



I- Delivering the Bomb Ring	**FF41**
II- Rosa and the Sand Rubies	**FF42**
III- The Wind Crystal	**FF43**
IV- To be a Paladin	**FF44**
V- We Need An Airship!	**FF45**
VI- The Earth Crystal	**FF46**
VII- The Dark Crystals	**FF47**
VIII- Some Sidetracking	**FF48**
IX- The Final Crystal	**FF49**
X- Shooting the Moon!	**FF410**
XI- Final Boss Prep: Cave of Trials	**FF411**
XII- The Endgame	**FF412**
XIII- The Lunar Ruins	**FF413**
-----< >-----	
5. Enemy Bestiary	**FF5**
6. Boss FAQ/Walkthrough	**FF6**
-----< >-----	
7. Items Listings	**FF7**
8. Weaponry Listings	**FF8**
I- Notices	**FF81**
II- Claws	**FF82**
III- Rods	**FF83**
IV- Staves	**FF84**
V- Dark Swords	**FF85**
VI- Other Swords	**FF86**
VII- Spears	**FF87**
VIII- Ninja Swords	**FF88**
IX- Daggers	**FF89**
X- Whips	**FF810**
XI- Axes	**FF811**
XII- Thrown Weapons	**FF812**
XIII- Harps	**FF813**
XIV- Hammers	**FF814**
XV- Bows and Arrows	**FF815**
9. Armor Listings	**FF9**
I- Notices	**FF91**
II- Dark Shields	**FF92**
III- Other Shields	**FF93**
IV- Dark Headgear	**FF94**
V- Other Headgear	**FF95**
VI- Dark Torso Gear	**FF96**
VII- Other Torso Gear	**FF97**
VIII- Dark Arm Gear	**FF98**
IX- Other Arm Gear	**FF99**
-----< >-----	
10. Magic Listings	**FF10**

1. Intro\*\*\*\*\*FF1\*\*\*\*\*  
I truly have been expanding my GBA FAQ profile these past few months, haven't I? This FAQ is actually the first major FAQ of mine in a few months that was not on Pokemon (since September, in fact). This is also the first time I've covered any mainstream Final Fantasy game, unless you count Tactics on the GBA.

But that's all another story. This is the 80th FAQ for this prolific author of GameFAQs. It is on one of my favorite Final Fantasy games, Final Fantasy IV's

remake for the GBA. I hope you find this useful, and enjoy.

## 2. Version History\*\*\*\*\*FF2\*\*\*\*\*

- v0.10 - Laid down the general format and completed the Contents, Intro, and Legal. Working on the walkthrough now - finished with Section I, and beginning to leave the Kaipo town in Section II. 11:58 PM 10/26/2011
- v0.25 - Finished Sections II and III of the walkthrough. 12:01 AM 10/29/2011
- v0.40 - Finished Section IV. Working on the optional section at the end of Section V (at Eblan Castle). This FAQ is now 142 KB large. 11:56 PM 10/30/2011
- v0.50 - Finished Sections V and VI. Oh - happy Halloween, all! 11:31 PM 10/31/2011
- v0.60 - Finished Section VII. This FAQ is 243 KB large. 11:30 PM 11/2/2011
- v0.70 - Finished Section VIII. Mostly through Section IX - lack the last two sidequests at the end. This FAQ is 309 KB large. 12:04 AM 11/4/2011
- v0.80 - Finished Sections IX and X. Starting the Cave of Trials in Section XI. 12:56 AM 11/5/2011
- v0.90 - The Alabama-LSU football game ran late - until 10:30 P.M. for me, in fact! As such, less than usual was done. I finished Section XI, and am about halfway through Section XII. This FAQ is 411 KB large. 12:03 AM 11/6/2011
- v1.20 - Finished Section XII, thereby making this the first submittable version I can produce. As with my previous 79 FAQs, I'll wait until I'm done. Started on Section XIII - finished Yang's and Edward's trials. 11:24 PM 11/6/2011
- v2.00 - Finished the Lunar Ruins, now. I am starting work on the Bestiary now. I laid the format for the 253 entries, which took up over 12,000 lines of text. So, for a while, it'll be a bunch of filling in the blanks. >> This FAQ is now 633 KB large. (That means the format in the Bestiary is 200+ KB.) 12:11 AM 11/8/2011
- v2.01 - 114/253 (~45%) of the Bestiary entries completed. 11:30 PM 11/8/2011
- v2.10 - Bestiary 100% completed. 12:13 AM 11/10/2011
- v2.30 - Finished the Items Listings and the Weaponry Listings. This FAQ is now my largest ever - 768 KB. Man, it is going to be hellish uploading this, eh? (I have dial-up...) 12:46 AM 11/11/2011
- Final - Finished the Armor listings and the Magic listings. Did some changing around, notably alphabetizing the Treasure Checklists and changing "Elixir" to "Elixer" and "Megalixir" to "Megalixer", so as to correspond with the game's spelling. Long story short, this FAQ is, at long last, complete!
  - ~~ Start-End Time: 17 days.
  - ~~ File Size : 912 KB.
  - ~~ Time of Update: 1:02 AM 11/12/2011.
- Added a Boss FAQ/Walkthrough. 9:20 PM 12/22/2011
- Sub-divisions and CTRL+F codes added for weaponry and armor listings. 12:25 AM 2/5/2012

## 3. Legalities\*\*\*\*\*FF3\*\*\*\*\*

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7 2011-2012 Daniel Chaviers (aka KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this

e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

#### 4. Walkthrough\*\*\*\*\*FF4\*\*\*\*\*

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++++  
++  
++ Section I- Delivering the Bomb Ring \*\*FF41\*\* ++  
++  
++++  
++++

You'll essentially begin by watching the intro, which consists of some cutscenes. In them, you learn that Cecil, a Dark Knight of the kingdom of Baron, has taken one of the Elemental Crystals, the Water Crystal, from Mysidia because the King of Baron has decided that they know too much of the Crystal. No one stood a chance again Cecil and his dark blade...

)))))))))))))  
Castle Baron  
)))))))))))))

Treasures Checklist \
480 Gil ..... [ ]
Bomb Ring ..... [ ]
Ether ..... [ ]
Tent ..... [ ]

Once you begin to gain control of Cecil, you'll ... well, get to move around.

=====  
| NOTICE: |  
| |  
| For the majority of this FAQ, you probably should assume that "you" means |  
| whoever you are currently controlling. Characters are referred to by their |  
| DEFAULT names when applicable. You know - general stuff. |  
| |  
=====

Once you get control, go south into the next room. Ignore the staircases to find some chests blocked by a door. Open the door. You do this by standing next to and facing the switch to the left of the door, then pressing A. Through the door is an Ether, a Tent, and 480 Gil. That will do it for the east part of the

castle.

Go west part of it and upstairs. Continue along this path and Rosa will stop you. After a quick conversation, go south and through the door. You'll find a northbound path. Take it. Cid will soon stop you and converse with you. After this, take the door right above you. (The one Cid left yields nothing.)

Go up the stairs into bed to continue.

Upon awakening, Cecil and Kain, a friend of Cecil's and a Dragoon, will leave Castle Baron on a task. We'll begin by being in the town.

))  
Baron  
))

Treasures Checklist \	
Dwarven Bread .....	[ ]
Eye Drops .....	[ ]
Gold Needle .....	[ ]
Hourglass .....	[ ]
Phoenix Down .....	[ ]
Phoenix Down .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Tent .....	[ ]
Tent .....	[ ]

Item Shop \	
Item Name .....	Cost
=====	
Potion .....	30 Gil
Phoenix Down .....	100 Gil
Gold Needle .....	400 Gil
Maiden's Kiss .....	60 Gil
Eye Drops .....	30 Gil
Antidote .....	40 Gil
Tent .....	100 Gil
Gysahl Greens .....	50 Gil

In the castle town of Baron, when you first enter, go three steps north and east. When you bump into the pot, examine it to find a Potion. (Ahhh... just like Pokemon.)

Go north of the Inn to find four pots. Examine them all; one of them will yield a Potion. Then get onto the dirt path and follow it northeast to run into a dancer, and a path into the water nearby. Follow it to find a Tent and an Hourglass in the southeastern corner of the town.

Return to the dancer to find a woman to her right. Go over to her and into the trees. A small hidden area inside the trees (try heading east) will lead to an open, grassy area where you'll find two Phoenix Downs and a Gold Needle.

Next, head over to the Inn. Southwest of the Innkeeper, examine the pot to find a Potion. Go north of the Inn itself to find an enclosed area with three chests

within. Face the swords on the wall and press A to open a door. The items you get are an Eye Drops, Tent, and a Dwarven Bread.

North of the Item Shop is a path to the Devil's Road, something we'll use at another point in time; for now, it is inaccessible. Go downstairs to find the Training Room, which is good for first-timers to this game. You'll also find the mystical Namingway here - he can change your name.

Head on over to the Item Shop. Grab another Phoenix Down or two, and maybe a few Potions. Take whatever else you need, then leave.

And so, a journey begins...

))  
 Overworld - Baron Region  
 ))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Helldiver	18	21	0	0	5	40
Floating Eyeball	20	20	0	0	9	42
Sword Rat	30	21	0	0	13	66

The above table should be obvious, but I'll explain anyhow.

- Monster: The name of a monster you'll find in this area.
- HP: The health (Hit Points) of this monster.
- STR: The offensive power (Strength) of this monster.
- DEF: The monster's ability to resist pain (Defense).
- MAG: The monster's magical strength (Magic).
- Gil: Money awarded per enemy of this species after a battle.
- EXP.: Experience points awarded per enemy of this species after battling it.

This part is simple, though. Head northwest. Nothing notable on the way.

))  
 Mist Cave  
 ))

Treasures Checklist \	
Eye Drops .....	<input type="checkbox"/>
Potion .....	<input type="checkbox"/>
Potion .....	<input type="checkbox"/>
Tent .....	<input type="checkbox"/>

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Sword Rat	30	21	0	0	13	66
Insectus	28	20	1	0	8	49
Flying Eyes	40	21	3	0	18	74



Once you enter Mist, a scene will occur. Oh boy...

You'll end up being thrust into an un-winnable battle. I'm not joking - I have hacked the game and you wouldn't believe the HP this thing has. Anyhow, in other words, just don't use any of your items.

Once Cecil wakes up, Kain will be missing, and you're stuck with this girl. For a while, Cecil will be a lone fighter, so be a bit more cautious.

))  
Overworld - Kaipo Region  
))

Regional Monster Bestiary		Grassy Area				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Helldiver	18	21	0	0	5	40
Floating Eyeball	20	20	0	0	9	42
Sword Rat	30	21	0	0	13	66

Regional Monster Bestiary		Desert Area				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Insectus	28	20	1	0	8	49
Desert Sahagin	20	20	0	0	17	70
Flying Eyes	40	21	3	0	18	74
Hundlegs	60	11	3	0	20	79
Sand Worm	75	16	2	10	22	82

Still a fairly linear path. Go along this green path until you hit the harsh desert. Go north about a dozen steps, then east. You'll find Kaipo, another town, soon enough.

))  
Kaipo  
))

When you enter town, you'll head straight to the Inn. After a cutscene, you will be thrust into a boss battle.

BOSS: General, Baron Soldier (x3)			
General Bestiary			
HP	- 221	Weaknesses:	Treasures Awarded:
Strength	- 26	- None	- None.
Defense	- 2		
Magic	- 0	Absorptions:	
Magic Defense	- 12	- None	
Gil Earned	- 80		
EXP. Earned	- 398	Type: None	
Baron Soldier Bestiary			



HP	- 27	Weaknesses:	Treasures Awarded:
Strength	- 20	- None	- None.
Defense	- 0		
Magic	- 0	Absorptions:	
Magic Defense	- 4	- None	
Gil Earned	- 54		
EXP. Earned	- 157	Type: None	

```

=====
| As you can quite well tell, the three Baron Soldiers are very weak, like
| one-hit kill weak. Should you kill them first? ..... NO.
|
| Why? Well, the General retreats if his crew is dead. You'll only get about
| HALF of the usual EXP. and only about 65% of the usual Gil. The Baron
| Soldiers are still weak, nevertheless. You'll want to avoid the Dark
| command, as well.
|
| So, basically, kill two Baron Soldiers and then wail on the General. If
| you keep up with the numbers, you might be able to try taking down the
| last Baron Soldier and the General (with low HP) in the same Dark move.
|
=====

```

After the battle, the girl from Mist you've been traveling with will introduce herself as Rydia, a child summoner, and join your party.

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+++++
++                                     ++
++   Section II- Rosa and the Sand Rubies           **FF42**   ++
++                                               ++
+++++
+++++
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Kaipo
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| Treasures Checklist \
|_____ \
| Ether ..... []
|_____

```

Okay, so Rydia is now in your party, correct? Now, here is the problem.

She starts with a mere 30 HP. 30 HP. That is almost as bad as the Baron Soldiers from five minutes ago. GET HER OUT OF THE FRONT ROW. You will also want to try and give her the optimal defensive equipment you can - she will need it.

Okay, on to business.

```

| Item Shop \
|_____ \
| Item Name ..... Cost
|=====
| Potion ..... 30 Gil
| Phoenix Down ..... 100 Gil
| Gold Needle ..... 400 Gil
| Maiden's Kiss ..... 60 Gil
| Eye Drops ..... 30 Gil
|_____

```

Antidote .....	40 Gil
Tent .....	100 Gil
Gysahl Greens .....	50 Gil

Weapon Shop \

Item Name .....	Cost
Rod .....	100 Gil
Staff .....	160 Gil
Bow .....	220 Gil
Iron Arrow .....	10 Gil

Armor Shop \

Item Name .....	Cost
Leather Cap .....	100 Gil
Clothes .....	50 Gil
Leather Garb .....	200 Gil
Iron Ring .....	100 Gil

Okay, exit the Inn and head to the northeastern corner of town. Enter the standalone building here. Inside is Rosa. She has been afflicted with the desert fever and is currently delusional. And yet, we cannot do anything.

\*sigh\*

Anyhow, exit the building and go to the doorless building to the southwest. Examine the pots next to it - one has an Ether in it.

Now, we have some shopping to do. Not for Rydia, though - she pretty much has the best stuff she can have right now. (Save for the Staff, but it is more of a waste to me.) However, be sure to get a Leather Cap and an Iron Ring for another party member you'll be getting soon - he will be POORLY equipped.

Okay, finish up your business and leave town.

))  
Overworld - Kaipo Region  
))

Regional Monster Bestiary \		Grassy Area \				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Helldiver	18	21	0	0	5	40
Floating Eyeball	20	20	0	0	9	42
Sword Rat	30	21	0	0	13	66

Regional Monster Bestiary \		Desert Area \				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28

Insectus	28	20	1	0	8	49
Desert Sahagin	20	20	0	0	17	70
Flying Eyes	40	21	3	0	18	74
Hundlegs	60	11	3	0	20	79
Sand Worm	75	16	2	10	22	82

While you're out here, level Rydia up several times. As you do, she can get a few spells, as well as the standard stats.

Anyhow, head due north of Kaipo when you're done. You'll soon find a cave in the mountains; go inside it.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                            Underground Waterway
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Treasures Checklist	
580 Gil	[ ]
Antarctic Wind	[ ]
Bomb Fragment	[ ]
Dry Ether	[ ]
Ether	[ ]
Ether	[ ]
Feathered Cap	[ ]
Hourglass	[ ]
Ice Rod	[ ]
Iron Ring	[ ]
Maiden's Kiss	[ ]
Phoenix Down	[ ]
Potion	[ ]
Potion	[ ]
Potion	[ ]
Shadow Blade	[ ]
Tent	[ ]
X-Potion	[ ]

Regional Monster Bestiary						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Red Mousse	35	15	254	0	36	134
Gigantoad	47	11	2	0	24	89
Zombie	52	13	2	0	31	112
Vile Shell	58	11	1	0	28	101
Toadgre	59	11	1	0	34	127
Sahagin	64	18	2	0	38	136
Killer Fish	65	11	1	0	30	119
Tiny Mage	69	19	2	3	63	132
Water Bug	125	16	3	0	76	225
Alligator	175	22	2	0	95	236

When you enter, go north to find both a Potion and Maiden's Kiss available for grabbing. Return to the entrance and go west, across the bridge there. Go south afterwards to find a Tent. Go north and across the bridge to find an old man. Speak with him to learn that this sage, Tellah, will end up joining your quest.

If you have ever played Final Fantasy (Tactics, especially), you'll know that Sages (ie. Tellah) are primarily useful for casting magic spells; therefore, you'll want to put Tellah into the back row. Additionally, if you got the Iron Ring and Leather Cap earlier like I said, you can also put them on Tellah - they are better than his current equipment (\*cough\* nothing \*cough\*).

After re-equipping Tellah, go north some. When you see the eastbound bridge, get onto it and go along the path to end up swimming. Once you begin to do so, go up the waterfall and open the chest, an Iron Ring. Return back down the small waterfall and west to another waterfall, about three tiles wide. Go INTO the middle of it to find an X-Potion, Dry Ether, and Phoenix Down.

Just as a note, the latter two of these items are EXTREMELY RARE at this time. Take this for instance - X-Potions heal all of your HP, and Dry Ethers heal about 500 MP, if I remember correctly.

Okay then. Return back to where Tellah joined you. Go north and through the doorway.

Go north and across the bridge. Go down and into the water, then go southwest and upstairs to obtain a Potion. Get back to swimming and go south and up the stairs. Go west to find an Ether, then head south, across the bridge and through the doorway.

Here, Tellah will explain above Save Points to you. Basically, these are those places where you can permanent saves, not those temporal Quicksaves you may have already used once or twice. You can also use Tents and Cottages here for HP/MP restoration. Your party will rest here for now, courtesy of one of Tellah's Tents.

After you exit the room, go east. Cross the bridge and head north to find the Ice Rod. Go south and into the water, then go east and up into the door.

Here, simply follow the path for a bit. Once you hit the fork in the road, go along the east path to find 580 Gil and a Bomb Fragment. Return to the fork and go along the western path to find a doorway.

Go through it and head north. Grab the Potion and continue northward. When you are ONE SPACE SOUTH of the steps, head west and into the wall to find a Feathered Cap at the end of the that path. Return out of the wall and go into the next area.

Here, follow the path northward. Go down the western staircase to find an Ether and an Antarctic Wind, then return and cross the bridge. Don't head into the next area just yet, though. Go south to find an Hourglass and the Shadow Blade, a better weapon for Cecil. Backtrack and continue on into the next area.

))  
Overworld - Kaipo Region  
))

Regional Monster Bestiary		Grassy Area				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Helldiver	18	21	0	0	5	40
Floating Eyeball	20	20	0	0	9	42
Sword Rat	30	21	0	0	13	66

Regional Monster Bestiary \		Desert Area \				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Insectus	28	20	1	0	8	49
Desert Sahagin	20	20	0	0	17	70
Flying Eyes	40	21	3	0	18	74
Hundlegs	60	11	3	0	20	79
Sand Worm	75	16	2	10	22	82

Yeah, the next area is outside.

Remember, the Overworld is basically one super-sized Save Point. Use a Tent and Save if you desire, then go north to the cave.

))  
Sunken Cave  
))

Treasures Checklist \	
Hades Armor .....	<input type="checkbox"/>
Hades Gloves .....	<input type="checkbox"/>
Hades Helm .....	<input type="checkbox"/>
Hermes Shoes .....	<input type="checkbox"/>

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Red Mousse	35	15	254	0	36	134
Gigantoad	47	11	2	0	24	89
Zombie	52	13	2	0	31	112
Vile Shell	58	11	1	0	28	101
Toadgre	59	11	1	0	34	127
Sahagin	64	18	2	0	38	136
Killer Fish	65	11	1	0	30	119
Tiny Mage	69	19	2	3	63	132
Water Bug	125	16	3	0	76	225
Alligator	175	22	2	0	95	236

What you enter, you'll find a waterfall. As the saying goes, what goes up, must come down. Painfully, it seems.

Anyhow, when you land, follow the path around some. You'll eventually find a staircase. Go down them to find a Hades Helm and the Hades Gloves. Good - two more items for Cecil. Return upstairs and continue going along the path and through the door.

Here, go east to find a Hades Armor and Hermes' Shoes, which is actually an item that causes Haste; the former should go on Cecil. When you're ready, go along the path, north and around. When you find it, go towards the waterfall for your boss.

| BOSS: Octomammoth \

HP	- 2,350	Weaknesses:	Treasures Awarded:
Strength	- 22	- Lightning	- None.
Defense	- 0	- Darkness	
Magic	- 0		
Magic Defense	- 25	Absorptions:	
Gil Earned	- 500	- Holy	
EXP. Earned	- 1,200		
		Type: None	

=====

The Octomammoth actually only has one attack, its physical attack. This still can become a problem, as it has the highest Strength stat in this area (unless you count the tie with Alligators). It is also rather fast.

The general strategy lies along Tellah and Rydia using Thunder, or Cure when needed, and Cecil simply dicing this beast up. Fairly simple.

After the battle, exit by going through the waterfall to the north, where the tentacles were.

)))))))))))))  
Overworld - Damcyan Region  
)))))))))))))

Regional Monster Bestiary \							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Goblin	6	19	0	0	5	28	
Sword Rat	30	21	0	0	13	66	
Desert Sahagin	20	20	0	0	17	70	
Hundlegs	60	11	3	0	20	79	
Sand Worm	75	16	2	10	22	82	
Tiny Mage	69	19	2	3	63	132	

Once you exit the Waterway, simply head north. You'll watch a scene of some airships bombing the Damcyan Castle. Continue north and into the castle.

)))))))))))))  
Damcyan Castle  
)))))))))))))

Treasures Checklist \	
Antidote	[ ]
Crossbow	[ ]
Ether	[ ]
Eye Drops	[ ]
Feathered Cap	[ ]
Gold Needle	[ ]
Holy Arrows (x10)	[ ]
Holy Arrows (x10)	[ ]
Iron Arrows (x10)	[ ]
Phoenix Down	[ ]
Potion	[ ]
Ruby Ring	[ ]
Tent	[ ]

When you arrive, go into the castle and up the stairs to the north. Repeat this on the ground floor.

On 2F, go north and grab the Tent. Go to the southern end of the room and go on upstairs. While you are here, unequip Tellah - he'll be leaving shortly.

