.

=====

No. 210 - Barnabas

HP: 4832

Strength: 86

Defense: 0

Magic: 31

Magic Def: 11

Gil: 2500

EXP: 5500

Treasure: None

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Focus on Barnabas so the Doctor will form with him to make Barnabas-Z. This is necessary to complete the Bestiary. See the walkthrough or

boss summaries for more details.

=====

No. 211 - Dr. Lugae

HP: 9321
Strength: 86
Defense: 1
Magic: 7
Magic Def: 11

Gil: 4000
EXP: 10101

Treasure:
-Dr. Lugae's Key

Type: Mech

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Appears after you defeat the Doctor. See the walkthrough or boss summaries for more details.

=====

No. 212 - Barnabas-Z

HP: 4518
Strength: 114
Defense: 1
Magic: 0
Magic Def: 5

Gil: 2500
EXP: 20

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Defeat Barnabas so you can fight Barnabas-Z. See the walkthrough or boss summaries for more details.

=====

No. 213 - Scarmiglione

HP: 3500
Strength: 19
Defense: 2
Magic: 15
Magic Def: 0

Gil: 2000
EXP: 3200

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Defeat the Skullnants first, then focus on Scarmiglione. See the
walkthrough or boss summaries for more details.

=====
No. 214 - Scarmiglione

HP: 3523
Strength: 46
Defense: 1
Magic: 31
Magic Def: 22

Gil: 2500
EXP: 3600

Treasure: None

Type: Undead

Weakness: Fire, Throw, Holy

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Ice

Notes: He's back with a host of weaknesses - make sure to exploit them. See the
walkthrough or boss summaries for more details.

=====
No. 215 - Cagnazzo

HP: 5312
Strength: 44
Defense: 2
Magic: 29
Magic Def: 48

Gil: 4000
EXP: 5500

Treasure: None

Type: None

Weakness: Ice

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Although "Ice" is listed as a weakness in the bestiary, Thundaga makes a mockery of him, in only a few hits. See the walkthrough or boss summaries for more details.

=====

No. 216 - Barbariccia

HP: 8636
Strength: 82
Defense: 0
Magic: 63
Magic Def: 12

Gil: 5500
EXP: 9000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: The tornado form can be broken by Kain's jump. See the walkthrough or boss summaries for more details.

=====

No. 217 - Rubicante

HP: 34000
Strength: 80
Defense: 3
Magic: 16
Magic Def: 37

Gil: 7000
EXP: 18000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Fire

Notes: Use Ice and Water attacks against Rubicante unless he draws his cloak closed in which case he absorbs Ice and Water. See the walkthrough or boss summaries for more details.

=====

No. 218 - Demon Wall

HP: 28000
Strength: 84
Defense: 3
Magic: 79

Magic Def: 29

Gil: 8000
EXP: 23000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: The Leviathan summon does a few thousand damage, and should be useful here if you've earned it. Demon Wall will crush you if it gets too close, so if you hit it hard right from the start it'll crumble before getting anywhere near you. See the walkthrough or boss summaries for more details.

=====

No. 219 - Defense Node

HP: 3000
Strength: 116
Defense: 5
Magic: 47
Magic Def: 11

Gil: 0
EXP: 0

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Continually heals CPU, destroy it first. See the walkthrough or boss summaries for more details.

=====

No. 220 - Attack Node

HP: 3000
Strength: 116
Defense: 5
Magic: 47
Magic Def: 11

Gil: 0
EXP: 0

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: After the Defense Node, destroy this. See the walkthrough or boss summaries for more details.

=====

No. 221 - CPU

HP: 30000

Strength: 174

Defense: 4

Magic: 127

Magic Def: 38

Gil: 10333

EXP: 50000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Globe 199 will cause 9999 damage to one party member. After destroying the nodes, give the CPU everything you've got. If you picked up Bahamut before coming here, it is great for this fight. See the walkthrough or boss summaries for more details.

=====

No. 222 - Storm Dragon

HP: 40000

Strength: 139

Defense: 4

Magic: 22

Magic Def: 33

Gil: 0

EXP: 32000

Treasure: None

Type: Dragon

Weakness: Ice

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Fire

Notes: Yang's boss in the Cave of Trials. Be sure to use Ice. See the walkthrough or boss summaries for more details.

=====

No. 223 - Gigas Worm

HP: 55000
Strength: 155
Defense: 4
Magic: 34
Magic Def: 44

Gil: 0
EXP: 32000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Edward's boss in the Cave of Trials. Counterattacking boss.
See the walkthrough or boss summaries for more details.

=====

No. 224 - Master Flan

HP: 35000
Strength: 130
Defense: 4
Magic: 34
Magic Def: 38

Gil: 0
EXP: 32000

Treasure: None

Type: Mage

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Palom's boss in the cave of Trials. Can't be hurt unless all puddings
with it are destroyed. Will reform puddings shortly after they have been
destroyed. An "always targets full enemy party" spell like Meteor works well
here. See the walkthrough or boss summaries for more details.

=====

No. 225 - T-Rex

HP: 60000
Strength: 148
Defense: 3
Magic: 34
Magic Def: 54

Gil: 0
EXP: 32000

Treasure: None

Type: Insect

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Porom's boss in the Cave of Trials. Give it some powerful spells like Holy. See the walkthrough or boss summaries for more details.

=====

No. 226 - Death Mech

HP: 50000

Strength: 135

Defense: 4

Magic: 34

Magic Def: 54

Gil: 0

EXP: 32000

Treasure: None

Type: Mech

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Cid's boss in the Cave of Trials. Attack it flat out, strong physical attacks are key. See the walkthrough or boss summaries for more details.

=====

No. 227 - Lunasaur

HP: 23000

Strength: 144

Defense: 4

Magic: 54

Magic Def: 254

Gil: 0

EXP: 29500

Treasure: None

Type: Dragon, Undead

Weakness: Fire

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: The two Lunasaurs guard two Ribbons. Be sure to exploit their weakness as there are two in this fight. See the walkthrough or boss summaries for more details.

=====
No. 228 - Plague

HP: 33333
Strength: 146
Defense: 5
Magic: 0
Magic Def: 138

Gil: 550
EXP: 31108

Treasure: None

Type: None

Weakness: Throw
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: If you have shurikens, throw a couple. Plague condemns your whole party at the start of the battle, so you need to act fast. See the walkthrough or boss summaries for more details. Guards the Holy Lance.

=====
No. 229 - White Dragon

HP: 32700
Strength: 156
Defense: 5
Magic: 31
Magic Def: 48

Gil: 0
EXP: 55000

Treasure: None

Type: Dragon

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Fire, Lightning, Ice

Notes: If you use a spell, make sure it's non elemental. Guards the Murasame. See the walkthrough or boss summaries for more details.

=====
No. 230 - Ogopogo

HP: 50000
Strength: 150
Defense: 4
Magic: 127
Magic Def: 40

Gil: 0
EXP: 61000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Guards the Masamune. Use Thundaga or Bahamut. See the walkthrough or boss summaries for more details.

=====

No. 231 - Dark Bahamut

HP: 60000

Strength: 160

Defense: 5

Magic: 8

Magic Def: 52

Gil: 0

EXP: 64000

Treasure: None

Type: Dragon

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Guards the Ragnarok. Make sure to save first, as he Mega Flares your party when the battle starts - meaning if you can't survive it you'll lose any progress. Cast reflect on the party members following the initial Mega Flare. See the walkthrough or boss summaries for more details.