```
O=====O
|
|           GLITCH NOTIFICATION:
|
|   Assuming you have the North American (NA) or v1.0 of the Japanese (JP)
|   games, you will want to move Tellah into the front row. This is because
|   Tellah will be forced to do a certain number of hits in the following
|   fight.
|
|   In the European (EU) and v1.1 Japanese (JP) versions, this glitch is
|   fixed to where the scene advances after a certain number of attacks, and
|   therefore, you can choose to ignore the above.
|
O=====O
```

On 3F, go north to watch a scene - basically, Tellah tries to beat the living crap out of Prince Edward of Damcyan, or, as Tellah refers to him, "You spoony bard!", who Tellah's daughter, Anna, is infatuated with. Long story short, there's a mutual disliking.

Anyhow, at the end of this scene, you'll outside of the castle. Press A to get out of the Hovercraft and head into the castle once more. Before going into the castle walls, step outside and follow the east wall to a small building. Enter it and speak with the guard, who will disappear. To the west of the guard is a switch in the wall. Use it and go through the doorway that opens to find a Ruby Ring, Crossbow, and Feathered Cap. Exit the dungeon area, but not the room yet. Take the southwestern stairway.

Here, you'll find a Potion, an Ether, a Phoenix Down, an Antidote, some Eye Drops, ten Iron Arrows, and twenty Holy Arrows.

Exit the Castle.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
|
|           Overworld - Damcyan Region
|
|))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
| Regional Monster Bestiary \
|_____ \_____
|
|   Monster   |   HP   |   STR   |   DEF   |   MAG   |   Gil   |   EXP.   |
|-----+-----+-----+-----+-----+-----+-----|
|   Goblin    |    6   |    19   |    0    |    0    |    5    |    28    |
|   Sword Rat |   30   |    21   |    0    |    0    |   13    |    66    |
|   Desert Sahagin |  20   |    20   |    0    |    0    |   17    |    70    |
|   Hundlegs  |   60   |    11   |    3    |    0    |   20    |    79    |
|   Sand Worm |   75   |    16   |    2    |   10    |   22    |    82    |
|   Tiny Mage |   69   |    19   |    2    |    3    |   63    |   132    |
|_____+_____+_____+_____+_____+_____+_____|
```

Get into the Hovercraft (which prevents random battling) and head northeast of the Castle. You'll find some small rocks in the water off the northeastern coast. The Hovercraft can go over these, so do so, heading about 10 ~ 12 spaces east, then south. Go along the path to a cave in the mountains.

))

Antlion Cave

))

Treasures Checklist \

Antarctic Wind .....	[ ]
Emergency Exit .....	[ ]
Ether .....	[ ]
Gold Needle .....	[ ]
Lamia Harp .....	[ ]
Phoenix Down .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Potion .....	[ ]
Sand Ruby .....	[ ]
Spider's Silk .....	[ ]
Spider's Silk .....	[ ]
Tent .....	[ ]

Regional Monster Bestiary \

Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Sand Worm	75	16	2	10	22	82
Domovai	37	15	0	0	48	184
Yellow Jelly	55	16	254	0	33	144
Basilisk	90	15	2	0	30	110
Leshy	130	18	2	144	42	157
Adamantoise	190	20	1	0	46	234

<== B1F ==>

Go west and across the small bridge to find the Spider's Silk. Use the nearby staircase and head east to find a Potion. Go south, while hugging the western wall, and go around to find a Potion and a Tent. Then return to the entrance of the cavern.

Return to the entrance, go southeast, then go up some stairs. Go across the bridge and head north to find the Gold Needle. Go south and downstairs, then go north using the middle path to find a Potion.

Then go south and downstairs.

<== B2F ==>

Go south and follow the path to the Antarctic Wind. There is a doorway to the west of this item. Go in there to find a Lamia Harp, which is a weapon for Edward. Equip it - it is more powerful and can confuse the enemy.

Exit the room and go north along the path. Return to B1F when you hit the doorway.

<== B1F ==>

Go along the path and into the door. Here, you'll find a Save Point, as well as an Ether, a Phoenix Down, and an Emergency Exit. Use a Tent if needed and save.



Return to B2F.

<== B2F ==>

Go west and upstairs to find a Potion. Then head west to find a Spider's Silk. Next, go southward and down the stairs, and continue this to B3F.

<== B3F ==>

Go south for your boss.

BOSS: Antlion					
HP	- 1,100	Weaknesses:	Treasures Awarded:		
Strength	- 11	- None	- None.		
Defense	- 3				
Magic	- 0	Absorptions:			
Magic Defense	- 11	- None			
Gil Earned	- 800				
EXP. Earned	- 1,500	Type: None			
=====					
The Antlion is by no means powerful at all - especially versus some of the					
generic enemies from recent dungeons. Its Defenses are fairly average.					
The only thing worth mentioning, attack-wise, is that it will counter by					
using Counter Horn on a random character, regardless of the attacker.					
Now, Cecil's Dark Wave will not trigger a counter, nor will Rydia's					
Chocobo Summon. Since you will be using Dark Wave a few times, you may					
prefer to use "the spoony bard" as your healer (via Potions or Heal), with					
him also attacking in the meantime.					

After the battle, you will obtain the Sand Ruby.

Assuming you actually grabbed the Emergency Exit from earlier, use it. If not, backtrack and grab it.

))  
 Overworld - Damcyan Region  
 ))

Regional Monster Bestiary								
Monster	HP	STR	DEF	MAG	Gil	EXP.		
-----+-----+-----+-----+-----+-----+-----								
Goblin	6	19	0	0	5	28		
Sword Rat	30	21	0	0	13	66		
Desert Sahagin	20	20	0	0	17	70		
Hundlegs	60	11	3	0	20	79		
Sand Worm	75	16	2	10	22	82		
Tiny Mage	69	19	2	3	63	132		
-----+-----+-----+-----+-----+-----+-----								

Okay, we finally have the Sand Ruby to cure Rosa's fever. Now ... how to get back?

We could go through the cave. Oh, yeah, the waterfall... Well, return to Damcyan Castle and head southwest from there. You'll find some more rocks to cross over, which will lead you towards the general area of Kaipo.



Leather Cap .....	100 Gil
Clothes .....	50 Gil
Leather Garb .....	200 Gil
Iron Ring .....	100 Gil

When you enter, switch Edward to the front row. Just do it.

Finally, shop up some and do whatever. Once you're ready to continue the game, go into the northeasternmost house, where Rosa still is. Speak with her and hand over the Sand Ruby. Shortly thereafter, Rosa, a White Mage, will join your quest.

Later that evening, Edward will have troubles of his own. He'll walk outside and encounter a stronger version of the Sahagin. The main goal of the battle is to simply keep attacking, but there's more to the battle than meets the eye. Anyhow, you'll get 100 Gil for winning, and Edward gets 800 EXP. Sweet.

The next morning, you'll want to keep all of your party, except Cecil, in the back row. Equip Rosa with a Feathered Cap and the Ruby Ring. Refresh your supplies and leave.

```

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++      Section III- The Wind Crystal                **FF43**      ++
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                                Kaipo
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```

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

Weapon Shop	
Item Name .....	Cost
Rod .....	100 Gil
Staff .....	160 Gil
Bow .....	220 Gil
Iron Arrow .....	10 Gil

```

| Armor Shop \
| _____ \
| Item Name ..... Cost |
|=====|
| Leather Cap ..... 100 Gil |
| Clothes ..... 50 Gil |
| Leather Garb ..... 200 Gil |
| Iron Ring ..... 100 Gil |
|_____|

```

Now that you have Rosa and all that stuff, refresh your supplies and leave.

```

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Overworld - Kaipo Region
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```

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| Regional Monster Bestiary \ Grassy Area \
|_____ \ _____ \
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin | 6 | 19 | 0 | 0 | 5 | 28 |
| Helldiver | 18 | 21 | 0 | 0 | 5 | 40 |
| Floating Eyeball | 20 | 20 | 0 | 0 | 9 | 42 |
| Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 |
|_____+-----+-----+-----+-----+-----+-----|

```

```

| Regional Monster Bestiary \ Desert Area \
|_____ \ _____ \
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin | 6 | 19 | 0 | 0 | 5 | 28 |
| Insectus | 28 | 20 | 1 | 0 | 8 | 49 |
| Desert Sahagin | 20 | 20 | 0 | 0 | 17 | 70 |
| Flying Eyes | 40 | 21 | 3 | 0 | 18 | 74 |
| Hundlegs | 60 | 11 | 3 | 0 | 20 | 79 |
| Sand Worm | 75 | 16 | 2 | 10 | 22 | 82 |
|_____+-----+-----+-----+-----+-----+-----|

```

Get into the Hovercraft now. Head northwest and across the rocks to reach the Damcyan area.

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Overworld - Damcyan Region
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```

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| Regional Monster Bestiary \
|_____ \
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin | 6 | 19 | 0 | 0 | 5 | 28 |
| Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 |
| Desert Sahagin | 20 | 20 | 0 | 0 | 17 | 70 |
| Hundlegs | 60 | 11 | 3 | 0 | 20 | 79 |
| Sand Worm | 75 | 16 | 2 | 10 | 22 | 82 |
| Tiny Mage | 69 | 19 | 2 | 3 | 63 | 132 |
|_____+-----+-----+-----+-----+-----+-----|

```

Next, head over to the Castle, but continue northeast, as if you're going back to the Antlion Cave. Instead of turning south to reach the cave as you did before, simply continue eastward to find a path going into the mountain. Well,

land and go onto the mountain.

))

Mount Hobs

))

Treasures Checklist \

960 Gil .....	[]
Gold Needle .....	[]
Holy Arrow (x10) .....	[]
Potion .....	[]
Tent .....	[]

Regional Monster Bestiary \

Monster	HP	STR	DEF	MAG	Gil	EXP.
Domovai	37	15	0	0	48	184
Adamantoise	190	20	1	0	46	234
Bomb	55	19	2	0	76	361
Spirit	86	25	1	6	5	28
Gray Bomb	111	36	4	0	105	445
Skeleton	135	26	1	0	126	238
Cockatrice	149	24	1	0	82	275
Gargoyle	160	28	2	0	90	315
Bloodbones	210	34	3	0	169	315

Oh, good. At the entrance, Rydia gets to learn Fire.

<== Mt. Hobs - West ==>

Anyhow, after the scene, go north and west from the ice, then upstairs and through the door.

<== Station Five ==>

Follow the path around. You'll soon come up to a Save Point. Use it and continue along to a Potion, Tent, Gold Needle, and 960 Gil. Backtrack to the door.

<== Mt. Hobs - West ==>

Go east and through the doorway.

<== Summit ==>

Go east to find a Holy Arrow. Grab and go north. Edward will notice one of the monks of Fabul, Yang, and he happens to be in trouble. Well, it looks like you will have to help him out, so...

BOSS: Mom Bomb, Bomb (x3), Gray Bomb (x3) \

Mom Bomb Bestiary

HP	- 11,000	Weaknesses:	Treasures Awarded:
Strength	- 30	- Darkness	- None.
Defense	- 1		

Magic	- 5	Absorptions:	
Magic Defense	- 9	- None	
Gil Earned	- 1,200		
EXP. Earned	- 1,900	Type: None	

Bomb Bestiary

HP	- 55	Weaknesses:	Treasures Awarded:
Strength	- 19	- None	- None.
Defense	- 2		
Magic	- 0	Absorptions:	
Magic Defense	- 15	- None	
Gil Earned	- 76		
EXP. Earned	- 361	Type: None	

Gray Bomb Bestiary

HP	- 111	Weaknesses:	Treasures Awarded:
Strength	- 36	- None	- None.
Defense	- 4		
Magic	- 0	Absorptions:	
Magic Defense	- 25	- None	
Gil Earned	- 105		
EXP. Earned	- 445	Type: None	

For the most part, the Mom Bomb (the only enemy at the start) has a fairly powerful physical attack, easily get 50+ damage on you per hit.

Cecil should be flat-out physically attacking. Yang should use his Power ability for the double damage. Rydia should use her Chocobo Summon. Rosa and Edward should be the primary healers; otherwise, they should attack. Note that Edward's Sing is worthless here.

After a while, the Mom Bomb will explode, heavily damaging you and leaving three Bombs and three Gray Bombs behind. The above strategy should still apply, although Cecil's Dark Wave would help out some here.

After the battle, go north to the next area.

<== Mt. Hobs - East ==>

Go along this linear path to the Fabul region.

))  
Overworld - Fabul Region  
))

Regional Monster Bestiary \							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Domovai	37	15	0	0	48	184	
Bomb	55	19	2	0	76	361	
Gray Bomb	111	36	4	0	105	445	
Cockatrice	149	24	1	0	82	275	
Gargoyle	160	28	2	0	90	315	
Gatlinger	115	28	2	0	53	335	

Fabul is to the east of here, with a Chocobo Forest to its northeast. Head to the latter if you need to store items (you'll need some Gysahl Greens).

))  
Fabul  
))

---

Treasures Checklist \

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Antarctic Wind	.....	[]
Bacchus's Cider	.....	[]
Bomb Fragment	.....	[]
Potion	.....	[]
Rage of Zeus	.....	[]
Tent	.....	[]

---

---

Item Shop \

---

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

---

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Weapon & Armor Shop \

---

Item Name	.....	Cost
Fire Claw	.....	350 Gil
Ice Claw	.....	450 Gil
Thunder Claw	.....	550 Gil
Demon Helm	.....	980 Gil
Demon Armor	.....	3,000 Gil
Demon Gloves	.....	800 Gil

---

When you first arrive, go north and into the castle.

On the first floor, you'll find the Item Shop and the Inn to the west; to the east, the Weapon and Armor Shop. Use what you need, then head on to the second floor. There, go exit using the door at the southern end of the room.

Go west and through the door. In here, you'll find a Potion, Antarctic Wind, and a Bomb Fragment in the various chests. Check the pots - one has a Rage of Zeus in it. On the second floor of this West Tower is Namingway; the third, Yang's wife.

Leave here when done and go into the East Tower. On the second floor, you'll find a Bacchus's Cider in a pot; on the third, a Tent in a chest. Leave the East Tower and go back to the Castle's second floor.

Now, de-equip Rosa, as she will be leaving your party soon.

Go north into the throne room, in which you'll find the King of Fabul at the northern end. You'll be given the option to help defend Fabul. Answer "No" if you need more time; otherwise, answer "Yes" to continue on.

In these next six battles, you'll only have Cecil, Edward, and Yang to fight with. Keep this in mind. These six battles are against some basic enemies, with short scenes in-between them. I'll just list the enemies and let you take your pick at the strategy (me, I generally strike with Cecil and Yang, letting Edward be the healer).

- Battle #1: Captain, Baron Warrior (x2)
- Battle #2: Domovai, Leshy, Sahagin
- Battle #3: Captain, Baron Warrior (x2)
- Battle #4: Gargoyle
- Battle #5: Domovai, Leshy, Sahagin
- Battle #6: Captain, Baron Warrior (x2)

After this, you'll have one more battle. However, much like that battle back in Mist, it is unwinnable. So, yeah, just lose and get it over with.

After this, Golbez will kidnap Rosa. Greeeat...

After the cutscene is over, and you regain control of Cecil, return to the throne room to the south. Here, examine the southwestern pot to find a Hermes' Shoes. Go to the east side of the room. Step on the switch and go along the newly-opened path to find an Ether, a Spider's Sild, and a Demon Shield.

Return to the first floor and head west, into the Inn. You'll get one free night's stay at the Inn. Woo. I just saved 100 Gil. After this stay at the Inn, you'll reappear in the King's room in the East Tower. Some conversing occurs and you get the Deathbringer sword.

After this, de-equip ALL of your party members, save for Cecil. Stock up some items if you wish, then leave.

))  
Overworld - Fabul Region  
))

Regional Monster Bestiary \							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Domovai	37	15	0	0	48	184	
Bomb	55	19	2	0	76	361	
Gray Bomb	111	36	4	0	105	445	
Cockatrice	149	24	1	0	82	275	
Gargoyle	160	28	2	0	90	315	
Gatlinger	115	28	2	0	53	335	

Okay, now that you've de-equipped everyone (except Cecil), head northeast into the Chocobo Forest and store your items, if you think you'll be too tempted to sell them in the meantime. Or you can keep them and give them to some future party members.

Anyhow, when you're ready to proceed, go onto the boat east of Fabul.

After your little "incident" on the ship...



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++      Section IV- To be a Paladin                      **FF44**      ++
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                                Overworld - Mysidia Region
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Sword Rat	30	21	0	0	13	66
Tiny Mage	69	19	2	3	63	132
Domovai	37	15	0	0	48	184
Cockatrice	149	24	1	0	82	275
Gatlinger	115	28	2	0	53	335
Zu	941	32	0	0	489	432

When you regain control, head east into Mysidia.

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                                Mysidia
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Item Shop \	
Item Name .....	Cost
Potion .....	30 Gil
Hi-Potion .....	150 Gil
Phoenix Down .....	100 Gil
Gold Needle .....	400 Gil
Echo Herbs .....	50 Gil
Antidote .....	40 Gil
Tent .....	100 Gil
Cottage .....	500 Gil

Weapon Shop \	
Item Name .....	Cost
Ice Rod .....	220 Gil
Flame Rod .....	380 Gil
Healing Staff .....	480 Gil
Crossbow .....	700 Gil
Holy Arrow .....	20 Gil

Armor Shop \	
Item Name .....	Cost

Wizard's Hat	700 Gil
Gaia Gear	500 Gil
Silver Armlet	650 Gil
Light Shield	700 Gil
Light Helm	4,000 Gil
Knight's Armor	8,000 Gil
Gauntlets	3,000 Gil

Remember back when Cecil invaded Mysidia? Remember how he killed many residents of this town? You'll probably want to avoid speaking to anyone at all - a few people will put various statuses on you - unless otherwise stated, because the residents are still harboring a grudge against you.

When you enter the town, go due north to the Village Elder. Speak with him and you'll learn of your next task - go to Mount Ordeals and become a pupil in the way of the Paladin. Only then can you be trusted. For help, the Elder will give you two mages, Palom (Black Mage) and Porom (White Mage), to help you out.

When you regain control, make sure Palom and Porom are in the back row. Then head on over to the shops. I recommend buying the following:

- Wizard's Hat (x3) = 2,100 Gil
- Gaia Gear (x3) = 1,000 Gil
- Silver Armlet (x3) = 1,950 Gil
- Flame Rod (x2) = 760 Gil
- Healing Staff (x1) = 480 Gil
- Light Shield (x1) = 700 Gil
- Light Helm (x1) = 4,000 Gil
- Knight's Armor (x1) = 8,000 Gil
- Gauntlets (x1) = 3,000 Gil
- TOTAL COST = 21,990 Gil

Please note that the last four items are for Cecil later on. If you don't have enough money to burn, you can get rid of one Wizard's Hat, Gaia Gear, Silver Armlet, and Flame Rod - they're just for a later member. As for the remaining items, Porom gets the Healing Staff; Palom gets the Flame Rod. They each get one of the remaining.

ALSO NOTE THAT POROM WILL NOT BE ALLOWED TO ATTACK ENEMIES PHYSICALLY AS THEY WILL GET HEALED.

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Anyhow, finish your business here and leave.

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Overworld - Mysidia Region  
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| Regional Monster Bestiary \ |     |     |     |     |     |      |  |
|-----------------------------|-----|-----|-----|-----|-----|------|--|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |  |
| Goblin                      | 6   | 19  | 0   | 0   | 5   | 28   |  |
| Sword Rat                   | 30  | 21  | 0   | 0   | 13  | 66   |  |
| Tiny Mage                   | 69  | 19  | 2   | 3   | 63  | 132  |  |
| Domovai                     | 37  | 15  | 0   | 0   | 48  | 184  |  |
| Cockatrice                  | 149 | 24  | 1   | 0   | 82  | 275  |  |
| Gatlinger                   | 115 | 28  | 2   | 0   | 53  | 335  |  |

```
| Zu | 941 | 32 | 0 | 0 | 489 | 432 |
|-----|-----|-----|-----|-----|-----|-----|
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Your destination, Mount Ordeals, is quite the walk to the east of Mysidia.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                             Mount Ordeals
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
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|-----|
| Treasures Checklist \
|-----|
| Ether ..... [] |
| Ether ..... [] |
| Potion ..... [] |
| Potion ..... [] |
| Sword of Legend ..... [] |
|-----|
```

```
|-----|
| Regional Monster Bestiary \
|-----|
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Zombie  | 52 | 13  | 2   | 0   | 31  | 112  |
| Spirit  | 86 | 25  | 1   | 6   | 5   | 28   |
| Skeleton| 135| 26  | 2   | 0   | 126 | 238  |
| Bloodbones| 210| 34  | 3   | 0   | 169 | 315  |
| Soul    | 200| 28  | 3   | 0   | 165 | 460  |
| Ghoul   | 222| 32  | 3   | 0   | 179 | 505  |
| Revenant| 250| 36  | 1   | 0   | 186 | 575  |
| Lilith  | 466| 46  | 3   | 0   | 272 | 2,703|
| Skullnant| 200| 42  | 1   | 0   | 100 | 50   |
|-----|
```

<== Entryway ==>

As you go along the path, you'll find some fire blocking you. Palom takes care of it, with Porom giving him a nice whack on the head soon thereafter.

Anyhow, after the scene, go along the path. Skip the stairs and continue along to find a Potion. Return to and ascend these stairs to find a Potion further along the path eastward. Continue going on to the next area.

<== Station Three ==>

Further along the path, you'll find Tellah. After another whack on the head from Porom, Tellah will rejoin the party. As before, you'll want to keep him in the back row. You'll also want to re-equip him with some of the weaponry from Mysidia.

Go east into the next area.

<== Station Seven ==>

Go west, ignoring the first northbound path, and continue along to find an Ether. Return to and go along the northbound path up two staircases. Go on westward, but don't forgot to go south when possible to find another Ether. Then head into the next area.

<== Summit ==>

Head northward, but be sure to sidetrack to the east to find a Save Point. Go further north for a boss battle.

| BOSS: Scarmiglione, Skullnant (x4) |         |              |                    |
|------------------------------------|---------|--------------|--------------------|
| Scarmiglione Bestiary              |         |              |                    |
| HP                                 | - 3,500 | Weaknesses:  | Treasures Awarded: |
| Strength                           | - 19    | - None       | - None.            |
| Defense                            | - 2     |              |                    |
| Magic                              | - 15    | Absorptions: |                    |
| Magic Defense                      | - 0     | - None       |                    |
| Gil Earned                         | - 2,000 |              |                    |
| EXP. Earned                        | - 3,200 | Type: None   |                    |
| Skullnant Bestiary                 |         |              |                    |
| HP                                 | - 200   | Weaknesses:  | Treasures Awarded: |
| Strength                           | - 42    | - Fire       | - None.            |
| Defense                            | - 1     | - Holy       |                    |
| Magic                              | - 0     |              |                    |
| Magic Defense                      | - 5     | Absorptions: |                    |
| Gil Earned                         | - 100   | - None       |                    |
| EXP. Earned                        | - 50    |              |                    |
|                                    |         | Type: Undead |                    |

Scarmiglione mainly will use Thunder to damage you, and it can be either as regular attack or in an attempt to counter. He can also yell at the Skullnants to attack you viciously.

Now, seeing as the Skullnants are weak to Fire, make Tellah and Palom scorch them with Fire/Fira. After the four Skullnants are dead, Tellah and Palom should continue this fiery rain against Scarmiglione.

Cecil should simply use his physical attack against Scarmiglione. Porom should be the healer for this battle.

After the battle, go into the menu and switch Cecil to the back row and every other character to the front. Just do it, okay? You can also return to and use the Save Point from earlier.

Once you're done, continue west across the bridge to do this again.

| BOSS: Scarmiglione |         |              |                    |
|--------------------|---------|--------------|--------------------|
| HP                 | - 3,523 | Weaknesses:  | Treasures Awarded: |
| Strength           | - 46    | - Fire       | - None.            |
| Defense            | - 1     | - Holy       |                    |
| Magic              | - 31    | - Throw      |                    |
| Magic Defense      | - 22    |              |                    |
| Gil Earned         | - 2,500 | Absorptions: |                    |
| EXP. Earned        | - 3,600 | - Ice        |                    |
|                    |         | Type: Undead |                    |

You start this battle in the "back attack" formation, which basically will switch the rows of your characters. Therefore, if you switched before the battle, you'll be in the more desirable position.

| Anyhow, Scarmiglione has a physical attack that has a chance of poisoning |  
 | whoever it hits, so I hope you have some Antidotes. You'll probably also |  
 | need some Potions - he is more than 2.42x stronger physically than before! |  
 |  
 | As per usual, keep Palom using Fire/Fira. Tellah should be used primarily |  
 | for Esuna if you lack Antidotes; otherwise, keep his flame burning strong. |  
 | When not healing, Porom can also use Cure/Cura AGAINST Scarmiglione (the |  
 | Undead get damaged from restorative spells), but only when everyone is in |  
 | good health. Cecil, as before, should physically attack. |  
 |

After the battle, de-equip Cecil of all his equipment. Every last bit of it.  
 Go west and into the large stone structure.

After a short scene, a battle will begin. Attempting an attack yields little  
 damage and the words "A true paladin ... will sheathe his sword." In other  
 words, you are intended to win this battle by simply doing nothing - defend of  
 heal and Dark Cecil will dissipate into nothingness. You CAN actually defeat  
 him, but that's nearly impossible - it takes a while, even when you've hacked  
 the game. It doesn't exactly yield anything, either.

After the battle, Tellah will suddenly remember his spells, which consist of  
 all of the Black Magic spells, including the devastating Meteor. Unfortunately,  
 you cannot use it - Tellah is likely to lack the proper amount of MP.

Cecil is also transformed into a Paladin and given the Sword of Legend. He can  
 no longer equip the same stuff he had as a Dark Knight, either.

Now might be a good time to reswitch the rows of your party.

Okay, then, head east, across the bridge, and south. Use the Save Point if you  
 need to, and continue south to Station Seven.

<== Station Seven ==>

Go east and downstairs, then south to the next area.

<== Station Three ==>

Go along the linear path southwest into the next area.

<== Entrance ==>

Go along the linear and leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Overworld - Mysidia Region  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ |     |     |     |     |     |      |  |
|-----------------------------|-----|-----|-----|-----|-----|------|--|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |  |
| Goblin                      | 6   | 19  | 0   | 0   | 5   | 28   |  |
| Sword Rat                   | 30  | 21  | 0   | 0   | 13  | 66   |  |
| Tiny Mage                   | 69  | 19  | 2   | 3   | 63  | 132  |  |
| Domovai                     | 37  | 15  | 0   | 0   | 48  | 184  |  |
| Cockatrice                  | 149 | 24  | 1   | 0   | 82  | 275  |  |
| Gatlinger                   | 115 | 28  | 2   | 0   | 53  | 335  |  |
| Zu                          | 941 | 32  | 0   | 0   | 489 | 432  |  |

As before, but in opposite, you can follow a fairly linear path westward back to Mysidia. You can either walk or go south into the Chocobo Forest to ride a Chocobo back there, which will prevent any random encounter.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
          Mysidia
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
  
```

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

| Weapon Shop \       |         |
|---------------------|---------|
| Item Name .....     | Cost    |
| Ice Rod .....       | 220 Gil |
| Flame Rod .....     | 380 Gil |
| Healing Staff ..... | 480 Gil |
| Crossbow .....      | 700 Gil |
| Holy Arrow .....    | 20 Gil  |

| Armor Shop \         |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Wizard's Hat .....   | 700 Gil   |
| Gaia Gear .....      | 500 Gil   |
| Silver Armlet .....  | 650 Gil   |
| Light Shield .....   | 700 Gil   |
| Light Helm .....     | 4,000 Gil |
| Knight's Armor ..... | 8,000 Gil |
| Gauntlets .....      | 3,000 Gil |

Well, now that you are a Paladin, everyone in Mysidia will trust you again and refrain from trying to hurt you ... well, except the dancer on the ground floor of the Inn.

Anyhow, when you arrive in Mysidia, go to the shops and refuel on supplies, and get Cecil the Light equipment if you didn't do so earlier.

When you're done, go and speak with the Elder to be told of the Mysidian legend. He'll also open up the Devil's Road, which ends up leading you straight to Baron. Go north of the Inn to find it.