=====

No. 232 - Zemus

HP: ?

Strength: ?

Defense: ?

Magic: ?

Magic Def: ?

Gil: ?

EXP: ?

Treasure: ?

Type: ?

Weakness: ?

Resistance: ?

Absorb: ?

Notes: You never actually fight Zemus.

=====

No. 233 - Zeromus

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Def: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?

Weakness: ?
Resistance: ?
Absorb: ?

Notes: Use the crystal with Cecil (Items). See the walkthrough or boss summaries for more details.

=====

No. 234 - Zeromus (final)

HP: ?
Strength: ?
Defense: ?
Magic: ?
Magic Def: ?

Gil: ?
EXP: ?

Treasure: ?

Type: ?

Weakness: ?
Resistance: ?
Absorb: ?

Notes: The final boss of the original game. See the walkthrough or boss summaries for more details.

=====

No. 235 - Mist Dragon

HP: 465
Strength: 16
Defense: 5
Magic: 10
Magic Def: 31

Gil: 200
EXP: 700

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Holy

Notes: Do not attack her when she is in mist form. See the walkthrough or boss summaries for more details.

=====

No. 236 - Ifrit

HP: 70000

Strength: 177

Defense: 5

Magic: 36

Magic Def: 44

Gil: 45000

EXP: 50000

Treasure: None

Type: None

Weakness: Ice

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Fought in Rydia's Lunar Trial. Blizzaga is helpful. See the walkthrough or boss summaries for more details.

=====

No. 236 - Shiva

HP: 64000

Strength: 172

Defense: 5

Magic: 50

Magic Def: 52

Gil: 45000

EXP: 50000

Treasure: None

Type: None

Weakness: Fire

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Fought in Rudia's Lunar Trial. Firaga is helpful. See the walkthrough or boss summaries for more details.

=====

No. 237 - Titan

HP: 75000
Strength: 180
Defense: 5
Magic: 28
Magic Def: 48

Gil: 45000
EXP: 50000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Fought in Rydia's Lunar Trial. Cast Float before fighting him. See the
walkthrough or boss summaries for more details.

=====
No. 238 - Ramuh

HP: 60000
Strength: 170
Defense: 5
Magic: 41
Magic Def: 54

Gil: 45000
EXP: 50000

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Fought in Rydia's Lunar Trial. Bahamut is helpful. See the walkthrough
or boss summaries for more details.

=====
No. 239 - Odin

HP: 20001
Strength: 116
Defense: 5
Magic: 95
Magic Def: 38

Gil: 0
EXP: 18000

Treasure: None

Type: None

Weakness: Lightning

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: This battle has a time limit, so hit Odin fast and hard. Use Thundaga against him rather than another summon. See the walkthrough or boss summaries for more details.

=====

No. 240 - Leviathan

HP: 50001

Strength: 174

Defense: 5

Magic: 34

Magic Def: 54

Gil: 0

EXP: 28000

Treasure: None

Type: None

Weakness: Lightning

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: When he faces away from you, he takes less damage. He takes full damage when he faces you, but he also launches tidal waves. See the walkthrough or boss summaries for more details.

=====

No. 241 - Bahamut

HP: 45001

Strength: 174

Defense: 1

Magic: 17

Magic Def: 4

Gil: 0

EXP: 35000

Treasure: None

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Cast reflect on your party members to bounce back his Mega Flare. See the walkthrough or boss summaries for more details.

=====

No. 242 - Asura

HP: 31005
Strength: 134
Defense: 3
Magic: 69
Magic Def: 37

Gil: 0
EXP: 20000

Treasure: None

Type: Mage

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Cast reflect on Asura to prevent her from healing herself. See the
walkthrough or boss summaries for more details.

=====

No. 244 - Lunar Bahamut

HP: 50000
Strength: 213
Defense: 2
Magic: 18
Magic Def: 24

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LB

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
 Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: If Kain has a Light Curtain or Lunar Curtain, use this to reflect his
Mega Flare. Otherwise, you will have to jump in time to his counting. See the
walkthrough or boss summaries for more details. Boss of Kain's Lunar Trial.

=====

No. 245 - Lunar Leviathan

HP: 135000
Strength: 205
Defense: 3
Magic: 38
Magic Def: 51

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LL

Type: None

Weakness: Lightning
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Boss of Palom and Porom's Lunar Trial. Can use Maelstrom, spare no expense to heal if this happens. See the walkthrough or boss summaries for more details.

=====
No. 246 - Lunar Odin

HP: 95000
Strength: 191
Defense: 2
Magic: 95
Magic Def: 48

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LO

Type: None

Weakness: Lightning
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: This battle is also timed, so hit him with everything you have and be sure to use Thundaga. The boss of Cecil's Lunar Trial, see the walkthrough or boss summaries for more details.

=====
No. 247 - Lunar Asura

HP: 130000
Strength: 183
Defense: 3
Magic: 55
Magic Def: 40

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LA

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Casting Reflect on your party members will cause her damage from her own level 3 elemental spells, but it won't protect against her Globe 199. See the walkthrough or boss summaries for more details. Boss of Rosa's Lunar Trial.

=====

No. 248 - Lunar Titan

HP: 120000

Strength: 196

Defense: 2

Magic: 35

Magic Def: 37

Gil: 65000

EXP: 65000

Treasure:

-Grimoire LT

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: None

Notes: Boss of Yang's Lunar Trial. A very physical battle, but be sure to watch out for Crush. See the walkthrough or boss summaries for more details.

=====

No. 249 - Lunar Dragon

HP: 105000

Strength: 180

Defense: 2

Magic: 254

Magic Def: 44

Gil: 65000

EXP: 65000

Treasure:

-Grimoire LD

Type: None

Weakness: None

Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze

Absorb: Holy

Notes: Boss of Rydia's Lunar Trial. If Cecil has his Lightbringer, do not use it here as the spell `_will_ heal` Lunar Dragon. Bahamut is your best bet for a spell. See the walkthrough or boss summaries for more details.

=====

No. 250 - Lunar Ifrit

HP: 110000
Strength: 198
Defense: 2
Magic: 40
Magic Def: 35

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LI

Type: None

Weakness: Ice
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Fire

Notes: Boss of Edge's Lunar Trial. Counters Ice with Glare, use something else like Bahamut. See the walkthrough or boss summaries for more details.

=====

No. 251 - Lunar Ramuh

HP: 90000
Strength: 178
Defense: 2
Magic: 44
Magic Def: 48

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LR

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Lightning

Notes: Boss of Cid's Lunar Trial. Counters with and casts powerful Lightning spells. Take your time and make sure he doesn't overwhelm you with counters. See the walkthrough or boss summaries for more details.

=====

No. 252 - Lunar Shiva

HP: 100000
Strength: 173
Defense: 2
Magic: 36
Magic Def: 55

Gil: 65000
EXP: 65000

Treasure:
-Grimoire LS

Type: None

Weakness: Fire
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: Ice

Notes: Boss of Edward's Lunar Trial. Casts Ice spells on herself to heal. Make sure you are doing more damage than she can heal. See the walkthrough or the boss summaries for more details.