```

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++      Section V- We Need An Airship!                **FF45**      ++
++
+++++
+++++

```

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Baron
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| Treasures Checklist |     |
|---------------------|-----|
| 1,000 Gil .....     | [ ] |
| 2,000 Gil .....     | [ ] |
| Baron Key .....     | [ ] |
| Rage of Zeus .....  | [ ] |

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

| Weapon Shop         |         |
|---------------------|---------|
| Item Name           | Cost    |
| Thunder Rod .....   | 700 Gil |
| Healing Staff ..... | 480 Gil |
| Fire Claw .....     | 350 Gil |
| Ice Claw .....      | 450 Gil |
| Thunder Claw .....  | 550 Gil |

| Armor Shop           |           |
|----------------------|-----------|
| Item Name            | Cost      |
| Twist Headband ..... | 450 Gil   |
| Kenpogi .....        | 4,000 Gil |
| Silver Armlet .....  | 650 Gil   |

After arriving in Baron, let's just head on inside the Inn. There, you'll find someone you know quite well. When you try to speak to Yang, he'll sic some enemies on you. O\_o Anyhow, they'll go there fairly easily. You'll then fight Yang right after that. He's a bit stronger, so you'll probably want to be able to heal and use Bio on him.

After the battle, Yang will rejoin the party, and you will get a free night's stay at the Inn. After this, there will be a scene and you'll end up receiving the Baron Key.

Anyhow, when you regain control, make sure Cecil and Yang are in the front row and everyone else is in the back row. With the Baron Key, you can now go inside the Weapon and Armor Shop. Here, if you to the southeastern table, you can go one tile south of it and go around to the chests behind the counters, which do contain a Rage of Zeus and 2,000 Gil. Buy Yang some Claws up here if you feel like it, and try to get a Kenpogi for him.

Finally, let's head to that lone door on the western side of the town. Unlock the door with the Baron Key and go in. Before heading downstairs, though, go into the alcove in the eastern wall and head further east to find 1,000 Gil.

Then head downstairs.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Underground Waterway  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Treasures Checklist \ |     |
|-----------------------|-----|
| Ancient Sword .....   | [ ] |
| Ether .....           | [ ] |
| Hermes' Shoes .....   | [ ] |
| Hi-Potion .....       | [ ] |
| Hourglass .....       | [ ] |
| Rage of Zeus .....    | [ ] |
| Spider's Silk .....   | [ ] |

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Vile Shell                  | 58  | 11  | 1   | 0   | 28  | 101  |
| Killer Fish                 | 65  | 11  | 1   | 0   | 30  | 119  |
| Alligator                   | 175 | 22  | 2   | 0   | 95  | 236  |
| Splasher                    | 180 | 30  | 3   | 0   | 145 | 430  |
| Hydra                       | 257 | 44  | 2   | 0   | 209 | 607  |
| Baron Guard                 | 280 | 40  | 3   | 26  | 230 | 710  |
| Electrofish                 | 284 | 40  | 2   | 0   | 214 | 640  |
| Gigas Gator                 | 292 | 38  | 2   | 0   | 218 | 660  |
| Death Shell                 | 380 | 42  | 2   | 0   | 165 | 460  |
| Flood Worm                  | 638 | 42  | 0   | 0   | 219 | 690  |

<== B4F ==>

Go south and along the path for a bit. Once you reach the fork, go south to find a Hi-Potion, an Ether, and a Rage of Zeus. Return to the normal path and go north, ignoring the steps descending to the water. Continue to the next area.

<== B3F ==>

Continue along the path to what you may THINK is a dead end. However, you can walk into the south wall to find another area and an Hourglass. Here, hit the south again and continue hugging it until you reach the Spider's Silk waiting





|               |      |              |         |
|---------------|------|--------------|---------|
| Strength      | - 58 | - None       | - None. |
| Defense       | - 2  |              |         |
| Magic         | - 9  | Absorptions: |         |
| Magic Defense | - 0  | - None       |         |
| Gil Earned    | - 0  |              |         |
| EXP. Earned   | - 10 | Type: None   |         |

>-----+-----+-----<

Right Arm Bestiary

>-----+-----+-----<

|               |       |              |                    |
|---------------|-------|--------------|--------------------|
| HP            | - 444 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 58  | - None       | - None.            |
| Defense       | - 2   |              |                    |
| Magic         | - 9   | Absorptions: |                    |
| Magic Defense | - 0   | - None       |                    |
| Gil Earned    | - 0   |              |                    |
| EXP. Earned   | - 10  | Type: None   |                    |

The Left and Right Arms will do most of the dirty work (and shut up, I know what you're thinking) as far as damaging goes. Baigan can also do a bit of attacking, and will cast Reflect on himself after being hit with magic.

You should begin by focusing on Baigan. Cecil and Yang should simply attack, with the latter using Power. Tellah and Porom should be the healers. Palom should charge Bluff a few times and hit Baigan with Bio. After that, Palom also should remain in healing duty (remember, the "Twin" ability WILL ALSO BE REFLECTED).

After this, simply switch over to the extremely weak Arms and you're done.

After the battle, you'll probably want to heal back in Cecil's Room. Once you do, return to where you fought against Baigan. Remove all of Palom's and Porom's equipment - they will end up fighting the next boss without equipment, but they will leave soon thereafter, with no controlling period in-between.

Anyhow, head into the throne room and speak with the "King", who really is...

|                  |         |              |                    |
|------------------|---------|--------------|--------------------|
| BOSS: Cagnazzo \ |         |              |                    |
| HP               | - 5,312 | Weaknesses:  | Treasures Awarded: |
| Strength         | - 44    | - Ice        | - None.            |
| Defense          | - 2     |              |                    |
| Magic            | - 29    | Absorptions: |                    |
| Magic Defense    | - 48    | - None       |                    |
| Gil Earned       | - 4,000 |              |                    |
| EXP. Earned      | - 5,500 | Type: None   |                    |

Cagnazzo can use the basic physical attack, one that is somewhat strong. He can also create torrents of water from the ground to guard himself, soon after which he'll use Tsunami, which can hit for 250+ damage with ease. Finally, he can also use Haste.

Whenever the water torrents appear, you'll need to use a Thunder spell (regular Thunder is preferred to MP conservation; Thunder Claws will NOT work). After this, you'll want Palom and Tellah to use their strongest Blizzard-based spells (when there are no torrents). Cecil should do his basic physical attacks; Yang, Power; and Porom should be on healing duty.

And so, there are some scenes. During them, you will lose Palom and Porom, gain Cid as a team member, and you get an airship.

Now, we are going to do a fair deal of optional stuff. Good, useful stuff, but all still optional. Search for FF46 in the CTRL+F menu if you want to skip this - be sure to add the surrounding \*\*.

Anyhow, Overworld time.

#####  
THE LONG OPTIONAL SECTION BEGINS HERE!  
#####

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Overworld - Baron Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ |    |     |     |     |     |      |
|-----------------------------|----|-----|-----|-----|-----|------|
| Monster                     | HP | STR | DEF | MAG | Gil | EXP. |
| Goblin                      | 6  | 19  | 0   | 0   | 5   | 28   |
| Helldiver                   | 18 | 21  | 0   | 0   | 5   | 40   |
| Floating Eyeball            | 20 | 20  | 0   | 0   | 9   | 42   |
| Sword Rat                   | 30 | 21  | 0   | 0   | 13  | 66   |

Our first stop shall be Mist. It is due north from Baron.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Mist  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Treasures Checklist \ |                          |
|-----------------------|--------------------------|
| Bomb Fragment         | <input type="checkbox"/> |
| Bomb Fragment         | <input type="checkbox"/> |
| Bomb Fragment         | <input type="checkbox"/> |
| Clothes               | <input type="checkbox"/> |
| Gold Hairpin          | <input type="checkbox"/> |
| Rod of Change         | <input type="checkbox"/> |
| Ruby Ring             | <input type="checkbox"/> |

| Weapon Shop \  |           |
|----------------|-----------|
| Item Name      | Cost      |
| Whip           | 3,000 Gil |
| Dancing Dagger | 5,000 Gil |

| Armor Shop \ |        |
|--------------|--------|
| Item Name    | Cost   |
| Bard's Tunic | 70 Gil |

From the entrance of the town, go to where you saw Rydia. Go into the house to

the north and into the fireplace. When you hit the wall, go east to find a Gold Hairpin, some Clothes, and a Ruby Ring. That's not it in this house, however. Go east, through the wall, along the path to find a Rod of Change south of the chests from earlier.

Return to where you met Rydia again, then go east to find a Bomb Fragment in the bushes.

Head on over to the Armor and Weapon shop in the southern portion of Mist. To the east are some trees leading to a dead end ... or so you think. Go into the trees and further on to find two Bomb Fragments.

Leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Overworld  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ Baron Region - Start \ |    |     |     |     |     |      |
|----------------------------------------------------|----|-----|-----|-----|-----|------|
| Monster                                            | HP | STR | DEF | MAG | Gil | EXP. |
| Goblin                                             | 6  | 19  | 0   | 0   | 5   | 28   |
| Helldiver                                          | 18 | 21  | 0   | 0   | 5   | 40   |
| Floating Eyeball                                   | 20 | 20  | 0   | 0   | 9   | 42   |
| Sword Rat                                          | 30 | 21  | 0   | 0   | 13  | 66   |

| Regional Monster Bestiary \ Agart Region - Destination \ |       |     |     |     |     |       |
|----------------------------------------------------------|-------|-----|-----|-----|-----|-------|
| Monster                                                  | HP    | STR | DEF | MAG | Gil | EXP.  |
| Roc Baby                                                 | 50    | 60  | 2   | 0   | 81  | 1,004 |
| Roc                                                      | 500   | 66  | 3   | 0   | 150 | 1,404 |
| Mors                                                     | 695   | 60  | 4   | 0   | 253 | 1,504 |
| Ironback                                                 | 100   | 74  | 4   | 0   | 233 | 1,077 |
| Black Lizard                                             | 792   | 64  | 4   | 16  | 43  | 1,298 |
| Fiery Hound                                              | 1,221 | 68  | 3   | 0   | 244 | 1,708 |

Return southward to Baron. There, continue going south to find an island with a town and mountain on it.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Agart  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Treasures Checklist \ |     |
|-----------------------|-----|
| Antarctic Wind .....  | [ ] |

| Item Shop \         |         |
|---------------------|---------|
| Item Name .....     | Cost    |
| Potion .....        | 30 Gil  |
| Phoenix Down .....  | 100 Gil |
| Gold Needle .....   | 400 Gil |
| Maiden's Kiss ..... | 60 Gil  |

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

Weapon Shop \

| Item Name  | Cost      |
|------------|-----------|
| Rod        | 100 Gil   |
| Staff      | 160 Gil   |
| Spear      | 60 Gil    |
| Boomerang  | 3,000 Gil |
| Bow        | 220 Gil   |
| Crossbow   | 700 Gil   |
| Iron Arrow | 10 Gil    |
| Holy Arrow | 20 Gil    |

Armor Shop \

| Item Name   | Cost    |
|-------------|---------|
| Iron Shield | 100 Gil |
| Iron Helm   | 150 Gil |
| Iron Armor  | 600 Gil |
| Iron Gloves | 130 Gil |
| Iron Ring   | 100 Gil |

From the entrance, go up the path to the left of the giant staircase. Once you hit the grass, go its southeastern corner to find an Antarctic Wind.

Nothing else of importance here, really. Finish up any business you may have and leave.

))))))))))  
 Overworld  
 ))))))))))

| Regional Monster Bestiary |       | Agart Region - Start |     |     |     |       |
|---------------------------|-------|----------------------|-----|-----|-----|-------|
| Monster                   | HP    | STR                  | DEF | MAG | Gil | EXP.  |
| Roc Baby                  | 50    | 60                   | 2   | 0   | 81  | 1,004 |
| Roc                       | 500   | 66                   | 3   | 0   | 150 | 1,404 |
| Mors                      | 695   | 60                   | 4   | 0   | 253 | 1,504 |
| Ironback                  | 100   | 74                   | 4   | 0   | 233 | 1,077 |
| Black Lizard              | 792   | 64                   | 4   | 16  | 43  | 1,298 |
| Fiery Hound               | 1,221 | 68                   | 3   | 0   | 244 | 1,708 |

| Regional Monster Bestiary |     | Mythril Region - Destination |     |     |     |      |
|---------------------------|-----|------------------------------|-----|-----|-----|------|
| Monster                   | HP  | STR                          | DEF | MAG | Gil | EXP. |
| Twin Snake                | 108 | 46                           | 0   | 0   | 222 | 720  |
| Treant                    | 335 | 52                           | 1   | 2   | 148 | 687  |
| Cait Sith                 | 342 | 50                           | 2   | 0   | 252 | 820  |





When you arrive, go north into the middle of the castle. There, go north and stop once you can see the chest. Go into the wall to find a Hi-Potion, then go to the second floor. There, go into the throne room.

Inside the throne room, direct your character to the throne. As will be disclosed later in the game, Eblan has a King and Queen, but there's only one throne. Anyhow, head east and through the wall to find some stairs.

Grab the nearby Alarm Clock and Unicorn Horn from the two easily-accessible chests. As for the third, slip into the south wall next to the chest and go along the wall to find a Cottage. Then return upstairs.

Return to the throne and go through the west wall to find another Unicorn Horn and another Alarm Clock. Return upstairs and exit the throne room to the south. Return to the first floor and go south, out of the castle.

Go east and downstairs, then north to the East Tower. On its ground floor, hit the northern wall and head west into the wall. Go around to find a Coeurl's Whisker. Then head upstairs.

Go one step east and hit the switch, thereby opening the door. Go one step south and go through the door. Grab the Hi-Potion and Emergency Exit from the chests; examine the easternmost pot to find a Hermes' Shoes. Continue on to get another Hi-Potion from a chest.

Next, go east from the pots and into the wall. Follow this path to a chest containing the first of the strong beasts' battles, a Lamia and two Coeurls. Good luck, soldier! Drop down into the hole to advance (no pun intended on the title).

Grab the nearby Silver Hourglass. Go south and down the hidden staircase.

Okay, you'll need to follow the path for a bit. You'll come to three chests in a moment. If, and only if, I remember correctly, the two chests near each other contain Ethers, one each. As for the other one, it is another strong beast fight versus three Mad Ogres.

Continue along the path to end up outside. Return into the castle and go along the west path to reach the West Tower. Take two steps south and go east to find the third and final beast fight versus a Steel Golem and four Skuldiers. Return to the entrance of the room afterwards and go to the second floor.

Here, go west to find a "dead end" that has a hidden staircase. Grab the Bomb Core and return upstairs. Examine the pots, next - one has a Bacchus's Cider. Go south and look - you'll find a gap between some of them. Go into the wall there and along the hidden path to a Mute Arrow and a whopping 10,000 Gil.

And so, you may exit.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Overworld  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary |    | Baron Region - Destination |     |     |     |      |
|---------------------------|----|----------------------------|-----|-----|-----|------|
| Monster                   | HP | STR                        | DEF | MAG | Gil | EXP. |
| Goblin                    | 6  | 19                         | 0   | 0   | 5   | 28   |
| Helldiver                 | 18 | 21                         | 0   | 0   | 5   | 40   |
| Floating Eyeball          | 20 | 20                         | 0   | 0   | 9   | 42   |



|           |    |    |   |   |    |    |
|-----------|----|----|---|---|----|----|
| Sword Rat | 30 | 21 | 0 | 0 | 13 | 66 |
|-----------|----|----|---|---|----|----|

Go to Baron and go just a bit further along in the text to continue the game.

#####  
 THE LONG OPTIONAL SECTION ENDS HERE!  
 #####

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 ++ Section VI- The Earth Crystal \*\*FF46\*\* ++  
 ++  
 +++  
 +++

))))))))))  
 Overworld  
 ))))))))))))

| Regional Monster Bestiary |    | Baron Region - Start |     |     |     |      |
|---------------------------|----|----------------------|-----|-----|-----|------|
| Monster                   | HP | STR                  | DEF | MAG | Gil | EXP. |
| Goblin                    | 6  | 19                   | 0   | 0   | 5   | 28   |
| Helldiver                 | 18 | 21                   | 0   | 0   | 5   | 40   |
| Floating Eyeball          | 20 | 20                   | 0   | 0   | 9   | 42   |
| Sword Rat                 | 30 | 21                   | 0   | 0   | 13  | 66   |

| Regional Monster Bestiary |     | Troia Region - Destination |     |     |     |      |
|---------------------------|-----|----------------------------|-----|-----|-----|------|
| Monster                   | HP  | STR                        | DEF | MAG | Gil | EXP. |
| Twin Snake                | 108 | 46                         | 0   | 0   | 222 | 720  |
| Treant                    | 335 | 52                         | 1   | 2   | 148 | 687  |
| Cait Sith                 | 342 | 50                         | 2   | 0   | 252 | 820  |
| Hell Needle               | 398 | 40                         | 3   | 0   | 220 | 700  |
| Death Flower              | 440 | 24                         | 2   | 0   | 210 | 650  |

Once you have returned to Baron, go due north to a large set of rocks in the water (like those the Hovercraft could hover over). There, go west to a giant waterfall, a town, and a castle. Land here and head into the castle.

))))))))))  
 Troia Castle  
 ))))))))))))

| Treasures Checklist |     |
|---------------------|-----|
| Bacchus's Cider     | [ ] |
| Ether               | [ ] |
| Ether               | [ ] |
| Hi-Potion           | [ ] |
| Hi-Potion           | [ ] |
| Ruby Ring           | [ ] |

|                 |     |
|-----------------|-----|
| Ruby Ring ..... | [ ] |
| Tent .....      | [ ] |
| Tent .....      | [ ] |
| Twin Harp ..... | [ ] |

Go north towards the castle, following the red carpet. However, don't go up the stairs yet. Take the eastern door and follow the path around outside and into another door. You'll come to three staircases.

Take the middle one and examine a pot to find a Bacchus's Cider. As for the right staircase, you'll come to a switch and four doors. Press the switch in the middle of the room to open up a door where you'll find two tents. The remaining items on the list above, save for the Twin Harp, are found in the next rooms.

Return to the red carpet area and take the western door. Go around and into the door to meet up with an old friend. \*cough\* Spooky bard. \*cough\*

Anyhow, speak with Edward and in the resulting scene, you'll be given the Twin Harp. You will need this soon enough, believe me. Return to the red carpet area and go north to meet the eight Clerics who inform you of the situation.

Exit the castle and head into the town of Troia.

)))))))))))))  
Troia  
)))))))))))))

| Treasures Checklist \ |     |
|-----------------------|-----|
| 1,000 Gil .....       | [ ] |
| Decoy .....           | [ ] |
| Dry Ether .....       | [ ] |
| Ether .....           | [ ] |

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

| Weapon Shop \       |           |
|---------------------|-----------|
| Item Name .....     | Cost      |
| Wooden Hammer ..... | 80 Gil    |
| Great Bow .....     | 2,000 Gil |
| Fire Arrow .....    | 30 Gil    |
| Ice Arrow .....     | 30 Gil    |
| Thunder Arrow ..... | 30 Gil    |

| Armor Shop \  |           |
|---------------|-----------|
| Item Name     | Cost      |
| Leather Cap   | 100 Gil   |
| Feathered Cap | 300 Gil   |
| Clothes       | 50 Gil    |
| Leather Garb  | 200 Gil   |
| Ruby Ring     | 1,000 Gil |

When you arrive, head on over to the Inn. Go east from there and into the water. From the "entrance" to the water, take the path westward and head north. You'll soon come to another staircase leading to a dead end. Follow it into the trees and go around. You'll soon come to a meadow with the four treasures listed above in it.

Okay, we need to seriously get prepped for our next dungeon, Magnetic Cave. As per its name, there is a strong magnetic force in the cave - anyone with metal equipment will practically become useless.

Here is an unaltered, sample list of the metallic/non-metallic items from Action's FAQ/Walkthrough. This should encompass most of the equipment you can have at this point in time. Thank you, Action.

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

(To note on the above: all of Yang's Claws are non-metallic.)

Anyhow, what if you lack non-metallic equipment? You can use a Wooden Hammer or Bow for Cid. Cecil can also use a Bow.

Okay, that's pretty much it - leave town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Overworld - Troia Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Monster      | HP  | STR | DEF | MAG | Gil | EXP. |
|--------------|-----|-----|-----|-----|-----|------|
| Twin Snake   | 108 | 46  | 0   | 0   | 222 | 720  |
| Treant       | 335 | 52  | 1   | 2   | 148 | 687  |
| Cait Sith    | 342 | 50  | 2   | 0   | 252 | 820  |
| Hell Needle  | 398 | 40  | 3   | 0   | 220 | 700  |
| Death Flower | 440 | 24  | 2   | 0   | 210 | 650  |

When you leave Troia, head north, FAR north, to a forest chunk shaped like a right triangle or a trapezoid - regardless, it is near the northern coast and separated from the rest of the forest.

This is a Chocobo Forest. If you find your MP running low, you can press A on a White Chocobo to restore said MP. You'll then want to press A on one of the Black Chocobos.

Shockingly enough, the Black Chocobo can fly (a sad fact removed in FF7, I think) with all of you on it. Go south some, then east onto the island. You will need to go there using the forest route. You'll find a cave at the end of this path. Land your Black Chocobo in the forest and enter the cave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Magnetic Cave  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Treasures Checklist |                          |
|---------------------|--------------------------|
| 2,000 Gil           | <input type="checkbox"/> |
| Earth Crystal       | <input type="checkbox"/> |
| Emergency Exit      | <input type="checkbox"/> |
| Ether               | <input type="checkbox"/> |
| Ether               | <input type="checkbox"/> |
| Fairy Claw          | <input type="checkbox"/> |
| Hi-Potion           | <input type="checkbox"/> |
| Hi-Potion           | <input type="checkbox"/> |
| Hourglass           | <input type="checkbox"/> |
| Spider's Silk       | <input type="checkbox"/> |
| Unicorn Horn        | <input type="checkbox"/> |
| Unicorn Horn        | <input type="checkbox"/> |

| Regional Monster Bestiary |     |     |     |     |     |       |
|---------------------------|-----|-----|-----|-----|-----|-------|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP.  |
| Twin Snake                | 108 | 46  | 0   | 0   | 222 | 720   |
| Cait Sith                 | 342 | 50  | 2   | 0   | 252 | 820   |
| Hell Needle               | 398 | 40  | 3   | 0   | 220 | 700   |
| Draculady                 | 270 | 38  | 2   | 21  | 195 | 810   |
| Cave Naga                 | 285 | 40  | 3   | 5   | 201 | 740   |
| Mind Flyer                | 300 | 44  | 3   | 0   | 232 | 1,000 |
| Cave Bat                  | 334 | 42  | 3   | 0   | 151 | 598   |
| Ogre                      | 865 | 60  | 2   | 0   | 240 | 800   |

=====O  
MAJOR NOTICE!  
|

| Now is undoubtedly the last chance to remove your metallic equipment. In a |  
| battle, ANY character wearing ANY metallic equipment (doesn't matter if it |  
| takes one or five slots) will be rendered impossible to use in battles. As |  
| such, if all of your party members have metallic equipment and go into a |  
| battle, IT WILL BE AN INSTANT GAME OVER. There is no middle ground - |  
| de-equip all of your metallic equipment or this will get a lot harder. |  
|  
O=====O

<== B1F ==>

When you enter, go east and across the bridge. Go as far east as you can to find a Hi-Potion. Backtrack across the bridge and go south. Continue following the path. Soon, you'll reach another area with a chest nearby; open it to get a Unicorn Horn. Head down the staircase nearby.

<== B2F ==>

Go west and you'll eventually come to a fork in the path. Take the northern path to another fork. Take the western fork here to find an Ether. Return to the bridge and go north. After getting off the bridge, go east and into the door.

In the chests nearby, you'll find an Ether and 2,000 Gil. Exit and go west to another staircase. Descend.

<== B3F ==>

Southwest of where you enter, you'll be able to reach a room in which you can use a Save Point. Use it as necessary, then exit and go south. Go across the bridge and you'll soon find another door. Go into it to find three chests with a Hi-Potion, Spider's Silk, and an Hourglass.

Leave this area and go west. At the next area, go north, between the pillars, and into the door.

Go north to find a Fairy Claw. Head southwest to find some stairs to descend.

<== B4F ==>

Take the bridge to the west. When you reach the area with the torches, go east to find another Save Point. Use it if you need to.

After this, go to the torch area and head north. Don't go into the door just yet, however. See that chest to your west? You'll need to move around counter-clockwise to reach it. Inside is an Emergency Exit. NOW go into the door.

<== Crystal Room ==>

Head north to face the Dark Elf - and fail. If you didn't talk with Edward at Troia, you also just got hit with a Game Over.

If you DID speak with Edward and received the Twin Harp, you'll see a scene. Your party will back up a step, allowing you to re-equip your party properly. I don't exactly remember whether you can equip the metallic equipment, though. Your choice, I guess.

Speak to the Dark Elf again to fight.

---

|                  |          |              |                    |
|------------------|----------|--------------|--------------------|
| BOSS: Dark Elf \ |          |              |                    |
|                  |          |              |                    |
| HP               | - 23,890 | Weaknesses:  | Treasures Awarded: |
| Strength         | - 18     | - Holy       | - None.            |
| Defense          | - 0      |              |                    |
| Magic            | - 1      | Absorptions: |                    |
| Magic Defense    | - 254    | - None       |                    |
| Gil Earned       | - 4,000  |              |                    |
| EXP. Earned      | - 1,000  | Type: None   |                    |

=====  
 | The Dark Elf can put a Pig status on you and use Tornado, in addition to a  
 | physical attack, I think. The strategy here is fairly simple - avoid using  
 | MP; just use physical attacks and Power until the next fight. You'll need  
 | it.  
 |

After having dealt enough damage, the real boss emerges...

|                     |         |              |                    |
|---------------------|---------|--------------|--------------------|
| BOSS: Dark Dragon \ |         |              |                    |
|                     |         |              |                    |
| HP                  | - 3,926 | Weaknesses:  | Treasures Awarded: |
| Strength            | - 80    | - Holy       | - None.            |
| Defense             | - 1     |              |                    |
| Magic               | - 15    | Absorptions: |                    |
| Magic Defense       | - 254   | - None       |                    |
| Gil Earned          | - 5,000 |              |                    |
| EXP. Earned         | - 6,000 | Type: None   |                    |

=====  
 | This boss can hit fairly hard, being 1.3x as strong as the strongest enemy  
 | in the Magnetic Cave, with its physical attack. It also has a team-wide  
 | Dark Breath that is quite powerful, usually dealing 150 ~ 200 damage.  
 |

| Cecil and Cid, as per usual, should use their basic physical attacks, with  
 | Yang using Power. As for Tellah, it is tough to say. The Dark Dragon's  
 | Magic Defense is far too high, probably, so I guess you should stick him  
 | to simply healing.  
 |

| Of course, the Tornado spell from Tellah is also a good way to start to  
 | finish it fast. :)  
 |

The Dark Elf has been defeated; the Earth Crystal is now yours for the taking.  
 Grab it and use the Teleport spell or an Emergency Exit to leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Overworld - Troia Region  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

|                                                  |     |     |     |     |     |      |  |
|--------------------------------------------------|-----|-----|-----|-----|-----|------|--|
| Regional Monster Bestiary \                      |     |     |     |     |     |      |  |
|                                                  |     |     |     |     |     |      |  |
| Monster                                          | HP  | STR | DEF | MAG | Gil | EXP. |  |
| +-----+-----+-----+-----+-----+-----+-----+----- |     |     |     |     |     |      |  |
| Twin Snake                                       | 108 | 46  | 0   | 0   | 222 | 720  |  |
| Treant                                           | 335 | 52  | 1   | 2   | 148 | 687  |  |
| Cait Sith                                        | 342 | 50  | 2   | 0   | 252 | 820  |  |
| Hell Needle                                      | 398 | 40  | 3   | 0   | 220 | 700  |  |
| Death Flower                                     | 440 | 24  | 2   | 0   | 210 | 650  |  |
|                                                  |     |     |     |     |     |      |  |

Outside, take your Black Chocobo to the forest, then return south to Troia

Castle.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Troia Castle  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| ----- |
| Treasures Checklist \ |
| ----- |
| Dry Ether ..... [ ] |
| Dry Ether ..... [ ] |
| Echo Herbs ..... [ ] |
| Elixer ..... [ ] |
| Ether ..... [ ] |
| Ether ..... [ ] |
| Fire Arrow ..... [ ] |
| Fire Arrow ..... [ ] |
| Great Bow ..... [ ] |
| Hi-Potion ..... [ ] |
| Hi-Potion ..... [ ] |
| Ice Arrow ..... [ ] |
| Ice Arrow ..... [ ] |
| Remedy ..... [ ] |
| Remedy ..... [ ] |
| Silver Apple ..... [ ] |
| Thunder Arrow ..... [ ] |
| ----- |

```

Return to the room with the eight Clerics to have a scene. Speak with them and one will say that you can take the treasures from their old dungeon. Remember the room with the three staircases?