=====
No. 253 - Zeromus EG

HP: 200000
Strength: 225
Defense: 3
Magic: 45
Magic Def: 202

Gil: 0
EXP: 0

Treasure: None

Type: None

Weakness: None
Resistance: Poison, Silence, Mini, Petrify, Berserk, Sleep, Curse,
Slowing Petrify, Blind, Pig, Toad, Death, Confuse, Paralyze
Absorb: None

Notes: Final Boss of the Lunar Ruins. Starts the battle with Big Bang. Casts reflect on himself when hit with Magic (but not summons). Can restore HP, and can cast Mini and Toad. See the walkthrough or boss summaries for more details.

FIVB2: Monsters by Type

Some weapons effect a certain type of enemy in a certain way. For this reason, I have listed every typed enemy by type...

Enemies are listed in Bestiary order. The same with the types, consequently.

Insect	Pudding	Undead	Mage
-----	-----	-----	-----
Desert Sahagin	Red Mousse	Zombie	Tiny Mage
Gigantoad	Yellow Jelly	Skeleton	Baron Guard
Toadgre	Purple Bavarois	Bloodbones	Sorceress
Sahagin	White Mousse	Ghoul	Gremlin
Basilisk	Black Flan	Revenant	Puppeteer
Adamantoise	Flan Princess	Lilith	Sorcerer
Gargoyle	Golden Flan	Skullnant	Mad Ogre

Lilith	Dust Mousse	Draculady	Tiny Toad
Hydra		Black Knight	Bog Witch
Cave Naga		Skuldier	Mammon
Ice Lizard		Miss Vamp	Mini Satana
Hell Turtle		Bone Dragon	Summoner
Magma Tortoise		Dinozombie	Miss Vamp
Naga		Echidna	Dark Sage
Black Lizard		Dust Mousse	Mist Summoner
Lamia Matriarch		Scarmiglione (2)	Metamorpha
Lamia		Lunasaur	Sandy
Tiny Toad			Cindy
King Naga			Mindy
Golden Toad			Master Flan
Echidna			Asura
Lamia Queen			
Sahagin Prince			
Catoblepas			
Gilgamesh			
Platinum Toad			
T-Rex			

Ghoul	Giant	Mech	Dragon
-----	-----	-----	-----
Leshy	Ogre	Security Eye	Green Dragon
Spirit	Steel Golem	Screamer	Thunder Dragon
Soul	Mad Ogre	Beamer	Yellow Dragon
Ghost Knight	Stone Golem	Centaurion	Mech Dragon
Belphegor	Mythril Golem	Mech Soldier	Silver Dragon
Specter	Screamer	Searcher	Gold Dragon
	Giant Soldier	Last Arm	Bone Dragon
	Giant Warrior	Giant Soldier	Dinozombie
	Wicked Mask	Proto Phase	Blue Dragon
	Iron Giant	Barnabas	Red Dragon
		Dr. Lugae	Crystal Dragon
		Barnabas-Z	Magic Dragon
		Death Mech	Brachioraidos
			Dark Dragon
			Storm Dragon
			Lunasaur
			White Dragon
			Dark Bahamut

FIVB3: Enemy Abilities

Enemies have their own abilities. It's very possible a lot of material was missed here - but this covers most.

*Alarm: Calls an enemy to field. Used when summoning enemy is alone and is hit hit.

*Absorb: Restores a high amount of HP.

*Bad Breath: Hits one party member with Toad, Pig, Mini, Blind and Confuse.

*Beam: Low damage beam attack.

*Big Bang: Moderate/High Damage and causes your HP to slip away, about 2 HP at a time.

*Black Fangs: Instantly KO's a character.

*Black Hole: Eliminates any positive status effects, like Haste.

*Blaze: Mod/High Fire type attack. Hits the whole party.

*Blitz: Low/Moderate lightning hit to one party member - different than Ninjustsu's Blitz.

*Chain Reaction: Usually in Bomb enemies, if one is defeated with a spell so will the adjacents (sometimes).

*Cold Mist: Low Ice Damage to the whole party.

*Counter Horn: A weak counter attack.

*Curse: Curses a character.

*Crush: Instantly KO's a character.

*Digestive Acid: Causes your HP to slip away, about 2 HP at a time.

*Doom: Counts down from 10. If you don't win the battle before the counter runs out - that character will be KO'd.

*Earthquake: Move that hits all party members. Less powerful version of Quake.

*Embrace: Heals and petrifies one character.

*Entangle: Paralyzes an enemy.

*Flame: Mod/High Fire type attack. Hits the whole party.

*Flame Thrower: Low damage fire type attack. Hits the whole party.

*Gaze: Confuses one character.

*Glare: A powerful attack to a single target.

*Globe 199: Hits for 9999 damage, bypasses Reflect.

*Ice Bind: Paralyzes everyone in your party.

*Ice Storm: Mod/High Ice type attack. Hits the whole party.

*Laser: High power beam attack.

*Let's Dance: Starts the attacking cycle and causes Berserk.

*Lightning: Mod/High Lightning type attack. Hits the whole party.

*Maelstrom: This brings the entire party's HP down below 10.

*Magnetic Radiation: If a character's equipment is heavy, they will be paralyzed for a long time.

*Mega Flare: Powerful, non-elemental damage to the whole party. Reflectable.

*Needle: Showers one party member with needles. Low damage, but very dangerous

early in the game.

- *Ninth Dimension: Instantly KO's a character. Can be reflected.
- *Panacea: Casts Esuna on your party.
- *Peck: Petrifies a character.
- *Piercing Laser: Moderately strong beam attack.
- *Poison Gas: Posions the party.
- *Pollen: Causes your HP to slip away, about 2 HP at a time.
- *Ray: If it connects with the same character three times, (s)he is petrified.
- *Recover: Restores a high amount of HP, often 9999.
- *Reflect (Spread): Casts Reflect on your party.
- *Reform: Instantly revives any lost (enemy) party members.
- *Retreat: Runs away.
- *Search: Acquires a target. The next attack will hit the Searched character.
- *Self-Destruct: Sacrifices itself to hit one of your characters for Heavy damage.
- *Slap: Afflicts one character with a condition like Confuse.
- *Sleeping Gas: Attempts to make the party Sleep.
- *Song of Curse: May Curse you.
- *Stone Gaze: Needs to hit three times to petrify.
- *Summon: Calls an enemy to field. Used when summoning enemy is alone.
- *Tidal Wave: A wave hits the party for moderate/high damage.
- *Tsunami: A weaker variant on Tidal Wave. Hits the party for moderate damage.
- *Tornado: Hits the party for moderate damage. This is not the same as the Black Magic Tornado.
- *Transform: Changes into a different enemy.
- *Vampire: Low damage attack that causes your HP to gradually slip away.
- *Whirl: Brings your HP down below 10. Hits one party member. Essentially the Black Spell Tornado.
- *Zatetsuken: Hits all party members for several thousand damage.

FIVB4: Boss Summaries

Alright, these are very condensed versions of the bosses found in the game.

They are presented in the order they're presented in the game.

For a more detailed look at the bosses, see the walkthrough.

MIST DRAGON

Alright, the Mist Dragon isn't terribly threatening. Have Cecil Fight and Kain Jump. When the Dragon turns into a Mist form, do nothing. If you attack now, it will spray you with Cold Mist doing 20/30 damage to Kain and Cecil. Attack when the Dragon reforms.

GENERAL AND BARON SOLDIERS (x3)

This is just Cecil versus the four soldiers. You can only FIGHT or DARK here. Dark may not be the ebst choice if you lose HP. And you want to keep one of the soldiers alive anyways. If you kill the soldiers first, the General will run away. If you defeat him before the last soldier - you get credit for him.

OCTOMAMMOTH

Thunder from Tellah is effective here, and Rydia should use Chocobo. While Octomammoth is weak against Dark, Cecil may be best off fighting.

ANTLION

Antlion counters your attacks with Counter Horn, but it shouldn't be too bad if you pace the battle right. Cecil FIGHTs. Edward FIGHTs and Heals if need be and Rydia should summon Chocobo (Cure if needed).

MOM BOMB

FIGHT the Mom Bomb and Summon Chocobo with Rydia. When the message "It's Gonna Explode" appears, it will explode for damage on everyone so make sure you are healed. Take out the Bombs that will appear - focus on the Grays first. This is a boss encounter so maybe use Chocobo Kick on them too.

SCARMIGLIONE AND SKULLNANTS

Cecil is useless against the Skullnants with his standard attacks - have him focus on Scarmiglione. Scarmiglione counters everything with Thunder, so don't be too hasty. Palom should Fira the group, then everyone focuses on Scarmiglione.

SCARMIGLIONE

This is a back attack, so get into your proper Rows. Palom should use Fira, Tellah should use Fire and Cecil should FIGHT. If you get Cursed, cure it if possible.

DARK KNIGHT

This battle is simply won by defending the whole time. YOU shouldn't need to use a Hi-Potion, but maybe.

BAIGAN

A component Boss, you need to take on the main body first - the arms can Reform after a short time. Yang will use POWER on the Main body, Cecil will Fight, and Tellah should Thundaga it. Once Baigan is hit by Magic, it will Reflect its main body. You can try your own Reflect to bounce spells back its main body. After the Body falls, the arms go fast.

CAGNAZZO

Palom casts Thundara, Tellah casts Thundaga, Yang can POWER with lightning element Claws (no real need though) and Cecil can FIGHT. Make sure you Cure after its Tsunami. When it draws waves up around itself, it takes less damage but Lightning will break the defense. Turtle Defense allows Cagnazzo to start healing himself. Finsih him quickly.

MAGUS SISTERS

Focus your ire on the healer, Cindy, first. She can raise her sisters. Do not use Magic on her once the Reflect is in place. Once Cindy is down, Sandy is up next because she casts status spells liek Confuse. Mindy with her attack spells is your last target. Tellah's -Aga spells will work them over.

BARBARICCIA

When she is tornado mode, there is a high miss chance and lessened damage. This defense is broken by Kain's JUMP, however. Lay into once her defenses are down. Keep JUMPing with Kain, Yang may or may not use POWER, Cecil FIGHTs and Rosa heals. While she uses Ray, it's unlikely it will connect three times before you defeat her. She also uses the spell Tornado, bringing one character below 10 HP so Cure ASAP.

CALCOBRENA

You are attacked by three Calco and three Brina. You must defeat at least one of each to get them in your Bestiary. If two are not left, as well, they can not form into Calcobrena meaning you will miss her.

After a while of fighting the dolls, Calcobrena will form. Maybe COVER Rosa with Cecil. Calcobrena hits hard, and Glance can confuse a party member. Cecil or Rosa should Esuna the confused right away. Other than this, just lay waste to the Calcobrena.

GOLBEZ

Ice Bind stick you to the ground, and the Shadow Dragon's Black Fangs will methodically kill off your characters. Rydia will intervene and kill the Shadow Dragon.

Once you start healing your fallen party members, you still have to worry about defeating Golbez. While he uses attacks like Thundaga and Bio, they're

weakened. Have Rydia use any of her higher Summons, Cecil, Yang, and Kain can FIGHT (or Jump for Kain) and Rosa heals.

DOCTOR LUGAE AND BARNABAS

Attack Barnabas first. This will force Lugae to change it into Barnabas-Z, and this is the only way to get it in your Bestiary. When Barnabas-Z is down, he will Self-Destruct.

Lugae will attack you outright. Just fight right back with your best attacks. Don't worry about Poison Gas until after battle, and Sleeping Gas is a problem. If you have a spare Alarm Clock, use it. Laser is heavy damage, don't worry about Flame Thrower. Panacea will heal your party of status elements. If you just keep up your attack, he will fall.

EBLAN ROYALTY

This battle is fixed in a way that the Royalty will eventually defeat themselves - just fight until they do.

RUBICANTE

Have Cecil wield the Ice Brand and Rydia cast Shiva. When Rubicante draws his cloak closed, he can absorb Ice. He will also cast Blizzard on himself, hoping to heal himself. However, this is often cast when his cloak is down, damaging himself. Have Kain jump with his Ice Lance. Edge can cast Flood. Rosa, of course heals.

The only attack you really have to watch out for is Glare, which is a powerful hit to a single character.

ASURA

Asura hits you hard with Counter Attacks. She has a pattern with her heads:

Red: Protect

Blue: Life

Normal: Curaga

If you cast Reflect on Asura, these benefits will go to you as long as the timespan on the Reflect doesn't run out. You can still cast Reflect on yourself if you want to hit her with spells. Or, you could use Titan or Quake.

Maybe cast Blink on your party members if you're having trouble surviving.

LEVIATHAN

Hit Leviathan hard with your best Lightning-elemental attacks. He starts the battle with a Tidal Wave, then looks away. When he looks toward you - another Tidal Wave is coming. Heal after any Tidal Waves, and if his Blizzard hits particularly hard.

DEMON WALL

This huge wall moves progressively closer to you. If it gets close enough, it

will use CRUSH to defeat your characters instantly, one at a time. However, if you attack fast - maybe some Throws and spells, it will fall before it gets very far. IT also uses Stone Gaze, but it probably won't connect three times in a row.

If you have Leviathan, it is hugely useful here. Otherwise, use Titan or Quake.

ODIN

-You need to have recruited Leviathan to fight Odin-

This battle is timed, that is - Odin will use a Zatetsuken after a given time and there's a good chance it will kill you off unless you avoid it with Kain's JUMP or Edward's HIDE. So, exploiting the Lighting weakness is key - either Ramuh or better yet - Thundaga. Have Edge throw any Fuma Shurikens you might have. When he raises his sword, the Zatetsuken is coming and you will need to kick it into high gear.

BEHEMOTH

The are techincally minibosses - though they become stock enemies. Behemoths counterattack and so you need to take these battles slow. Never cast spells on them or they will counter with Maelstrom - bringing everyone in your party below 10 HP. Instead, cast Blink one everyone, then attack with your strongest Fighters. Replensih Blink as needed.

BAHAMUT

-You need to have recruited Leviathan to fight Bahamut-

Bahamut counts down - he is going to obliterate your party with Mega Flare. The strategy here is not to be so strong that you can avoid death from Mega Flare, but to cast Reflect on your party members. And have Mega Flare hit Bahamut. Your white casters are priority and you can check the status of your reflect by trying to use a potion on yourself.