Go there and take the left staircase. Speak with the guard down there to be given access to many items - all of them on the list above, in fact!!

You can also go to Edward to watch another scene.

Well, you're done here. Exit the castle. If you want to, restock in Troia. When you're ready, rise up in the Enterprise to automatically be brought to...

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Tower of Zot  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| ----- |
| Treasures Checklist \ |
| ----- |
| Flame Mail ..... [ ] |
| Flame Shield ..... [ ] |
| Flame Sword ..... [ ] |
| Gaia Hammer ..... [ ] |
| Hell Claw ..... [ ] |
| Sage's Surplice ..... [ ] |
| ----- |

```

```

| ----- |
| Regional Monster Bestiary \ |
| ----- |
| Monster | HP | STR | DEF | MAG | Gil | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Purple Bavarois | 105 | 52 | 254 | 0 | 50 | 750 |
| Puppet | 256 | 56 | 3 | 15 | 180 | 800 |
| Sorceress | 350 | 50 | 2 | 47 | 329 | 1,551 |
|-----+-----+-----+-----+-----+-----+-----|

```

|                |       |       |       |       |       |       |  |
|----------------|-------|-------|-------|-------|-------|-------|--|
| Black Knight   | 360   | 64    | 2     | 0     | 175   | 840   |  |
| Centaur Knight | 380   | 58    | 2     | 0     | 172   | 860   |  |
| Gremlin        | 410   | 56    | 3     | 31    | 275   | 1,221 |  |
| Soldieress     | 425   | 60    | 3     | 0     | 200   | 1,050 |  |
| Puppeteer      | 473   | 56    | 3     | 35    | 195   | 1,000 |  |
| Ice Lizard     | 480   | 62    | 2     | 0     | 289   | 1,331 |  |
| Cold Beast     | 520   | 64    | 2     | 3     | 276   | 1,441 |  |
| Hell Turtle    | 700   | 72    | 4     | 0     | 224   | 920   |  |
| _____          | _____ | _____ | _____ | _____ | _____ | _____ |  |

<== 1F ==>

Once you regain control, go northwest and along the path. At the top of the area, go west to find a Flame Mail. Then head east to 2F.

<== 2F ==>

Go south and to the fork. There, head west and along the path. Eventually, you will come to a small break in the wall to the south - it is before the north path. Take this south path to the bottom of the area. Go west and north when first possible. You'll soon come to a chest, with contains a Fiery Hound. You can defeat it easily with some Blizzard-based spells.

For defeating it, you'll get the Flame Sword. Go southward, then west and north to the next area.

<== 3F ==>

Go south to find a fork. Go along the south part to the easternmost portion of the area, then head north to the next area.

<== 4F ==>

This floor is fairly linear for a bit. At the fork, take the northern path and you will find three doors. Take the left one.

<== 5F ==>

Go east to find the Hell Claw, then head west and follow the path. You will soon come along another chest, this one yielding the Fire Shield.

Return to 4F.

<== 4F ==>

From the fork, take the central door.

<== 5F ==>

Grab the Gaia Hammer and leave.

<== 4F ==>

Take the eastern door.

<== 5F ==>

Take the Sage's Surplice and leave.

<== 4F ==>



Head back south and east. Soon, you'll get onto 5F once more.

<== 5F ==>

Here, go south and keep an eye out for a door. Go through said door to reach a Save Point. Use it and leave, continuing along to fight the Magus Sisters.

| BOSS: Sandy, Cindy, Mindy \                                                |         |              |                    |
|----------------------------------------------------------------------------|---------|--------------|--------------------|
| Sandy Bestiary                                                             |         |              |                    |
| >-----+-----+-----<                                                        |         |              |                    |
| HP                                                                         | - 2,591 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                   | - 30    | - None       | - None.            |
| Defense                                                                    | - 1     |              |                    |
| Magic                                                                      | - 11    | Absorptions: |                    |
| Magic Defense                                                              | - 11    | - None       |                    |
| Gil Earned                                                                 | - 3,000 |              |                    |
| EXP. Earned                                                                | - 2,500 | Type: Mage   |                    |
| >-----+-----+-----<                                                        |         |              |                    |
| Cindy Bestiary                                                             |         |              |                    |
| >-----+-----+-----<                                                        |         |              |                    |
| HP                                                                         | - 4,599 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                   | - 36    | - None       | - None.            |
| Defense                                                                    | - 2     |              |                    |
| Magic                                                                      | - 11    | Absorptions: |                    |
| Magic Defense                                                              | - 11    | - None       |                    |
| Gil Earned                                                                 | - 3,000 |              |                    |
| EXP. Earned                                                                | - 2,500 | Type: Mage   |                    |
| >-----+-----+-----<                                                        |         |              |                    |
| Mindy Bestiary                                                             |         |              |                    |
| >-----+-----+-----<                                                        |         |              |                    |
| HP                                                                         | - 2,590 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                   | - 30    | - None       | - None.            |
| Defense                                                                    | - 1     |              |                    |
| Magic                                                                      | - 10    | Absorptions: |                    |
| Magic Defense                                                              | - 0     | - None       |                    |
| Gil Earned                                                                 | - 3,000 |              |                    |
| EXP. Earned                                                                | - 2,500 | Type: Mage   |                    |
| =====                                                                      |         |              |                    |
| Sandy will begin by casting Reflect on Cindy, with Mindy then using a      |         |              |                    |
| "-ara" spell on Cindy, thereby Reflecting it onto you. Next turn, a        |         |              |                    |
| Reflect will hit Cindy, thereby Reflecting it onto you, thereby making     |         |              |                    |
| healing via magic a true pain. Also note that Cindy can revive her allies. |         |              |                    |
|                                                                            |         |              |                    |
| As such, your main target should start by being Cindy. If you can manage,  |         |              |                    |
| try to have Tellah squeeze off a Firaga against Cindy before the Reflect   |         |              |                    |
| hits. After that, though, it should all be physical attacking against      |         |              |                    |
| Cindy - Tellah needs to remain as healer (whether it be through magic or   |         |              |                    |
| items). After Cindy falls, just finish the other two off as before, but    |         |              |                    |
| Tellah can use offensive magic on the opponents, so long as they are not   |         |              |                    |
| Reflected yet.                                                             |         |              |                    |
|                                                                            |         |              |                    |

After the battle, head back to the Save Point and use it at your leisure. Then return to where you fought the Magus Sisters and head north to 6F.

<== 6F ==>

Now would be a good time to de-equip Tellah.

Watch the following, mathematically-odd, scene. How is it mathematically odd? Well, Tellah had 90 MP. He used Bio, Firaga, Thundaga, Blizzaga, and Meteor, in that order, without using any items. That totals 214 MP, exactly 2.37x times his max MP.

I think he's been hiding some items from us. >\_>

Anyhow, Tellah's gone. Speak with Kain because the door is locked. Eventually, Kain and Rosa will rejoin your party. IMMEDIATELY re-equip them as good as you can. Put Kain and Rosa in the back row (Kain's Jump is not affected by row).

Head south for another boss.

|                                                                                                                                                                                                                                                           |         |              |                    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|--------------|--------------------|
| BOSS: Barbariccia \                                                                                                                                                                                                                                       |         |              |                    |
| HP                                                                                                                                                                                                                                                        | - 8,636 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                                                                                                                                                                                                  | - 82    | - None       | - None.            |
| Defense                                                                                                                                                                                                                                                   | - 0     |              |                    |
| Magic                                                                                                                                                                                                                                                     | - 63    | Absorptions: |                    |
| Magic Defense                                                                                                                                                                                                                                             | - 12    | - None       |                    |
| Gil Earned                                                                                                                                                                                                                                                | - 5,500 |              |                    |
| EXP. Earned                                                                                                                                                                                                                                               | - 9,000 | Type: None   |                    |
| =====                                                                                                                                                                                                                                                     |         |              |                    |
| Barbariccia is fairly basic in her normal form, similar to Cagnazzo. Also like him, she can create a protective whirlwind. During this time, she can use Tornado, Ray (Slow Petrification), or both. This is only dispelled by Kain's Jump (miss or hit). |         |              |                    |
| During the time Barbariccia is not in her whirlwind form, have Cecil and Cid attack normally, and Yang should use Power. (Wow, so new. </sarcasm>)                                                                                                        |         |              |                    |
| As for Kain, he should use Jump. Rosa should be on healing duty.                                                                                                                                                                                          |         |              |                    |

And so, you return to Baron.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Baron Castle  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

|                       |           |
|-----------------------|-----------|
| Treasures Checklist \ |           |
| Bacchus's Cider       | ..... [ ] |
| Bacchus's Cider       | ..... [ ] |
| Elixer                | ..... [ ] |
| Ether                 | ..... [ ] |
| Ether                 | ..... [ ] |
| Ether                 | ..... [ ] |
| Ether                 | ..... [ ] |
| Hermes' Shoes         | ..... [ ] |
| Hermes' Shoes         | ..... [ ] |
| Magma Rock            | ..... [ ] |
| Phoenix Down          | ..... [ ] |
| Phoenix Down          | ..... [ ] |
| Tent                  | ..... [ ] |
| Tent                  | ..... [ ] |
| Unicorn Horn          | ..... [ ] |
| Unicorn Horn          | ..... [ ] |





|                |     |    |   |    |     |       |
|----------------|-----|----|---|----|-----|-------|
| Magma Tortoise | 435 | 70 | 3 | 0  | 234 | 1,666 |
| Black Lizard   | 792 | 64 | 4 | 16 | 43  | 1,504 |

After a quick scene, you'll be near a castle in the Underworld; said castle is a few steps to the west. However, do not do anything yet. De-equip Cid completely, Save if you need to, THEN go into the castle.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Dwarf Castle  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

|                       |           |
|-----------------------|-----------|
| Item Shop \           |           |
| Moving Shopkeeper     |           |
| >-----<               |           |
| Item Name .....       | Cost      |
| =====                 |           |
| Phoenix Down .....    | 100 Gil   |
| Potion .....          | 30 Gil    |
| Hi-Potion .....       | 150 Gil   |
| Tent .....            | 100 Gil   |
| Cottage .....         | 500 Gil   |
| Dwarven Bread .....   | 100 Gil   |
| Gysahl Greens .....   | 50 Gil    |
| Remedy .....          | 5,000 Gil |
| >-----<               |           |
| Stationary Shopkeeper |           |
| >-----<               |           |
| Gold Needle .....     | 400 Gil   |
| Maiden's Kiss .....   | 60 Gil    |
| Mallet .....          | 80 Gil    |
| Diet Food .....       | 100 Gil   |
| Echo Herbs .....      | 30 Gil    |
| Eye Drops .....       | 30 Gil    |
| Antidote .....        | 40 Gil    |
| Cross .....           | 100 Gil   |

When you arrive, head on over to the Inn for some restoration if you need it - some Hi-Potions wouldn't hurt, either.

When you're ready, go north from the entrance and you'll soon find King Giott, the ruler of the Underworld. In the ensuing scene, Cid will leave your party.

After speaking with Giott, a scene occurs, followed by a series of bosses.

|                                |                                |
|--------------------------------|--------------------------------|
| BOSS: Calco (x3), Brina (x3) \ |                                |
| Calco Bestiary                 |                                |
| >-----+                        |                                |
| HP - 1,369                     | Weaknesses: Treasures Awarded: |
| Strength - 54                  | - None - None.                 |
| Defense - 0                    |                                |
| Magic - 31                     | Absorptions:                   |
| Magic Defense - 11             | - None                         |
| Gil Earned - 500               |                                |
| EXP. Earned - 1,000            | Type: None                     |
| >-----+                        |                                |

Brina Bestiary

```

>-----+-----+-----<
| HP          - 369      | Weaknesses:      | Treasures Awarded:
| Strength    - 54      | - None           | - None.
| Defense     - 1       |                  |
| Magic       - 31      | Absorptions:    |
| Magic Defense - 11    | - None           |
| Gil Earned  - 500     |                  |
| EXP. Earned - 1,000   | Type: None       |

```

Okay, fair enough - more of a miniboss than anything. The general idea is to have everyone, except Rosa, attack. Yang should be specifically using Power; Kain, Jump if he is still in the back row; Rosa, healing duty, with intermittent attacks.

If you don't beat all six - in other words, you defeat all of a doll type, or five altogether - your next boss...

BOSS: Calcobrena \

```

| HP          - 5,315   | Weaknesses:      | Treasures Awarded:
| Strength    - 106    | - None           | - None.
| Defense     - 2      |                  |
| Magic       - 41     | Absorptions:    |
| Magic Defense - 25   | - None           |
| Gil Earned  - 5,000  |                  |
| EXP. Earned - 12,000 | Type: None       |

```

For a doll, this thing can really hit hard - very hard, being about 1.2x as strong as Barbariccia. These attacks can also Confuse and Paralyze you, so keep at eye on the statuses and your HP.

Cecil should do his regular attack; Yang, Power; Kain, normal attack (or Jump from back row); and Rosa, healing duty with intermittent offense. It wouldn't be too bad an idea to use Hi-Potions for healing, too.

After that boss, a scene and ANOTHER boss.

BOSS: Golbez, Shadow Dragon \

Golbez Bestiary

```

>-----+-----+-----<
| HP          - ???    | Weaknesses:      | Treasures Awarded:
| Strength    - ???    | - ???           | - ???
| Defense     - ???    |                  |
| Magic       - ???    | Absorptions:    |
| Magic Defense - ???  | - ???           |
| Gil Earned  - ???    |                  |
| EXP. Earned - ???    | Type: ???       |

```

Shadow Dragon Bestiary

```

>-----+-----+-----<
| HP          - ???    | Weaknesses:      | Treasures Awarded:
| Strength    - ???    | - ???           | - ???
| Defense     - ???    |                  |
| Magic       - ???    | Absorptions:    |
| Magic Defense - ???  | - ???           |
| Gil Earned  - ???    |                  |

```

```

| EXP. Earned   - ???       | Type: ???       |
|=====|
| This fight will begin with your previous party, except that all, save for
| Cecil, are KO'ed. You don't actually have to do any reviving - but you
| can if you're on a low-level playthrough or something. Obviously, Rosa is
| the first you should bring back.
|
| Soon enough, a dramatically-different Rydia shows up. She has lost all of
| her White Magic, but now has more Summons. Anyhow, have Cecil Attack;
| Yang, Power; Kain, Jump/Attack; Rosa, healing duty; Rydia, Bio.
|
|-----|

```

And so, Golbez has finally been obliterated ... or has he? Amazingly enough, a mere hand remains and it steals your Crystal. O\_o

After this, King Giott comes up with a plan - sneak into the Tower of Babel and snatch the seven Crystals Golbez has already taken.

Anyhow, time to update some listings here...

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Dwarf Castle
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

|-----|
| Treasures Checklist \
|-----|
| 5,000 Gil ..... [] |
| Bacchus's Cider ..... [] |
| Black Belt ..... [] |
| Cottage ..... [] |
| Cottage ..... [] |
| Cottage ..... [] |
| Dwarf Axe ..... [] |
| Elixer ..... [] |
| Elixer ..... [] |
| Ether ..... [] |
| Ether ..... [] |
| Gysahl Greens ..... [] |
| Gysahl Greens ..... [] |
| Gysahl Greens ..... [] |
| Hi-Potion ..... [] |
| Magazine ..... [] |
| Power Armet ..... [] |
| Silver Hourglass ..... [] |
|-----|

```

```

|-----|
| Item Shop \
|-----|
|                               Moving Shopkeeper
|>-----<
| Item Name ..... Cost |
|=====|
| Phoenix Down ..... 100 Gil |
| Potion ..... 30 Gil |
| Hi-Potion ..... 150 Gil |
| Tent ..... 100 Gil |
| Cottage ..... 500 Gil |
| Dwarven Bread ..... 100 Gil |
| Gysahl Greens ..... 50 Gil |
| Remedy ..... 5,000 Gil |

```

| Stationary Shopkeeper |         |
|-----------------------|---------|
| Gold Needle .....     | 400 Gil |
| Maiden's Kiss .....   | 60 Gil  |
| Mallet .....          | 80 Gil  |
| Diet Food .....       | 100 Gil |
| Echo Herbs .....      | 30 Gil  |
| Eye Drops .....       | 30 Gil  |
| Antidote .....        | 40 Gil  |
| Cross .....           | 100 Gil |

| Weapon Shop \     |            |
|-------------------|------------|
| Item Name .....   | Cost       |
| Dwarf Axe .....   | 15,000 Gil |
| Great Bow .....   | 2,000 Gil  |
| Dark Arrow .....  | 40 Gil     |
| Flame Sword ..... | 14,000 Gil |
| Fire Lance .....  | 11,000 Gil |

| Armor Shop \          |            |
|-----------------------|------------|
| Item Name .....       | Cost       |
| Fire Shield .....     | 1,250 Gil  |
| Flame Mail .....      | 30,000 Gil |
| Sage's Miter .....    | 2,000 Gil  |
| Sage's Surplice ..... | 1,200 Gil  |
| Rune Armlet .....     | 2,000 Gil  |

Heal up at the Inn, then head to the first floor. Go east and upstairs.

Here, you'll find the weapon and armor stores. You can go between the two shops to find the Lali Ho Pub. In the corner of it is a crack - head east and through the wall for the 1991 Final Fantasy IV Development Team Office (as in the original FF4 release). Here, you can hang with the developers, speak around, and even randomly battle a few! You'll also find a staircase here to the Break Room, in which you can get a Magazine by examining the bookcase. What does it do?

Try it and see. ^\_^

Anyhow, finish up here and return to the second floor with the shops. Go east and use the staircase to reach the East Tower.

At the north end of the room is a Dwarf Axe. Grab it and go upstairs. There, examine the pots to find a Bacchus's Cider - go to the southern path, west into the wall, and examine the pots. Head upstairs.

On 3F, head to the far west to find a Power Armlet. Take two steps east and go north. Once you hit the wall, go east, taking the Ether as you go. Go two steps east, three south, then east to find a Silver Hourglass. Go west three steps, south one, and circle around the steps to get the Elixir at the bottom of the area. Then return to the area south of the throne room.



Go west and upstairs. Use the Inn and item shops as needed. Also check the pot near the item shop to receive 5,000 Gil. Then use the southwestern stairway to reach the West Tower.

Get to its second floor. Here, go to the southwestern corner and slip into the wall next to the pot. One of the pots in the new area you find has a Bacchus's Cider. Then go up to the third floor.

On the third floor of the West Tower, go four steps west to find a Hi-Potion. Go two steps east, north three, west three, and follow the path. In the northeastern corner, go three steps south, then head west to find an Elixer. Go one step east, back into the wall, one step south, then go east along the path. You'll find an Ether and Namingway. On the tile to his south, go one tile west, south four, east four (picking up the Black Belt as you go), and go on back to the first chest.

Return to the area with the Inn and item shops. Take the northeastern staircase to find BlF. The first place you will find is the (currently useless) infirmary. East of this infirmary is a dwarf in front of a bookcase - he'll let you through to the next area. However, go east to find a large empty area. A Fat Chocobo is here. If you need some Gysahl Greens, go east and look in the pots to find a total of three sets.

Speak with the dwarf in front of the bookcase and follow the path northward, then west and downstairs. Go along the path until you reach the eastbound path, which you should follow. You'll come along three Cottages. Return to the fork and go towards the southwestern corner. Use the stairs. Down here is a pot that will restore your HP and MP (it is far to the west). Take the stairs to its south to leave the castle.

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Underworld - Dwarf Castle Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary |     |     |     |     |     |       |
|---------------------------|-----|-----|-----|-----|-----|-------|
| Monster                   | HP  | STR | DEF | MAG | Gil | EXP.  |
| Goblin Captain            | 199 | 56  | 0   | 0   | 45  | 1,930 |
| Armadillo                 | 325 | 58  | 4   | 0   | 194 | 1,555 |
| Magma Tortoise            | 435 | 70  | 3   | 0   | 234 | 1,666 |
| Black Lizard              | 792 | 64  | 4   | 16  | 43  | 1,504 |

Erm... Seeing as the Enterprise is unavailable to you and all, you'll simply have to follow the path to the northwest. It is quite linear - if you get lost, just use the Sight spell.

You'll know that you are close to your destination, the Towel of Babel, once you begin to see the tanks.

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Tower of Babel  
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| Treasures Checklist  |     |
|----------------------|-----|
| Antarctic Wind ..... | [ ] |
| Arctic Wind .....    | [ ] |

|                       |    |
|-----------------------|----|
| Cat Claw .....        | [] |
| Dr. Lugae's Key ..... | [] |
| Dry Ether .....       | [] |
| Ether .....           | [] |
| Green Beret .....     | [] |
| Hi-Potion .....       | [] |
| Hi-Potion .....       | [] |
| Ice Armor .....       | [] |
| Ice Arrow .....       | [] |
| Ice Arrow .....       | [] |
| Ice Brand .....       | [] |
| Ice Lance .....       | [] |
| Ice Shield .....      | [] |
| Killer Bow .....      | [] |
| Phoenix Down .....    | [] |

Regional Monster Bestiary \

| Monster        | HP    | STR | DEF | MAG | Gil | EXP.  |
|----------------|-------|-----|-----|-----|-----|-------|
| Puppeteer      | 473   | 56  | 3   | 35  | 195 | 1,000 |
| Goblin Captain | 199   | 56  | 0   | 0   | 45  | 1,930 |
| Mystery Egg    | 1     | ??? | ??? | ??? | ??? | ???   |
| White Mousse   | 298   | 66  | 254 | 0   | 384 | 1,808 |
| Naga           | 320   | 66  | 4   | 5   | 150 | 1,118 |
| Evil Doll      | 388   | 64  | 3   | 0   | 269 | 1,408 |
| Medusa         | 490   | 64  | 4   | 0   | 225 | 1,208 |
| Fiery Knight   | 579   | 76  | 4   | 0   | 300 | 1,708 |
| Chimera        | 700   | 80  | 3   | 0   | 228 | 1,708 |
| Fiery Hound    | 1,221 | 68  | 3   | 0   | 244 | 1,708 |
| Security Eye   | 1,425 | 112 | 0   | 0   | 380 | 2,008 |
| Stone Golem    | 2,560 | 84  | 4   | 0   | 238 | 2,908 |

<== 1F ==>

Go north towards the fork. When you reach said fork, go west to find an Ice Arrow, with another to its south. Return to the fork and take the path around to an Ether. Return to the fork once more and head north to the second floor.

<== 2F ==>

Go west to find a Green Beret. Further south of that, you'll find a door. Go through it and defeat the monsters in the chest to find the Ice Brand.

Leave the room and go northeast. Go through the door you find, and defeat the monsters inside the chest to find the Ice Lance.

Exit this room and go northwest to the third floor.

<== 3F ==>

Go northwest to find the Cat Claw. Return to where you enter the floor and go east. You'll find a chest to the southeast; go north and around to this Hi-Potion. Head around to the door west of you, being sure to grab the Phoenix Down to the southwest before heading on in.

<== 4F ==>

Go west and get the Killer Bow, then east for the Antarctic Wind. Return to where you entered the floor and return to 3F.

<== 3F ==>

Go north as much as possible, then head west. Continue along to another door.

<== 4F ==>

When you arrive, take the western door to find a Save Point. Use it as needed.

After that, exit and go north and along the path. Go east, across the bridge, then south. Go through the first door to find some battling and an Ice Armor. Return to the small bridge and you'll find a door to the east. Go inside to find another monster-filled chest that yields an Ice Shield when the battle ends.

Finish it and exit. Go north and along the small path, then west to 5F.

<== 5F ==>

Head southeast, taking the path north when possible to find an Arctic Wind. After that, return to the main path and continue east. Ignore the northbound path (although note it for later), continuing east.

On the east side, go north, along the green-colored tiles, and still southeast some more to find a Hi-Potion. Backtrack and go north to find the exit to 6F.

<== 6F ==>

Go west and through the door.

<== 7F ==>

Head east and into the room there for a Save Point. Use it and return to the 7F entrance, going south as far as possible, then west, to find a Dry Ether. Then head east to 8F.

<== 8F ==>

Continue along the path to find Dr. Loogie -- erm... Dr. LUGAE, who just so happens to be part of your next boss.

| BOSS: Doctor, Barnabas \ |         |              |                    |
|--------------------------|---------|--------------|--------------------|
| Doctor Bestiary          |         |              |                    |
| HP                       | - 4,936 | Weaknesses:  | Treasures Awarded: |
| Strength                 | - 18    | - None       | - None.            |
| Defense                  | - 0     |              |                    |
| Magic                    | - 0     | Absorptions: |                    |
| Magic Defense            | - 11    | - None       |                    |
| Gil Earned               | - 2,000 |              |                    |
| EXP. Earned              | - 5,500 | Type: None   |                    |
| Barnabas Bestiary        |         |              |                    |
| HP                       | - 4,832 | Weaknesses:  | Treasures Awarded: |
| Strength                 | - 86    | - None       | - None.            |

|               |         |              |  |
|---------------|---------|--------------|--|
| Defense       | - 0     |              |  |
| Magic         | - 31    | Absorptions: |  |
| Magic Defense | - 11    | - None       |  |
| Gil Earned    | - 2,500 |              |  |
| EXP. Earned   | - 5,500 | Type: Mech   |  |

=====  
 Begin the battle by focusing on Barnabas. This is because of his brute strength, as well as the fact that taking out the Doctor will yield no Gil, EXP., or Bestiary entries.

Begin by fighting Barnabas. Cecil and Kain should attack normally; Yang, Power; Rydia, Bio (just go with it); and Rosa, healing with intermittent offense. After defeating Barnabas, leave the Doctor alone for a bit...

BOSS: Barnabas-Z \

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 4,518 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 114   | - None       | - None.            |
| Defense       | - 1     |              |                    |
| Magic         | - 0     | Absorptions: |                    |
| Magic Defense | - 5     | - None       |                    |
| Gil Earned    | - 2,500 |              |                    |
| EXP. Earned   | - 20    | Type: None   |                    |

=====  
 For this opponent, go all-out. Barnabas-Z will eventually use Self-Destruct to very heavily damage a character. Everyone should attack (except Rydia - she needs Bio) - don't even worry about healing.

Eventually, you'll finally finish this boss chain...

BOSS: Dr. Lugae \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 9,321  | Weaknesses:  | Treasures Awarded: |
| Strength      | - 86     | - None       | - Dr. Lugae's Key. |
| Defense       | - 1      |              |                    |
| Magic         | - 7      | Absorptions: |                    |
| Magic Defense | - 11     | - None       |                    |
| Gil Earned    | - 4,000  |              |                    |
| EXP. Earned   | - 10,101 | Type: Mech   |                    |

=====  
 And so, Dr. Lugae shows his true self. He can use Sleeping Gas and Poison Gas to affect members of your party with the respective status. He'll also use Beam for moderate damage to one person, Flame Thrower for moderate damage to all, and Laser for heavy damage to one. Amazingly, he actually can use "Panacea" to heal your team's statuses! O\_O

As per usual, have Cecil and Kain attack; Yang use Power; Rosa as healer with intermittent offense; and Rydia for Bio.

Finally. Now that you have the Key, we'll need to stop the cannons. Return south and northeast to 7F.

<== 7F ==>

Go southwest and north to the next level. Use the Save Point as needed, and continue to 6F.

<== 6F ==>

Here, de-equip Yang of all of his equipment.

Then go east to 5F.

<== 5F ==>

Go south and west. Take the northbound path from earlier. Go up to the center door and use Dr. Lugae's Key to open it up. Defeat the three Goblin Captains (I swear, if you lose, I must ask - how did you get THIS far?).

Anyhow, defeat them and watch the scene. After that, head south, then northwest to the exit.

<== 4F ==>

Go east, across the bridge, south, west across the bridge, and take the west door (if you need the Save Point), then the east door.

<== 3F ==>

Go west and around to the center of the room.

<== 2F ==>

Head southwest, then door to the door.

<== 1F ==>

Head south for a scene, after which you'll get the Enterprise and some more scenes.

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Overworld  
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| Regional Monster Bestiary |       | Agart Region - Start |     |     |     |       |
|---------------------------|-------|----------------------|-----|-----|-----|-------|
| Monster                   | HP    | STR                  | DEF | MAG | Gil | EXP.  |
| Roc Baby                  | 50    | 60                   | 2   | 0   | 81  | 1,004 |
| Roc                       | 500   | 66                   | 3   | 0   | 150 | 1,404 |
| Mors                      | 695   | 60                   | 4   | 0   | 253 | 1,504 |
| Ironback                  | 100   | 74                   | 4   | 0   | 233 | 1,077 |
| Black Lizard              | 792   | 64                   | 4   | 16  | 43  | 1,298 |
| Fiery Hound               | 1,221 | 68                   | 3   | 0   | 244 | 1,708 |

| Regional Monster Bestiary |    | Baron Region - Destination |     |     |     |      |
|---------------------------|----|----------------------------|-----|-----|-----|------|
| Monster                   | HP | STR                        | DEF | MAG | Gil | EXP. |
| Goblin                    | 6  | 19                         | 0   | 0   | 5   | 28   |
| Helldiver                 | 18 | 21                         | 0   | 0   | 5   | 40   |
| Floating Eyeball          | 20 | 20                         | 0   | 0   | 9   | 42   |
| Sword Rat                 | 30 | 21                         | 0   | 0   | 13  | 66   |

Head north and enter Castle Baron.

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 Baron Castle

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Go to the east side of the castle and speak with Cid's men - the ones in the blue outfits - to watch a scene, in which you get a hook attached to the Enterprise. Therefore, you can now use the Enterprise to pick up the Hovercraft.

Now, we're going to find the Hovercraft.

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Overworld

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| Regional Monster Bestiary |    | Baron Region - Start |     |     |     |      |
|---------------------------|----|----------------------|-----|-----|-----|------|
| Monster                   | HP | STR                  | DEF | MAG | Gil | EXP. |
| Goblin                    | 6  | 19                   | 0   | 0   | 5   | 28   |
| Helldiver                 | 18 | 21                   | 0   | 0   | 5   | 40   |
| Floating Eyeball          | 20 | 20                   | 0   | 0   | 9   | 42   |
| Sword Rat                 | 30 | 21                   | 0   | 0   | 13  | 66   |

First up, we need to find the Hovercraft. You'll need to head northeast to Mt. Hobs - it is just outside of there. Use Sight to locate it more precisely.

Once you have the Hovercraft, head north to Mysidia, then west to find the Tower of Babel. Eblan is nearby.

Land the Hovercraft near the water rocks, with the Enterprise also nearby. Get into the Hovercraft and go west, across the rocks, to a cave - the Cave of Eblan.

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Cave of Eblan

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| Treasures Checklist |                          |
|---------------------|--------------------------|
| Blood Sword .....   | <input type="checkbox"/> |
| Bomb Core .....     | <input type="checkbox"/> |
| Cottage .....       | <input type="checkbox"/> |
| Dry Ether .....     | <input type="checkbox"/> |
| Elixir .....        | <input type="checkbox"/> |
| Elixir .....        | <input type="checkbox"/> |
| Ether .....         | <input type="checkbox"/> |
| Gold Needle .....   | <input type="checkbox"/> |
| Hi-Potion .....     | <input type="checkbox"/> |
| Hi-Potion .....     | <input type="checkbox"/> |
| Hi-Potion .....     | <input type="checkbox"/> |
| Phoenix Down .....  | <input type="checkbox"/> |
| Phoenix Down .....  | <input type="checkbox"/> |
| Phoenix Down .....  | <input type="checkbox"/> |
| Potion .....        | <input type="checkbox"/> |
| Potion .....        | <input type="checkbox"/> |
| Remedy .....        | <input type="checkbox"/> |
| Shuriken .....      | <input type="checkbox"/> |

|                        |     |
|------------------------|-----|
| Shuriken .....         | [ ] |
| Silver Hourglass ..... | [ ] |
| Spider's Silk .....    | [ ] |
| Tent .....             | [ ] |

Regional Monster Bestiary \

| Monster      | HP    | STR | DEF | MAG | Gil | EXP.  |
|--------------|-------|-----|-----|-----|-----|-------|
| Bloodbones   | 210   | 34  | 3   | 0   | 169 | 315   |
| Cave Bat     | 334   | 42  | 3   | 0   | 151 | 598   |
| Steel Golem  | 1,950 | 86  | 4   | 0   | 445 | 703   |
| Armadillo    | 325   | 58  | 4   | 0   | 194 | 1,555 |
| Ironback     | 100   | 74  | 4   | 0   | 233 | 1,077 |
| Black Lizard | 792   | 64  | 4   | 16  | 43  | 1,298 |
| Bloody Bat   | 439   | 56  | 3   | 0   | 262 | 1,977 |
| Skuldier     | 740   | 74  | 3   | 0   | 116 | 1,577 |

<== B1F ==>

Go south, across the bridge, and continue to the south. Don't go down the southwest path yet when you get to it. Instead, go northeast, across two bridges, and south for a Vampire Fang. Then go north and into the water. Continue going north, then west into the wall. Grab the Shuriken and go into eastern wall to find a Remedy. Return to the stairs that you had skipped earlier. Use them.

<== B2F ==>

Item Shop \

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

Weapon Shop \

| Item Name .....    | Cost       |
|--------------------|------------|
| Power Staff .....  | 2,000 Gil  |
| Ice Brand .....    | 26,000 Gil |
| Ice Lance .....    | 21,000 Gil |
| Kunai .....        | 4,000 Gil  |
| Boomerang .....    | 3,000 Gil  |
| Killer Bow .....   | 3,000 Gil  |
| Poison Arrow ..... | 70 Gil     |

Armor Shop \

| Item Name .....  | Cost       |
|------------------|------------|
| Ice Shield ..... | 10,000 Gil |
| Ice Armor .....  | 35,000 Gil |
| Black Robe ..... | 10,000 Gil |

Here, you'll find the Eblan people's settlement - they're because ... well, you went to the castle earlier, didn't you? Anyhow, do some shopping, use the Inn, and so on.

Once you're done, head west, into the westernmost door. There are two pots in here that contain Potions. Grab them, backtrack some, and go north.

<== Path to the Tower of Babel ==>

Go along the path, grabbing the Ether as you go, as well as the Tent at the northern end of the area. You'll notice a little zig-zag thing in the wall. Go into it and along the path. Once you exit, grab the Hi-Potion to the south, then return to the main path and go north.

Continue northward to a grouping of rocks, then proceed in a more northeasterly manner, up some steps, and open the chest to find a Bomb Core. Go back south, stopping at the rock group. Go into the southeastern wall and follow it to find a Shuriken. Backtrack through the wall and go south.

Here, go east and into the wall. Open the two chests, each with one Elixer, and return through the wall to open up some more chests - two Hi-Potions and a Cottage. Go southeast to a fork in the path; go west to grab the Spider's Silk, then east to two Phoenix Downs and a Silver Hourglass. Continue northward.

Go into the room east of the entrance to find a Save Point. Use it, then remain in the room shortly. Enter the gap in the northeastern corner and go through the wall. Open the chest, defeat the monsters, and grab the Blood Sword. Exit the room.

Go northwest to find a chest (Gold Needle), then return to the entrance of this area. Go north to find Edge, the royal prince of Eblan, battling Rubicante, the Fire Elemental Lord. Watch the scene.

After this, go to the south wall and west to find a Dry Ether, then go north to find the...

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Tower of Babel  
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| Treasures Checklist \  |     |
|------------------------|-----|
| 82,000 Gil .....       | [ ] |
| Ahura .....            | [ ] |
| Hi-Potion .....        | [ ] |
| Hi-Potion .....        | [ ] |
| Kiss of Lilith .....   | [ ] |
| Ogrekiller .....       | [ ] |
| Silver Hourglass ..... | [ ] |
| Unicorn Horn .....     | [ ] |

Regional Monster Bestiary \



| Monster         | HP    | STR | DEF | MAG | Gil | EXP.  |
|-----------------|-------|-----|-----|-----|-----|-------|
| Mystery Egg     | 1     | ??? | ??? | ??? | ??? | ???   |
| Coeurl          | 593   | 72  | 3   | 0   | 345 | 2,759 |
| Balloon         | 697   | 72  | 4   | 0   | 315 | 2,459 |
| Sorcerer        | 1,000 | 82  | 4   | 50  | 272 | 2,359 |
| Ghost Knight    | 1,050 | 76  | 4   | 0   | 211 | 2,559 |
| Lamia Matriarch | 1,100 | 74  | 4   | 0   | 247 | 2,859 |
| Lamia           | 1,200 | 72  | 4   | 0   | 143 | 2,059 |
| Grudger         | 1,400 | 76  | 4   | 0   | 149 | 2,459 |
| Mad Ogre        | 2,000 | 86  | 4   | 53  | 270 | 2,359 |
| Mythril Golem   | 2,900 | 92  | 3   | 0   | 383 | 3,659 |

<== B1F ==>

Head north and you'll get inside, thanks to Edge's ninja skills. From where you regain control, go northwest to find the Unicorn Horn, then south and along the path. At the door, go east and along the path to the Silver Hourglass. THEN go into the door.

<== B2F ==>

Go east and along the path. On the northern side of the room, watch for a southbound bridge. Take it, defeat the monsters in the chest at the end, and you'll find the Ogreakiller.

Return to the main path and follow it to a door.

<== B3F ==>

Follow the path and ignore the first door. You'll soon come to a Kiss of Lilith. Grab it, THEN go through the door.

<== B4F ==>

Head east and along the path, picking up the Ahura as you go. Follow the path west into the next place.