ELEMENTAL LORDS

This is a rematch with the four fiends.
FuSoYa should save his spells for Wind.

Earth: Cast Fire spells, Firaga. Holy will heal Scarmiglione. If he curses you, heal it because you will need your abilities.

Fire: Rubicante uses successive hits to try and wear you down. Glare again is a problem. You should start casting off your Ice spells and Flood from Edge.

Water: He'll be using Tidal Wave and is genrally a physical fighter. Thunder spells are a must, Blitz from Edge.

Wind: She now has Maelstrom - bringing your party down below 10 HP. This can cause the battle to go very wrong very quickly. So heal immediately after. She's weak against Holy - have FuSoYa cast Holy. Rydia should use Bahamut or Leviathan, whichever one you have.

CPU AND NODES

The Defense Node heals the CPU constantly for 3000 HP. The CPU defends itself with Reflect. Attack Node uses Piercing Laser on the party constantly.

So, you need to take out the Nodes first - or at least the Defense Node. A casting liek Bahamut will wipe out both Nodes and highly damage the CPU. Be warned that theCPU can REFORM the Nodes and it starts all over. Also, when the CPU is alone it can cast Globe 199 to instantly take out one of you party members.

So, cast spells that bypass Reflect, and focus attacks on the Defense Node then the CPU. MAYbe Edge can throw a spare Fuma Shuriken?

T-REX

You can avoid the Earthquake with Float, but it also uses Flame and Lightning. This is really justa matter fo keeping your HP up and letting loose with your best attacks.

DEATH MECH

Cid should use his Gaia Hammer, to do 4x damage. Use your best spells and attacks. Death Mech has some serious firepower in Laser and Globe 199 - keep on top of your healing.

STORM DRAGON

Make sure you abuse the Ice weakness with Ice weapons and Blizzaga. Storm Dragon can cast Maelstrom and Tornado - make sure you heal afterwards. It can attack twice in a row with its FIGHT so following a Maelstrom this can be damning.

MASTER FLAN

You cannot target it while the Flans are around, and it can Reform Flans that are taken out. The Master Flan will cast Reflect on itself. Youw ill need to take out the Flans all at once with Quake or Bahamut, then focus some attacks on the Master immediately afterwards. If you target the Master then the Flans reform, you will still hit the Master.

WHITE DRAGON

Maybe set up a few Reflects, because the White Dragon counters your attacks with Slow. Casting Float on yourself will avoid its Earthquake. After that, you are good to go.

DARK BAHAMUT

Dark Bahamut starts with a Mega Flare. If you survive this, you can start with the Battle. It will cast Reflect on itself and start to Bounce Flares at you. You will be reduced to using Asura or Potions to heal. Try to provoke it into Mega Flaring your Relfect walls. BAHamut summon usually has the Dark Bahamut return the favour.

PLAGUE

A timed battle, whip out your best attacks (but don't waste too many Darts or anything). It casts Doom at the beginning of the battle. It will cast Doom as well if you kill soemoen off and bring them back - but the count will be different so it is a way to keep the battle going longer than normal. Not an advisable strategy though. Just hit it hard and fast.

TWO LUNASAURS

They will cast Reflect on themselves and start bouncing Bio at you. They can also use Flame. Focus on them one at a time. Firaga is deadly to them even with their enormous Magic Defense. Maybe Bounce it off yourself at them. Fire and anti-dragon, anti-undead weapons are key. One at a time is the way to go, A spell that bypasses Reflect is also helpful.

OGOPOGO

He shares a sprite with Leviathan, but not the weakness. It starts with two Tidal Waves, heal afterwards. Whirl = the Black Spell Tornado. Blaze will hit you for a few hundred each. HEal after any. Powerful spells and attacks can just be unleashed here. He has no weaknesses, so have no reservations.

ZEMUS

This is a scripted battle, enjoy the show.

ZEROMUS

When it is your time to fight, you can use the Crystal with Cecil to reveal his true form. Big Bang will deal 2000+ damage to everyone in your party and have your HP slip away about 2 points at a time. Heal after this. You know a Big Bang is coming when Zeromus shakes. Black Hole will erase any status effects like Haste you've placed on your party.

Zeromus counters Summons with Bio, Black Magic with Flare, and White Magic with Whirl. So, Summoning is the best off here. But Palom's Flare is still good. Rydia would use Bahamut. Basically, everyone uses their best moves. Edge can throw Fumas.

Towards the end, Zeromus casts Meteor. There's a chance this will not hit everyone and it won't be as devastating as usual anyways. Just heal up and finish him off.

LUNAR TITAN

If you Float before fighting Lunar Titan, none of the earthquake moves can hit you. He can use crush, however, so get on the ehaling ball after that. Just lay into Lunar Titan and it will drop eventually.

He can use stone gaze as well, but it may not connect three times and the use of it is rare. Well, Esuna when it completes and keep on going.

LUNAR SHIVA

She starts with a hit, and will finish her Battle stance with an Ice Storm. She can also cast Blizzaga, but it's not as strong as Ice Storm. And to mix things up, she can cast Blaze. So just keep the curing a premium and you will survive.

She has a very interesting magic counter - casting Blizzaga on herself for health. Firaga will usually cap off in damage, so the ~2000 healed from Blizzaga isn't that effective.

IFRIT

Ifrit mostly fights, and uses Flame after he glows red. So if you just tear into him with Blizzaga and powerful attacks, he's easy to predict and take down.

TITAN

Cast float and you'll avoid Earthquake and Quake. If you're trying to conserve MP in this Trial, Rydia never has to cast a Spell here.

RAMUH

While he can fight, cast Thundara, and cast Blitz - they aren't severe. Lightning, after he raises his rod, is also relatively low damage. But subsequent hits can be a problem, as always. No weaknesses, no absorbs, it doesn't really matter how you attack him - as long as you hit hard.

SHIVA

Shiva seems to hold a pattern of FIGHT, BLIZZARA, FIGHT, ICE STORM. So if you know a problem is coming, you can prepare. Firaga works her over good.

LUNAR DRAGON

*If you beat Cecil's trial: Lightbringer will heal Lunar Dragon if it casts Holy...

If the Dragon is a Mist, avoid hitting it though Cold Mist will be pretty miserable. It may counter with Slow, however. Poison Gas can be worried about after battle, Sleeping Gas should be remedied. Restore will likely net her 9999 HP...

The Fight is long, but if you keep it up with Bahamut and other powerful attacks, and never use a Holy spell (Holy and Meteor) then you will wear her down eventually. She's a tank, you just need to do more damage than she can recover.

LUNAR ODIN

If you avoid the initial Zatsuken, then get ready. It really helps to Slow Lunar Odin at the start of the battle, and do so again if he Hastes himself. If you received Cecil's best weapon from the chest, it helps here. If you have

Thundaga - it will also really help. Kain with his JUMP and Edward with HIDE can completely avoid Zatetsuken if you are feeling lucky.

LUNAR ASURA

Lunar Asura has a nasty bag of tricks including Restore and Globe 199...

Red Face: Mini, Toad

Light Blue: Curaga, Restore, FIGHT

Dark Blue: Firaga, Blizzaga

But these are generally her patterns when she spins her head. When she changes heads, she will cast a spell. She does this at a moderate pace, and also whenever you attack her. So, if you set up a Reflect defense - her spells go back at her. And you could steal her Curaga by casting Reflect on her.