<== B3F ==>

Head east and along the path. You'll notice an orb to the south; just ignore it. Further east are two doors. The first is a Save Point room; the other goes to B4F.

<== B4F ==>

Take the western door.

<== B5F ==>

You'll quickly come across a fork. Take the western path to the three bridges to the north. The middle one yields a WHOPPING 82,000 Gil. Take the northbound path from earlier northward.

There will be a battle. The main goal of it is mainly to survive until the enemies get self-control and speak with Edge.

Watch the scene and speak to Rubicante, who then heals your party before the

fight commences.

| BOSS: Rubicante \ |          |              |                    |
|-------------------|----------|--------------|--------------------|
| HP                | - 34,000 | Weaknesses:  | Treasures Awarded: |
| Strength          | - 80     | - None       | - None.            |
| Defense           | - 3      |              |                    |
| Magic             | - 16     | Absorptions: |                    |
| Magic Defense     | - 37     | - Fire       |                    |
| Gil Earned        | - 4,000  |              |                    |
| EXP. Earned       | - 10,101 | Type: None   |                    |

=====

Rubicante's magic attacks are just absolutely disgraceful. His Fira, for example, will be lucky to get above 75 damage. His physical attack is a BIT more problematic, as it will hurt some more.

The general strategy is to have Cecil and Kain attack normally (hopefully with their Ice Brand/Lance); Edge with Flood; Rydia attack with Blizzara/Blizzaga; and Rosa should, as usual, be the healer, with some intermittent offense.

Please note that the spells should be cast with the cloak open - it will heal him otherwise.

After the battle, head north into the Crystal Room.

<== Crystal Room ==>

"It's a trap!" -- Admiral Ackbar

<== 8F ==>

Just HOW does one fall from B5F to 8F (13 floors UP)? Seriously, that is what the game claims. O\_o

Anyhow, go north to find a Hi-Potion, then south to the next area.

<== 7F ==>

Linear path = you can do it!

<== 6F ==>

Go along the path to the fork. At said fork, go east to find a Hi-Potion further along the path. Go west to the next area.

Here, you'll hijack an enemy airship, which Edge christens the "Falcon". It's a pretty cool name, in my opinion.

Anyhow, we're back to the Underworld.

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Underworld - Dwarf Castle Region  
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| Regional Monster Bestiary \ |    |     |     |     |     |      |
|-----------------------------|----|-----|-----|-----|-----|------|
| Monster                     | HP | STR | DEF | MAG | Gil | EXP. |

|                |     |    |   |    |     |       |
|----------------|-----|----|---|----|-----|-------|
| Goblin Captain | 199 | 56 | 0 | 0  | 45  | 1,930 |
| Armadillo      | 325 | 58 | 4 | 0  | 194 | 1,555 |
| Magma Tortoise | 435 | 70 | 3 | 0  | 234 | 1,666 |
| Black Lizard   | 792 | 64 | 4 | 16 | 43  | 1,504 |

Head on over to the Dwarf Castle, to the southeast. Remember, the Falcon still cannot fly over lava.

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Dwarf Castle  
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|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Luca's Necklace ..... | [ ] |

|                   |  |
|-------------------|--|
| Item Shop \       |  |
| Moving Shopkeeper |  |

| Item Name .....     | Cost      |
|---------------------|-----------|
| Phoenix Down .....  | 100 Gil   |
| Potion .....        | 30 Gil    |
| Hi-Potion .....     | 150 Gil   |
| Tent .....          | 100 Gil   |
| Cottage .....       | 500 Gil   |
| Dwarven Bread ..... | 100 Gil   |
| Gysahl Greens ..... | 50 Gil    |
| Remedy .....        | 5,000 Gil |

|                       |  |
|-----------------------|--|
| Stationary Shopkeeper |  |
|-----------------------|--|

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

|               |  |
|---------------|--|
| Weapon Shop \ |  |
|---------------|--|

| Item Name .....   | Cost       |
|-------------------|------------|
| Dwarf Axe .....   | 15,000 Gil |
| Great Bow .....   | 2,000 Gil  |
| Dark Arrow .....  | 40 Gil     |
| Flame Sword ..... | 14,000 Gil |
| Fire Lance .....  | 11,000 Gil |

|              |  |
|--------------|--|
| Armor Shop \ |  |
|--------------|--|

| Item Name ..... | Cost |
|-----------------|------|
|-----------------|------|

|                       |            |
|-----------------------|------------|
| Fire Shield .....     | 1,250 Gil  |
| Flame Mail .....      | 30,000 Gil |
| Sage's Miter .....    | 2,000 Gil  |
| Sage's Surplice ..... | 1,200 Gil  |
| Rune Armlet .....     | 2,000 Gil  |

Back at the Dwarf Castle, you should use the shops and/or Inn as needed. Head on over to the infirmary to find Cid! Cid will put some Mythril on the Falcon, thereby allowing you to fly over (but not into) lava.

After this, head on over to the throne room and speak with King Giott. In the resulting scene, you'll obtain Luca's Necklace, the key to the Sealed Cavern.

```

O=====O
|
|              NOTICE:
|
|  It is at this point that the walkthrough splits up. Section VIII will be
|  covering some optional stuff for you to do before starting the Sealed
|  Cavern, which is the majority of Section IX. If you would not wish to go
|  and do the optional stuff, CTRL+F the "word" FF49 with the ** surrounding
|  it. I recommend this because Section VIII is a bit long. Otherwise, let's
|  continue!
|
O=====O

```

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+++++
+++++
++
++      Section VIII- Some Sidetracking          **FF48**      ++
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```

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                Underworld - Dwarf Castle Region
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| Regional Monster Bestiary \ |     |     |     |     |     |       |
|-----------------------------|-----|-----|-----|-----|-----|-------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP.  |
| Goblin Captain              | 199 | 56  | 0   | 0   | 45  | 1,930 |
| Armadillo                   | 325 | 58  | 4   | 0   | 194 | 1,555 |
| Magma Tortoise              | 435 | 70  | 3   | 0   | 234 | 1,666 |
| Black Lizard                | 792 | 64  | 4   | 16  | 43  | 1,504 |

Head southwest of the Castle and go into Tomra.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Tomra
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| Treasures Checklist \ |     |
|-----------------------|-----|
| 2,000 Gil .....       | [ ] |
| Antarctic Wind .....  | [ ] |

|                     |     |
|---------------------|-----|
| Bestiary .....      | [ ] |
| Bomb Fragment ..... | [ ] |
| Dry Ether .....     | [ ] |
| Rage of Zeus .....  | [ ] |

Item Shop \

Right Shopkeeper

| Item Name .....     | Cost      |
|---------------------|-----------|
| Phoenix Down .....  | 100 Gil   |
| Potion .....        | 30 Gil    |
| Hi-Potion .....     | 150 Gil   |
| Tent .....          | 100 Gil   |
| Cottage .....       | 500 Gil   |
| Dwarven Bread ..... | 100 Gil   |
| Gysahl Greens ..... | 50 Gil    |
| Remedy .....        | 5,000 Gil |

Left Shopkeeper

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

Weapon Shop \

| Item Name .....  | Cost       |
|------------------|------------|
| Ahura .....      | 7,000 Gil  |
| Chain Whip ..... | 6,000 Gil  |
| Ogrekiller ..... | 45,000 Gil |
| Killer Bow ..... | 3,000 Gil  |
| Mute Arrow ..... | 3,000 Gil  |

Armor Shop \

| Item Name .....      | Cost       |
|----------------------|------------|
| Diamond Shield ..... | 15,000 Gil |
| Diamond Helm .....   | 10,000 Gil |
| Diamond Armor .....  | 40,000 Gil |
| Diamond Gloves ..... | 5,000 Gil  |
| Gold Hairpin .....   | 20,000 Gil |
| Diamond Armlet ..... | 4,000 Gil  |

Shop up here some - the armor is exceptional here.

Anyhow, when you're done with that, go to the northwestern corner of town to

find a warehouse. Inside said warehouse are things. These things are items. These items can be taken. Therefore, you can take all of the items above.

Finish up any other business you have here and leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Underworld - Dwarf Castle Region  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ |     |     |     |     |     |       |
|-----------------------------|-----|-----|-----|-----|-----|-------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP.  |
| Goblin Captain              | 199 | 56  | 0   | 0   | 45  | 1,930 |
| Armadillo                   | 325 | 58  | 4   | 0   | 194 | 1,555 |
| Magma Tortoise              | 435 | 70  | 3   | 0   | 234 | 1,666 |
| Black Lizard                | 792 | 64  | 4   | 16  | 43  | 1,504 |

Head to the northeastern corner of the Underworld to find our next destination, Sylvan Cave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Sylvan Cave  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Treasures Checklist \ |                          |
|-----------------------|--------------------------|
| 1,000 Gil             | <input type="checkbox"/> |
| 2,000 Gil             | <input type="checkbox"/> |
| 3,000 Gil             | <input type="checkbox"/> |
| Angel Arrow           | <input type="checkbox"/> |
| Avenger               | <input type="checkbox"/> |
| Bestiary              | <input type="checkbox"/> |
| Bestiary              | <input type="checkbox"/> |
| Blue Fang             | <input type="checkbox"/> |
| Bomb Core             | <input type="checkbox"/> |
| Cat Claw              | <input type="checkbox"/> |
| Cottage               | <input type="checkbox"/> |
| Elixir                | <input type="checkbox"/> |
| Elven Bow             | <input type="checkbox"/> |
| Ether                 | <input type="checkbox"/> |
| Ether                 | <input type="checkbox"/> |
| Fairy Rod             | <input type="checkbox"/> |
| Fire Arrow            | <input type="checkbox"/> |
| Full Moon             | <input type="checkbox"/> |
| Hell Claw             | <input type="checkbox"/> |
| Hi-Potion             | <input type="checkbox"/> |
| Hi-Potion             | <input type="checkbox"/> |
| Ice Arrow             | <input type="checkbox"/> |
| Mage Masher           | <input type="checkbox"/> |
| Maiden's Kiss         | <input type="checkbox"/> |
| Maiden's Kiss         | <input type="checkbox"/> |
| Maiden's Kiss         | <input type="checkbox"/> |
| Medusa Arrow          | <input type="checkbox"/> |
| Red Fang              | <input type="checkbox"/> |
| Remedy                | <input type="checkbox"/> |
| Thunder Arrow         | <input type="checkbox"/> |
| White Fang            | <input type="checkbox"/> |

| Regional Monster Bestiary \ |       |     |     |     |     |       |
|-----------------------------|-------|-----|-----|-----|-----|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil | EXP.  |
| Undergrounder               | 655   | 76  | 5   | 3   | 342 | 2,714 |
| Tiny Toad                   | 600   | 19  | 5   | 47  | 335 | 1,841 |
| Bog Witch                   | 2,960 | 98  | 4   | 223 | 598 | 3,441 |
| Evil Dreamer                | 2,800 | 100 | 3   | 11  | 362 | 3,141 |
| Mammon                      | 3,900 | 104 | 3   | 74  | 525 | 5,041 |
| Malboro                     | 4,200 | 112 | 3   | 0   | 458 | 5,461 |

Please note that the usage of Float to avoid damage from the ground is highly recommended.

<== B1F ==>

Take the path to the east. Eventually, you'll find three chests, only two of which you can actually take. Take those two to get a Bestiary and the Angel Arrow. Go south to the next area.

<== B2F ==>

Go around to the north side into the next area.

<== B3F ==>

Upon entering, do not yet move. Head west through the wall to go on through. Upon emerging from the wall, go north to find a Fairy Rod, Maiden's Kiss, and Hi-Potion. For the Fairy Rod, note that you need to slip through the wall and grab it from behind.

Return to the B3F entrance and head east and north. Hug the east wall by pressing into it every now and then and you should, at one point, slip on through. Ascend the stairs here to find the next area.

<== B2F ==>

Follow the path to four chests. They yield 2,000 Gil, 3,000 Gil, a Bomb Core, and a Remedy.

Further on are five more chests. You'll find one Bestiary, one Emergency Exit, one Ether, and two Maiden's Kisses. Head into the hole in the ground.

<== B3F ==>

Go north. When possible, head west onto the teleporter.

<== ??? ==>

Here are six chests, each guarded by monsters - fortunately, these monsters are regulars to this dungeon. Altogether, you'll get a Blue Fang, a Red Fang, a White Fang, the Full Moon, the Avenger, and a Medusa Arrow.

Head east, onto the teleporter, and re-enter the cave.

<== B1F ==>

Go south to B2F.





))))))))))

| Treasures Checklist |     |
|---------------------|-----|
| 5,000 Gil           | [ ] |
| 6,000 Gil           | [ ] |
| Bestiary            | [ ] |
| Bestiary            | [ ] |
| Bestiary            | [ ] |
| Cottage             | [ ] |
| Defender            | [ ] |
| Dry Ether           | [ ] |
| Elixer              | [ ] |
| Ether               | [ ] |
| Ether               | [ ] |
| Hi-Potion           | [ ] |
| Hi-Potion           | [ ] |
| Hi-Potion           | [ ] |
| Kikuichimonji       | [ ] |
| Phoenix Down        | [ ] |
| Phoenix Down        | [ ] |
| Phoenix Down        | [ ] |
| Poison Axe          | [ ] |
| Yoichi Arrow        | [ ] |
| Yoichi's Bow        | [ ] |

| Regional Monster Bestiary |       |     |     |     |     |       |  |
|---------------------------|-------|-----|-----|-----|-----|-------|--|
| Monster                   | HP    | STR | DEF | MAG | Gil | EXP.  |  |
| Goblin                    | 6     | 19  | 0   | 0   | 5   | 28    |  |
| Hell Flapper              | 900   | 74  | 4   | 0   | 312 | 3,114 |  |
| Belphegor                 | 2,200 | 108 | 5   | 0   | 484 | 4,088 |  |
| Bloody Eye                | 2,400 | 100 | 4   | 0   | 465 | 3,444 |  |
| Warrior                   | 2,900 | 104 | 4   | 0   | 575 | 4,288 |  |
| Mini Satana               | 3,480 | 102 | 5   | 79  | 650 | 6,388 |  |
| Summoner                  | 3,600 | 104 | 5   | 60  | 475 | 3,688 |  |
| Arachne                   | 3,650 | 102 | 3   | 10  | 585 | 5,388 |  |
| Thunder Dragon            | 7,600 | 124 | 4   | 0   | 342 | 2,714 |  |

---

----- Cave of Summons -----

---

~~~~~  
Please note that the usage of Float to avoid damage from the ground is highly recommended.

<== B1F ==>

Head east and north upon entering. Go along to and open up the treasure chest to obtain a Phoenix Down. Then go east, through the wall, to find an Ether. Return to the location of the Phoenix Down and go to the far south to find a Hi-Potion. Go west and along the path to the next floor.

<== B2F ==>

Head eastward towards the fork. Once you reach it, go to the southeast to find

another Hi-Potion. Return to the fork and take the north/northwest path across the lava to find a Cottage. Backtrack some and take the path northward to the next floor.

<== B3F ==>

Head west into the next room and south into the next room. This room has a secret passage to the west. Get into it and go south to find three chests yielding a Hi-Potion, the Kikuichimonji (dang, what a mouthful), and the Poison Axe.

Slip back into the wall and follow it around to the eastern side of the area. Go west to find a Phoenix Down and a Bestiary. Between the two chests that yielded these items, you can go north. Do so, but don't touch the teleporter. Instead, slip into the eastern wall and head north to find a chest. Open it, defeat the monsters within, and you'll obtain the Defender.

Return to and step onto the teleporter.

<== B4F ==>

The one floor lacking a need for Float, as well as the one floor lacking any random encounters. Head south and east to find 6,000 Gil in a chest. From said chest, go north and look for a discolored square - step on it...

<== B6F ==>

... and you'll find four chests ripe for the picking (of locks). Anyhow, open them to find a Dry Ether, an Elixer, a Yoichi's Bow, and a Yoichi Arrow.

Next, ignore the discolored tile from earlier; instead, get onto the teleporter nearby.

<== B4F ==>

Go east and north to find a chest holding 5,000 Gil. Follow the path and you will eventually find another teleporter. Ignore it for the moment and continue further along the path to find a Bestiary, with an Ether further along.

Return to the teleporter and you'll notice a chest to the southwest. Step onto the pad, then step onto the one you exit. You'll then be able to go south to find the Rat Tail. Get back on the teleporter and you will arrive in the ...

=====
----- Land of Summons -----
=====
??

Item Shop \
Moving Shopkeeper
>-----<
Item Name ..... Cost |
=====
Gold Needle ..... 400 Gil |
Maiden's Kiss ..... 60 Gil |
Mallet ..... 80 Gil |
Diet Food ..... 100 Gil |
Echo Herbs ..... 30 Gil |

Eye Drops .....	30 Gil
Antidote .....	40 Gil
Cross .....	100 Gil
-----<	
Stationary Shopkeeper	
-----<	
Phoenix Down .....	100 Gil
Potion .....	30 Gil
Hi-Potion .....	150 Gil
Tent .....	100 Gil
Cottage .....	500 Gil
Dwarven Bread .....	100 Gil
Gysahl Greens .....	50 Gil
Remedy .....	5,000 Gil

Weapon Shop \	
-----\	
Item Name .....	Cost
=====	
Whip .....	3,000 Gil
Chain Whip .....	6,000 Gil
Blitz Whip .....	10,000 Gil
Kotetsu .....	11,000 Gil
Fairy Rod .....	5,000 Gil
Kinesis Staff .....	7,000 Gil
Angel Arrow .....	110 Gil

Armor Shop \	
-----\	
Item Name .....	Cost
=====	
Aegis Shield .....	20,000 Gil
Light Robe .....	30,000 Gil

Head to the northeastern corner of the area to find a house lacking a sign. Go into it to find two chests - a Phoenix Down and a Bestiary - in addition to a Save Point.

In all honesty, just head on over to the Item Shop and buy a Cottage. The Inn is actually more expensive than the Cottage - and the shop for it and the Save Point are right here. I wonder what Square Enix was thinking...?

Anyhow, be sure to Save and head into the Library in the middle of the area. Read up on some of the Summons here at your leisure. When you're ready, go downstairs. Here, you'll find a teleporter. Step onto it.

You'll then find Queen Asura and King Leviathan in front of you. Speak to Asura to begin the fight.

BOSS: Asura \			
-----\			
HP	- 31,005	Weaknesses:	Treasures Awarded:
Strength	- 134	- None	- None.
Defense	- 3		
Magic	- 69	Absorptions:	
Magic Defense	- 37	- None	

```

| Gil Earned      - 0           |
| EXP. Earned    - 20,000      | Type: Mage           |
|=====|
| Asura has several different heads that can cast several different spells.
| The blue one, Life; the red one, Protect; the tan-ish one, Cure or such.
| You'll want to therefore put Reflect on her - please note, though, that
| this prevents your offensive magic from working. Nevertheless, Asura can
| also attack physically, often via countering, so keep Rosa on healing
| duty. When she isn't healing, have her "Blink" the various members of your
| party.
|
| What if you lack Reflect? Well, I hope you have the Mage Masher or some
| Mute Arrows to try and induce a Silence. This can be preferable to the
| above if you want offensive magic.
|
| Cecil and Edge should attack as normal; Kain should Jump or attack; Rosa
| should remain on defensive duty with intermittent offense AFTER casting
| Blink on everyone; Rydia should also help with the healing. You can also
| have Rosa Reflect a party member so Rydia can cast magic onto the party
| member to Reflect it to Asura. Just FYI.
|

```

After the battle, Rydia will be allowed to use the Asura Summon spell. Head back to the Save Point, use a Cottage, and Save. Return to where you fought Asura and speak to Leviathan for another battle.