If someone falls, reflect will have to be renewed.

LUNAR IFRIT

He's weak against Ice, but will counter Ice spells with a powerful Glare. He also counters your FIGHT with a physical hit. Lunar Ifrit seems mostly concerned with casting Flame, but he can cast almost any other fire spell from Flame Thrower to Firaga. Just make sure you cure. So, use ice weapons maybe, and powerful non-elemental spells.

DARK KAIN

Just defend the whole time.

LUNAR BAHAMUT

He has a count of 3, and counter attacks Jump and Fight with his own Fight. So, you can either try to Jump on the two and land after the Mega Flare (difficult) or you can use a Light or Lunar Curtain to cast Reflect on yourself and bounce the Mega Flare back. You can Jump, Land, and Reflect this way. Just make sure you check the status of your Reflect each time by trying to use a potion (cancel, just look at your status).

LUNAR RAMUH

He casts Thundaga to counter FIGHT, but not Power or the ilk. Use that to your advantage. Magic is countered with the lesser Blitz. When he raises his staff, Lightning is coming. This battle is more or less about keeping your HP up and keeping a workable pace. If you just Fight/Fight/Fight you will get three Thundagas back in your face. But Lunar Ramuh only has 90000 HP - he is difficult because of the counters. If you pace yourself, he should fall with less trouble.

LUNAR LEVIATHAN

Lunar Leviathan has the Tidal Wave and Blizzaga of Leviathan, but two new tricks to look out for as well. Entangle will paralyze, and Maelstrom hits your party below 10 HP. Cure this immediately. When it faces you, a Tidal Wave is

coming. This battle has no special tricks, it is just a flat out fight against Lunar Leviathan. So don't hold back with your attacks. Throw Fumas, cast Thundaga, whatever. Exploit its weaknesses and hit it fast.

ZEROMUS EG

He has many of Zeromus' patterns: Big Bang, Whirl, Flare. But you want to bring Ribbons because EG casts Toad and Mini as well. Drain and Osmose aren't the biggest threats, though Osmose is a potential problem if it takes more than one MP. The combination spells Earthquake/Lightning/Flame and Tidal Wave/Tornado aren't as bad as they sound. EG will also cast Reflect on himself if you attack with Black/White Magic. This includes the Lightbringer and Fiery Hammer.

It makes Palom's job a little harder, he will have to attack with some Reflect passing spell. Rydia's Bahamut and the ilk will not set off a Reflect.

So, everyone busts out their best attacks. Edge can throw a few Fuma Shurikens for good measure. With his high HP, this is ultimately an Endurance match.

Please note that Lunar Grimoires have an odd effect on him. From a "super bio" that seems to continually do 9999 damage (?) to turn him into a mini. You can get these back if you do the Trial again - so if you are having trouble with EG then you may want to consider using a Grimoire.

FIVB5: Unlisted Monsters

The following enemies are not listed:

This section contains spoilers.

*Kain: In your one on one fights with Kain, he is unlisted.

*Bard: Tellah's fight against Edward is unlisted.

*Dark Knight: In your fight against the Dark Knight, it is unlisted.

*Monk: In your fight against Yang, he is unlisted.

*Eblan Royalty: Edge's parents are unlisted.

*Dark Kain: This fight is unlisted.

*Melt Bomb: This enemy of the Lunar ruins is unlisted. It Self-Destructs, has 9999 HP, and no weaknesses.

*Transformed Goblin: I guess it's no different than any other Goblin...

So you may notice that most unlisted fights are character fights. Many of these are scripted, but a look at their stats would've been nice.

I have no idea why the Melt Bomb wasn't included in the Bestiary, however.

FIV9: Extended Tips and Secrets

FIVES1: Secrets and Extras

-----Secrets-----

Developer's Room

--In the Dwarf Castle:

Between the two counters for the Armor and Weapon Shops, you'll see a column. Walk behind this column and up to find the Lali-Ho Pub...

But that's not all ;), those first row of tables? Look on the wall directly right of them. It's kind of blackish - it's the entrance to a secret passage. Follow this through to find...

Dev Team Office

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Treasure:

-Magazine

This secret area allows you to talk to many folks involved in the Development of Final Fantasy IV. You can even fight some as monsters.

If you take the stairs down to the Break Room, check the book shelf for a Magazine. It's, ah, stimulating material.

-----Extras-----

Bestiary: Access this from the config menu in game, or from the Extras menu on the main menu. It records enemies you have defeated, and lists their dropped items.

Music Player: Beat the main game once to unlock the Music Player.

FIVES2: Rare Items

There are a number of items in this game which are only available from enemies. Steal won't get these desired treasures, you need to fight it out! A lot of the items will become outclassed by the normal trasures you earn, though many of them have neat effectives and some of them are serious pieces of gear that offfer great rewards.

Sirens

Monsters:

-Searcher

-Last Arm

Recommended Character: Edge, he can steal the sirens.

Alright, more mosnters than these two drop Sirens - but these two really make it count. Edge can steal sirens, continually steal sirens, from the same Searcher.

I recommend that when you start encountering Searchers that you abuse the Steal command and get a few hundred. A searcher (not last arm) won't summon help if you don't attack it and it won't attack unless there is another monster in the

battle. Steal is not considered a threat by the Searcher.

Defeat any monsters with the searcher, then defeat all of your party except for Edge. Every time his turn comes up, choose Steal. If successful he will take a siren. Nice. Due to his agility, you can amass a great stock of Sirens in a short time - and they will be important in getting other items for sure.

If you run out of Sirens after the Giant, you can find Searchers on Giant floors of Rememberence in the Lunar Ruins. Steal from these to recharge your supply.

****Adamant Armor****

Monster: Flan Princess (trade the Pink Tail they drop for the Armor in the Adamant Grotto)

Where: Lunar Subterrane

Recommended Characters and Equipment:

-You will want to make life easy for yourself. Take whomever can cause the most damage in a short time - cheaply. Rydia or Porom with a spell like Quake can be useful. Your strongest physical attackers should accompany you.

-Ribbons: Flan Princesses will berserk you when they start dancing. For more control of your casters and such, Ribbons offer protection from the Berserk status.

-Lunar Trials Item: Cecil can have his Lightbringer from the Lunar Trials for some extra damage through Holy - or you can use the Flandango for consistently high damage.

Their Room looks as such:

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The room is found on level B5 of the Lunar Subterrane. This room has a column outside of it and is very close to the stairs leading to floor B6.

Alright, Flan Princesses are a notorious lot. But besides the berserk status they can inflict there's not much more you need to know about them outside of that fact as far as fighting them is concerned. They are puddings, but your weapons are not ineffectual.

Black Magic can help at lower levels in the sense that - when the Flan Princesses do start attacking they aren't altogether weak and you'll be fighting a group of five. They have 20000 HP a piece so a little Quake or Bahamut to soften them up can go a long way. Be sure to give any casters a ribbon, howeverm as you do want to maintain control of them as much as possible.

In the room noted, the rarest encounter is a group of five Flan Princesses. Come equipped with a load of sirens, and save on the floor before the "Crystal Floor" section of the Subterrane. Encounter the group of five using a Siren, and defeat them. Repeat until you earn a Pink Tail, and if you run out of sirens then just reload your game. You'll be getting a ton of Dry Ethers and Elixirs - the Tails are very rare drops so don't get discouraged.

I found that, at a high level, increasing the battle speed and fighting the battle "automatically" was useful. That is to say - my characters were a high level and most were protected against Berserk so I just held down the A button to constantly select "Fight" from the menu. This works at a higher level because the Princesses won't be such a threat. If you're level is low that their damage is not negligible then you will want to pay more attention to what is going on.

What do you do when you earn the Pink Tail? Take it to the Adamant Grotto and give it to the Tail Collector. He will give you the Adamant Armor directly. This is a seriously nice piece of armour, with a load of resistances and increases for all of your stats. With a Hero Shield equipped as well, you'll be absorbing all but non-elemental magic (like Flare).

****Crystal Ring****

Monsters:

-Red Dragon

-Crystal Dragon

Recommended Monster: Red Dragon

Recommended Equipment: Any weapons that are effective against dragons. Such as Edward's Apollo's Harp and Kain's Wyvern Lance.

The Crystal Dragon is by far easier to fight than the Red Dragon, however, finding a reliable encounter rate in the Lunar Ruins or a room where they are the Siren encounter. Red Dragons are more difficult, from a damage and "Does not always use Stop with the occasional hit or Lightning" perspective, but you can fight two at once.

Use a Siren on the first "Crystal" tiled floor of the Lunar Subterrane. There are groups of three Red Dragons down here but the two are the siren encounter, and should suffice.

Both of these monsters have an uncommon drop in the Wyvern Lance, though it is much more common than the Crystal Ring. I'd say to actually look for the Crystal Ring and save after you earn a Wyvern Lance. Have Kain on hand to exploit it if you earn it =)... but don't go in expecting to get a Wyvern Lance. There's a chance you'll get one but there's no guarantee - however, you should prepare for the chance. You will be using the same monsters for both the Lance and the Ring.

The Crystal Ring is as a whole a decent piece of armor. Give it to someone like Cid (if he doesn't have a Cursed Ring Combo) or Cecil who does not get a special ring in the Lunar Ruins, or someone who gets a relatively useless special Ring like Palom and Porom do.

The special defenses of the Ring are negligible if you have a Ribbon, or Adamant Armor. Select someone who either needs the resistance to the ailments (does not have a Ribbon) or who doesn't have anything better.

****Cursed Ring****

Monsters:

- Spirit
- Soul
- Evil Dreamer
- Belphegor
- Bone Dragon
- Dinozombie
- Chimerageist

Recommended Monster: Bone Dragons or Dinozombies

Recommended Characters/Equipment:

-Edward with his Cave of Trials weapon. The Apollo's Harp is rather effective against the Dinozombies.

-Cecil and a Holy Sword. This will severely damage the Dinozombie.

The Cursed Ring was really more useful in the SNES version when the Hero's Shield wasn't an option. It changes the "resist" properties of other armor into absorb. That means if an armor lets you resist fire, now fire gives you HP. The Cursed Ring is not entirely "useless," however, as a few characters use two handed weapons - or two weapons - and don't normally equip Shields.

I find that Dinozombies work the best for this - though you can use whatever you are comfortable with. I fought them as encounters on the floor of the Lunar Subterrane before the "crystal floors" start - but Bone Dragons and Dinozombies are fairly common throughout the dungeon. Using super-effective weapons, you can take the Dinozombie down with usually two attacks. It only has 12000 HP, and with the appropriate weapons you are hopefully doing in the high thousands in damage.

Of course, you can try to get a Cursed Ring early in the game - just remember that it is a rare item and will often take quite a few encounters before you earn one. It could be useful, however, for some exchanges with the Elemental fiends.

A prime candidate for the Ring is Cid. His ultimate weapon is two-handed, and he doesn't have the greatest defense. Being able to absorb an attack could be useful.

****Dragon's Whisker****

Monsters:

- Blue Dragon
- Magic Dragon

Recommended Monster: Definitely the Blue Dragon. The Magic Dragons can cast Maelstrom, which is an annoyance to keep healing from. However, there is a floor in the Lunar Ruins where Magic Dragons are fairly common - if you want to exploit that go ahead.

Recommended Equipment:

-Anything effective against dragons.

-Equipment to avoid: Cecil Lunar Trials weapon. The Lightbringer casts Holy which will heal the Blue Dragon if the spell casts. This isn't an issue if you

are using Magic Dragons of course.

Dragon's Whiskers are an uncommon drop from the Blue Dragons but they won't evade you to the same degree (or shouldn't, at least) as some of the other drops. The whip is effective against dragons - while certainly not Rydia's strongest weapon it can be useful in acquiring the Wyvern Lance and Crystal Rings from other Dragons.

There are a few spots in the Lunar Subterrane where you can face Blue Dragons. If you encounter one, look around their area to continue fighting them. While they are resistant against plenty of attacks, they shouldn't be too hard to take down. Take a physical approach to Blue Dragons.

If you use Magic Dragons, then their most common floor is in the same set as the " pudding Floor." Most battles on that floor will be Magic Dragons with the occasional Crystal Dragon. If you can cope with Maelstrom - the consistent Magic Dragons may be your ticket to a Dragon's Whisker. They aren't as resistant as Blue Dragons - it's just that Maelstrom does make the difference.

****Giant's Gloves****

Monsters:

- Ogre
- Steel Golem
- Mad Ogre

Recommended Monster: Steel Golem

Just as a result of finding these monsters en route to the end of the game, you will stand a chance of earning the Giant's Gloves - though they are much more common from the Golem than either Ogre.

They are relatively easy to earn from the Golem and you get them at a time where they could prove useful - mostly in their decent defense stats and +5 to attack power.

If you can manage it, pick up a pair of these when you start running into Steel Golems. The gloves are a decent bit of armor for the middle game.

****Glass Mask****

Monsters:

- Wicked Mask
- Proto Phase

Recommended Monster: Proto Phase, much more consistently fought enemy than Wicked Mask. However, it is quite a bit more dangerous and attacks with other, dangerous enemies. The Wicked Mask is less of a threat though less consistently fought.

Recommended Equipment:

-Take Cid and one of his better hammers, but not his Lunar Ruins hammer. The Wicked Mask/Proto Phase is a machine type and hammers are effective in this instance.

Equipment to Avoid:

-Any 'casting' weapon. This includes the Lightbringer, Abel's Lance, and the Fiery Hammer. The reflect put up by these enemies will reflect the attack

back at you. This can result in serious damage to a party member. Most of these characters have a weapon of comparable strength without the casting. If you do use Kain, he can keep the Abel's Lance and just Jump.

The best helmet in the game in terms of defense, the Glass Mask is the prize of some of the most pesky enemies in the game. While it is great defense, other helmets are more useful in terms of properties - such as Ribbons. However, if you're giving a character a status resilient armor that's not a helmet, you can give the Ribbon to a comrade and give them a Glass Mask to compensate.

The main reason I suggest fighting Proto Phase is that their floor in the Lunar Ruins is absolutely littered with them. You literally can't walk without starting a fight! However, they're a fairly dangerous enemy in the sense that they will reflect Holy and Flare at you. Cid will take heavy damage from this, so you may want to give him some of the greater armor for survival purposes. He is most definitely an asset, however, as his hammers will consistently hit high damage on the mechanical heads.

If Proto Phase just sees too much for you, try some Wicked Masks in the Lunar Subterrane. They are not uncommon by any means... but you will often fight Red Dragons and Behemoths on these floors as well in similar encounter rates to the masks. So, if you want a more common enemy - go Proto Phase. If you want an easier foght - stick with the Wicked Masks.

****Rod of Lilith****

Monsters:

- Lilith
- Lamia Queen

Recommended Monster: Lamia Queen

This item isn't really worth the trouble, but if you do want to try for it, it is best to attack Lamia Queens in the Lunar Ruins. Of course, this is quite a while after the Rod would have any real use, but they are the best source for it.

A number of rooms within the first two sections of the Lunar Ruins have siren encounters featuring the Lamia Queen. Please note they often appear with other enemies, such as Goblin Prince and Palace Guard, however, so equip yourself appropriately (ie a Ribbon for protection against Palace Guard's Embrace).

****Rune Axe****

Monsters:

- Giant Soldier
- Giant Warrior
- Iron Giant

Recommended Monster: Giant Soldiers. The save point room in the Giant yields two Soldiers when a siren is used.

Recommended Equipment:

-If you aren't doing Giant Soldiers, take Cid as his hammers are effective against Machines.

-Any weapon that is effective against Giants. The OGREKILLER comes to mind.

Alright, here's an item that plagued me for a while! In all of the playthroughs

of this game between my brother and I, we never had this item. That is, until now =).

The Rune Axe is effective against Mage type enemies. Well, too little too late really. It's not an easy item to get and is soon outclassed by the weapons you will earn. However, if you're fighting mages it will be good. Until Cid gets his Cave of Trials weapon, as well, it's a good weapon for him.

I do recommend that if you want this - try for it in the Giant of Babel. Using a siren in the room with the save point yields two Giant Soldiers. They've only got 10000 HP and will be worth some nice experience.

If you didn't pick it up there - try for Giant Warriors in the Cave of Bahamut. They're stronger but nothing to worry about.

The Iron Giants are far too uncommon to really consider as a source.

****Wyvern Lance****

Monsters:

- Blue Dragon
- Red Dragon
- Crystal Dragon

Recommended Monster: Red Dragon. You can try to probe the Lunar Ruins for a floor which picks up Crystal Dragons with sirens but that floor may not always show up. In terms of what is easier to fight - the Crystal Dragon by far. As far as what is more common to fight - Red Dragon.

Recommended Equipment:

- Anything effective against Dragons.

On the first "Crystal Floor" of the Lunar Subterrane, a siren will begin a fight with two Red Dragons. Red Dragons can be tough, so make sure you're ready, and two at once is tougher but this is the quickest way at setting a battle for the Wyvern Lance up.

The rarest drop of the Red and Crystal Dragons seems to be the Crystal Ring. If you are fighting these monsters with the intention of earning a ring, then the chance to pick up a Wyvern Lance should come up every now and then.

It's a useful item for Kain in that it does do massive damage to Dragons - it really defeats the need to jump. It can be useful in getting other items dropped by Dragon kind.

FIVES2: Rare Summons

Rydia's summons earned from enemies technically are items, though putting them in their own section makes it more convenient for you to consider my advice on going about acquiring them.

Are they useful? Well, that depends. Mind Flayer and Goblin aren't very practical, but Cockatrice has its uses if you like the spell Break and Bomb gets a fair bit of use from myself.

Remember that Summons ignore Reflect. That's where a summon replacement for Break or Hold comes in handy.

Of course, you'll probably just want them for the sake of completion!

****Bomb****

Monsters:

- Balloon
- Dark Grenade
- King Bomb

Recommended Monster: Balloon/Dark Grenade parties.

You won't get a chance to earn this summon until you arrive on the Moon. The Dark Grenades/Balloons are fairly common on the surface - but if you can wait the Lunar Ruins is the easiest area to acquire this summon.

There is a room you may encounter in the Ruins which bomb enemies are jumping out of the lava, and you start an encounter if you touch them. Find the two Dark Grenade/ two Balloon encounter and just fight it over and over again. This is an efficient way to exploit an easy enemy for this summon.

****Cockatrice****

Monsters:

- Hell Diver
- Cockatrice
- Roc Baby
- Mist Eagle

Recommended Monster: Mist Eagle

Recommended Item: Ribbon, anything that resists petrification.

A few monsters drop this summon, but the Mist Eagles are far and ahead the best source. You can find Mist Summoners which call the Mist Eagles in the Lunar Ruins, Rydia's Trial.

I'd say fight for at least a half hour at a time. Just continually defeat Mist Eagles. When you end the match, if you don't have the summon yet, try it again.

This can still take quite a while, but it's an easy and efficient method of fighting the Mist Eagles.

If you are trying to get the Gorgon Blade drop from Dark Lizards, you are most likely running into Roc Babies and Rocs as well. If you don't have the Cockatrice summon - fight these battles as well. You're searching for one rare drop - you may as well search for two.

Make sure you have some item that resists petrification because the move Peck instantly petrifies one party member.

****Goblin****

Monsters:

- Goblin
- Li'l Murderer
- Goblin Prince

Recommended monster: Goblin

So, Goblin Punch. It's not a very powerful attack - at all. It'll usually do 1 HP of damage. However, it's as rare as the other summons. So, you want it for completion - stick with the ever-frail Goblin!

In fact, you can even find an easy source of Goblins. In the Land of Summons, a Summoner may summon Goblins! You can knock off a ton of these little guys in 30 or 40 minutes, vastly increasing your chances at earning the summon.

Remember that it is still chance, however, and if you don't earn a Goblin Summon after the Summoner battle, you will have to find the same summoner once again.

****MindFlayer****

Monsters:

- Mind Flayer
- Mist Kraken

Recommended monster: Mist Kraken

Mind Flayers are a fairly uncommon fight in the Magentic Cave. However, Mist Krakens are a fairly common encounter in the Lunar Ruins.

Like the Mist Eagles, some Mist Summoners will summon Mist Krakens. Fight these in Rydia's Trial of the Lunar Ruins. Take care that if you're hit effectively with Blaster twice, you will die. Make sure you can defeat the Krakens in a few hits quickly.

Fight the summoned Krakens for around 30-40 minutes (or as long as you like) before checking if you earned a summon. This is just my habit, you can fight for as long as you like. If you don't earn a Mist Kraken after the fight with the Mist Summoner, find another Mist Kraken summoning Mist Summoner.

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| FIV10: Credits and Version History |
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Thanks go out to my hosts. They allow you to see this guide and all have been helpful and supportive in my history of FAQing.

Thanks go out to my brother, Brian, who is really the reason I was introduced to this series and game in the first place. I was frustrated with your quests to level 99 in the past, now I can relate to them and even undertake them myself.

Thanks as well to my little brother, Michael. I get the feeling you sometimes get impatient with my own completionist quests. At times I get a sense of deja vu, so I thank you for putting up with me!

Thanks to Square for this game, my favourite of this series and among my all time favourite games. Thank you for bringing it to the GBA so I can play it on the run. Though there definitely some bugs, I didn't enjoy it any less.

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Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

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