```

|-----|
| BOSS: Leviathan \
|-----|
| HP            - 50,001      | Weaknesses:         | Treasures Awarded:
| Strength      - 174        | - Lightning         | - None.
| Defense       - 5          |                     |
| Magic         - 34         | Absorptions:       |
| Magic Defense - 54         | - None              |
| Gil Earned    - 0          |                     |
| EXP. Earned   - 28,000     | Type: None          |
|=====|
| Leviathan is significantly easier than Asura. He can use Blizzara, which
| will deal a mere 200 ~ 400 damage. He can also physically attack, and use
| a party-wide Tidal Wave, which might require a Curaga for the weaker
| members of your party.
|
| Cecil and Edge should attack; Kain should Jump (it lets him avoid the
| Tidal Wave); Rydia should use Thundaga; and Rosa should be on healing duty
| with, as usual, intermittent offense.
|

```

Use Teleport or an Emergency Exit to exit - we are done here.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Underworld
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

|-----|
| Regional Monster Bestiary \ Dwarf Castle Region - Start \
|-----|
| Monster      | HP  | STR | DEF | MAG | Gil  | EXP. |
|-----+-----+-----+-----+-----+-----+-----|
| Goblin Captain | 199 | 56  | 0   | 0   | 45   | 1,930 |
| Armadillo      | 325 | 58  | 4   | 0   | 194  | 1,555 |
| Magma Tortoise | 435 | 70  | 3   | 0   | 234  | 1,666 |
| Black Lizard   | 792 | 64  | 4   | 16  | 43   | 1,504 |

```

Regional Monster Bestiary		"Three-Step Peninsula" - Destination				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Gloomwing	1,580	100	4	0	510	2,837
Gorgon	2,250	134	4	0	248	3,003
Mystery Egg	1	???	???	???	???	???
Medusa	490	64	4	0	225	1,208
Coeyrl	593	72	3	0	345	2,759
Green Dragon	2,200	88	3	3	368	4,759
Stone Golem	2,560	84	4	0	238	2,908
Crawler	1,855	100	4	0	538	3,437
Tarantula	2,315	110	5	5	598	2,744

What is the "Three-Step Peninsula", you may be asking? It is a set of three traversable tiles northwest of the Cave of Summons. Here, you can find a bunch of enemies that are much rarer in other area. You also can only walk north and south on it - just so you know.

If the Bestiary completion doesn't convince you to go here, this will. The enemies in the majority of the Underworld (elsewhere) average about 1663.75 EXP. a pop. As for those on the Three-Step Peninsula, they average around 2,956.875 EXP. each -- that is ~1.777x more EXP. on average per battle!

The Gil is also better. Elsewhere, you average 129 Gil per battle. On the Three-Step Peninsula, you average 383.75 Gil per battle. On average, you will therefore average ~2.975x more Gil per battle.

Of course, the enemies are also almost twice as powerful, Strength-wise, so just watch it.

Okay then - head back to the Dwarf Castle. We are done here.

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+++++
++
++      Section IX- The Final Crystal                **FF49**      ++
++
+++++
+++++

```

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                Underworld - Dwarf Castle Region
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Regional Monster Bestiary						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

To find the Sealed Cavern, our next canonical destination, go southwest from

the Dwarf Castle to find Tomra. Use the stuff there if you desire, then go northwest somewhat to find the Sealed Cavern. Enter.

))  
 Sealed Cavern  
 ))

Treasures Checklist \	
Bell of Silence	[ ]
Bestiary	[ ]
Bestiary	[ ]
Black Cowl	[ ]
Dark Crystal	[ ]
Dry Ether	[ ]
Elixer	[ ]
Ether	[ ]
Ether	[ ]
Ether	[ ]
Fuma Shuriken	[ ]
Hi-Potion	[ ]
Hi-Potion	[ ]
Kotetsu	[ ]
Kotetsu	[ ]
Light Curtain	[ ]
Light Sword	[ ]
Phoenix Down	[ ]
Phoenix Down	[ ]
X-Potion	[ ]

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Evil Bat	1,014	94	3	0	355	2,306
Screamer	1,400	90	4	0	205	3,082
King Naga	1,480	88	3	0	238	3,582
Miss Vamp	2,375	88	4	31	188	3,582
Yellow Dragon	3,100	108	4	0	1,500	28,000
Chimera Brain	3,400	114	3	0	1,200	28,000
Trap Door	5,000	88	3	0	4,500	30,000

<== B1F ==>

Go south and go across the rope. At the end, you'll find a Trap Door. Defeat it and go inside to find a Kotetsu and an Ether. Leave and go southwest to find a Bestiary.

Go west across the rope. Defeat the Trap Door to head to the next area. There, go north some to find a Hi-Potion, and then east to find an Ether. Go south and exit.

<== B2F ==>

Take the western rope to find a Bestiary. Go across, get it, and return. Go east and continue along the small path, grabbing the Phoenix Down as you go. Eventually, you'll come to a set of (all Trap) Doors. As you are heading west, the second door you find yields a Light Sword; the third, an Elixer, a Fuma



After the battle, go back south to B4F.

<== B4F ==>

Go back around to north side and go back to B3F. Be sure to use the Save Point if you need to. More or less, I will just meet you back at the entrance.

BE SURE TO DE-EQUIP KAIN BEFORE ENTERING B1F!!

<== B1F ==>

After a short scene, Kain leaves and you lose the Dark Crystal.

Crap.

Exit - we're going to report to King Giott.

))  
Underworld - Dwarf Castle Region  
))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

Go southeast to Tomra and then northeast to the Dwarf Castle. Enter.

))  
Dwarf Castle  
))

Item Shop \	
Moving Shopkeeper	
Item Name	Cost
Phoenix Down	100 Gil
Potion	30 Gil
Hi-Potion	150 Gil
Tent	100 Gil
Cottage	500 Gil
Dwarven Bread	100 Gil
Gysahl Greens	50 Gil
Remedy	5,000 Gil
Stationary Shopkeeper	
Gold Needle	400 Gil
Maiden's Kiss	60 Gil
Mallet	80 Gil
Diet Food	100 Gil



Echo Herbs	30 Gil
Eye Drops	30 Gil
Antidote	40 Gil
Cross	100 Gil

Weapon Shop \

Item Name	Cost
Dwarf Axe	15,000 Gil
Great Bow	2,000 Gil
Dark Arrow	40 Gil
Flame Sword	14,000 Gil
Fire Lance	11,000 Gil

Armor Shop \

Item Name	Cost
Fire Shield	1,250 Gil
Flame Mail	30,000 Gil
Sage's Miter	2,000 Gil
Sage's Surplice	1,200 Gil
Rune Armlet	2,000 Gil

Head into the shops and the Inn, using them as you need to. Then head into the throne room to speak with King Giott. After this scene, you'll have a drill put onto the Falcon.

Let's use this thingamajig!

))  
 Underworld - Dwarf Castle Region  
 ))

Regional Monster Bestiary \

Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

Go to the northeastern corner of the Underworld and ascend to drill your way into the overworld.

Now, we are going to do a fair deal of optional stuff. Good, useful stuff, but all still optional. Search for FF410 in the CTRL+F menu if you want to skip this - be sure to add the surrounding \*\*.

Anyhow, Overworld time.

#####  
 THE LONG OPTIONAL SECTION BEGINS HERE!  
 #####

Knowing the length of this section, you may want to input these CTRL+F codes to find the specific quest you want. Remember to add the surrounding \*\*.

Getting Yang Back --> !@#  
 The Excalibur -----> \$%^  
 The Knight, Odin ----> ~&\$

```

=====
----- Getting Yang Back ----- **!@#**
=====
ㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣㄣ
)))))))))
                                  Overworld
)))))))))
    
```

Regional Monster Bestiary \ Agart Region - Start \							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Roc Baby	50	60	2	0	81	1,004	
Roc	500	66	3	0	150	1,404	
Mors	695	60	4	0	253	1,504	
Ironback	100	74	4	0	233	1,077	
Black Lizard	792	64	4	16	43	1,298	
Fiery Hound	1,221	68	3	0	244	1,708	

Regional Monster Bestiary \ Fabul Region - Destination \							
Monster	HP	STR	DEF	MAG	Gil	EXP.	
Domovai	37	15	0	0	48	184	
Bomb	55	19	2	0	76	361	
Gray Bomb	111	36	4	0	105	445	
Cockatrice	149	24	1	0	82	275	
Gargoyle	160	28	2	0	90	315	
Gatlinger	115	28	2	0	53	335	

```

=====
|                                     NOTICE:                                     |
|                                                                                   |
| To complete this sidequest that starts here, you must have "spoken" with     |
| the unconscious Yang in the Sylvan Cave in the Underworld, covered in        |
| Section VIII. CTRL+F code - FF48 (remember the surrounding **).              |
|                                                                                   |
=====
    
```

Okay, go to Fabul, using the Sight spell to find it if you cannot remember where it is.

```

)))))))))
                                  Fabul
)))))))))
    
```

Treasures Checklist \							
Frying Pan .....							[ ]

Item Shop \	
Item Name .....	Cost
Potion .....	30 Gil
Phoenix Down .....	100 Gil
Gold Needle .....	400 Gil
Maiden's Kiss .....	60 Gil
Eye Drops .....	30 Gil
Antidote .....	40 Gil
Tent .....	100 Gil
Gysahl Greens .....	50 Gil

Weapon & Armor Shop \	
Item Name .....	Cost
Fire Claw .....	350 Gil
Ice Claw .....	450 Gil
Thunder Claw .....	550 Gil
Demon Helm .....	980 Gil
Demon Armor .....	3,000 Gil
Demon Gloves .....	800 Gil

Enter the area and go to the West Tower. There, head to the third floor and speak with the woman there, Yang's wife. Speaking with her will yield the Frying Pan and instructions on how to use it.

Okay, let's return to the Overworld.

))  
Overworld  
))

Regional Monster Bestiary \ Fabul Region - Start \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Domovai	37	15	0	0	48	184
Bomb	55	19	2	0	76	361
Gray Bomb	111	36	4	0	105	445
Cockatrice	149	24	1	0	82	275
Gargoyle	160	28	2	0	90	315
Gatlinger	115	28	2	0	53	335

Regional Monster Bestiary \ Agart Region - Destination \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Roc Baby	50	60	2	0	81	1,004
Roc	500	66	3	0	150	1,404
Mors	695	60	4	0	253	1,504
Ironback	100	74	4	0	233	1,077
Black Lizard	792	64	4	16	43	1,298
Fiery Hound	1,221	68	3	0	244	1,708

Return back to Agart, which is south of Baron. Then go back into the Underworld once more.

))  
Underworld - Dwarf Castle Region  
))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

Head to the northeastern corner of the Underworld to find Sylvan Cave.

))  
Sylvan Cave  
))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Undergrounder	655	76	5	3	342	2,714
Tiny Toad	600	19	5	47	335	1,841
Bog Witch	2,960	98	4	223	598	3,441
Evil Dreamer	2,800	100	3	11	362	3,141
Mammon	3,900	104	3	74	525	5,041
Malboro	4,200	112	3	0	458	5,461

=====O  
| NOTICE: |  
| |  
| For those who failed to remember the way to go to find Yang, here you go, |  
| complete with the item sidetracking. |  
| |  
=====O

Please note that the usage of Float to avoid damage from the ground is highly recommended.

<== B1F ==>

Take the path to the east. Eventually, you'll find three chests, only two of which you can actually take. Take those two to get a Bestiary and the Angel Arrow. Go south to the next area.

<== B2F ==>

Go around to the north side into the next area.

<== B3F ==>

Upon entering, do not yet move. Head west through the wall to go on through. Upon emerging from the wall, go north to find a Fairy Rod, Maiden's Kiss, and Hi-Potion. For the Fairy Rod, note that you need to slip through the wall and grab it from behind.

Return to the B3F entrance and head east and north. Hug the east wall by pressing into it every now and then and you should, at one point, slip on through. Ascend the stairs here to find the next area.

<== B2F ==>

Follow the path to four chests. They yield 2,000 Gil, 3,000 Gil, a Bomb Core, and a Remedy.

Further on are five more chests. You'll find one Bestiary, one Emergency Exit, one Ether, and two Maiden's Kisses. Head into the hole in the ground.

<== B3F ==>

Go north. When possible, head west onto the teleporter.

<== ??? ==>

Here are six chests, each guarded by monsters - fortunately, these monsters are regulars to this dungeon. Altogether, you'll get a Blue Fang, a Red Fang, a White Fang, the Full Moon, the Avenger, and a Medusa Arrow.

Head east, onto the teleporter, and re-enter the cave.

<== B1F ==>

Go south to B2F.

<== B2F ==>

Go south and west to B1F again.

<== B1F ==>

Head east, then north from the Save Point, which you should use if you have reason to. You'll soon come to a dead-end ... or so you think! Walk into the wall and go north to find a Elven Bow.

Return to the entrance and go west. Ignore the exit to B2F for now; instead, go west and north from there to find 1,000 Gil and a Cottage. THEN go to B2F.

<== B2F ==>

Go north to the fork in the path, then east to the next area.

<== B1F ==>

Go north to find five items - an Ether, a Hi-Potion, a Fire Arrow, an Ice Arrow, and a Thunder Arrow - in the treasure chests. Return back to B2F.

<== B2F ==>

Go north towards the B3F stairway. When you reach it, start trying to run into the eastern wall. Go southeast to a Mage Masher (you'll have to fight for it). THEN go to B3F.

<== B3F ==>

You might think that you cannot reach that chest without getting damaged or Floating over it. You're wrong. Go into the wall and you'll be able to get to the chest unharmed.

From there, go along the path to a small building. Inside is Yang, unconscious. You'll find the Hell Claw and Cat Claw nearby. Grab then and speak with Yang. Smack him over the head with Frying Pan (I swear, I almost laughed at that for some reason when I typed it) and Yang will awaken. Rydia can also use the Sylph summon.

Anyhow, use the teleporter upstairs to leave.

))))))))))  
 Underworld - Dwarf Castle Region  
 ))))))))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

Return to the Overworld.

))))))))))  
 Overworld  
 ))))))))

Regional Monster Bestiary \ Agart Region - Start \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Roc Baby	50	60	2	0	81	1,004
Roc	500	66	3	0	150	1,404
Mors	695	60	4	0	253	1,504
Ironback	100	74	4	0	233	1,077
Black Lizard	792	64	4	16	43	1,298
Fiery Hound	1,221	68	3	0	244	1,708

Regional Monster Bestiary \ Fabul Region - Destination \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Domovai	37	15	0	0	48	184
Bomb	55	19	2	0	76	361
Gray Bomb	111	36	4	0	105	445
Cockatrice	149	24	1	0	82	275
Gargoyle	160	28	2	0	90	315
Gatlinger	115	28	2	0	53	335

Okay, go to Fabul, using the Sight spell to find it if you cannot remember



Gargoyle	160	28	2	0	90	315
Gatlinger	115	28	2	0	53	335

Regional Monster Bestiary		Mysidia Region - Destination				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Sword Rat	30	21	0	0	13	66
Tiny Mage	69	19	2	3	63	132
Domovai	37	15	0	0	48	184
Cockatrice	149	24	1	0	82	275
Gatlinger	115	28	2	0	53	335
Zu	941	32	0	0	489	432

=====  
| NOTICE: |  
| |  
| To complete this sidequest that starts here, you must have obtained the |  
| item "Rat Tail" in the Cave of Summons in the Underworld, covered in |  
| Section VIII. CTRL+F code - FF48 (remember the surrounding \*\*). |  
| |  
=====

Our next stop will be the town of Mythril. It is east of Mysidia, then north of Mount Ordeals. Be sure to bring the Hovercraft with you.

When you hit Mythril, land and take the Hovercraft to the southeast to find the Adamant Grotto.

))  
Adamant Grotto  
))

Treasures Checklist	
Adamantite .....	[ ]

Inside the cave, go up to the man and he'll speak of wanting a Rat's Tail Well, hand him yours and he'll hand over the hardest metal of all the Final Fantasy worlds - Adamantite.

Okaaay... I probably shouldn't ask, but WHY does this guy so desire a rat's ... rump appendage (that has probably slightly rotted) so badly?

Anyhow, leave.

))  
Overworld  
))

Regional Monster Bestiary		Mysidia Region - Start				
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin	6	19	0	0	5	28
Sword Rat	30	21	0	0	13	66



Tiny Mage	69	19	2	3	63	132
Domovai	37	15	0	0	48	184
Cockatrice	149	24	1	0	82	275
Gatlinger	115	28	2	0	53	335
Zu	941	32	0	0	489	432

Regional Monster Bestiary \ Agart Region - Destination \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Roc Baby	50	60	2	0	81	1,004
Roc	500	66	3	0	150	1,404
Mors	695	60	4	0	253	1,504
Ironback	100	74	4	0	233	1,077
Black Lizard	792	64	4	16	43	1,298
Fiery Hound	1,221	68	3	0	244	1,708

Go to Agart (south of Baron) and into the Underworld.

))  
 Underworld - Dwarf Castle Region  
 ))

Regional Monster Bestiary \						
Monster	HP	STR	DEF	MAG	Gil	EXP.
Goblin Captain	199	56	0	0	45	1,930
Armadillo	325	58	4	0	194	1,555
Magma Tortoise	435	70	3	0	234	1,666
Black Lizard	792	64	4	16	43	1,504

Go due south to find Kokkol's Smithy, our destination.

))  
 Kokkol's Smithy  
 ))

Treasures Checklist \	
Excalibur .....	[ ]
Remedy .....	[ ]
Soma Drop .....	[ ]

Inside the smithy, go east and upstairs to find a man asleep. Awaken him and hand over the Adamantite and your Sword of Legend. He shall now work on making the legendary holy sword Excalibur.

He won't have it for a while, assuming you've been following this walkthrough thus far (ie. haven't gone to Section X); it won't be finished until you get the Lunar Whale and then return. Just remember this.

Examine the pots to find a Remedy, and examine the second floor bookcase to find a Soma Drop.



Remember earlier in the game when the Water Elemental Lord, Cagnazzo, was pretending to be the King of Baron? And yet, Cecil still believes that the real King raised him and Kain as if they were his own.

Where did the king go?

Not too far, actually. The King has long passed, but he still resides in the basement of the East Tower. He will help you; however, he must test you first. And so, SAVE and let the fight against Odin begin!

~~~~~

(Random trivia: In Norse mythology, Odin is the king of the gods.)

| BOSS: Odin    |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 20,001 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 116    | - Lightning  | - None.            |
| Defense       | - 5      |              |                    |
| Magic         | - 95     | Absorptions: |                    |
| Magic Defense | - 38     | - None       |                    |
| Gil Earned    | - 0      |              |                    |
| EXP. Earned   | - 18,000 | Type: None   |                    |

Odin is very powerful, yet not as powerful as Leviathan, who you beat earlier. So, should you be worried? Very much so. When Odin raises his weapon, he is about to use Zantetsuken. This move is extremely powerful, and will often deal over 5,000 damage to you at even the highest levels. In other words, you want to kill Odin as soon as bloody possible.

So, this is how it goes. Cecil should attack normally, as should Edge. Rydia should be using Thundaga by now. Rosa should heal ONLY when someone is KO'ed. Only then. If you get in trouble, come back later with FuSoYa.

For winning, you'll be allowed to freely Summon Odin!

#####  
 THE LONG OPTIONAL SECTION ENDS HERE!  
 #####

+++++  
 ++ Section X- Shooting the Moon! \*\*FF410\*\* ++  
 ++  
 +++++  
 +++++  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Overworld  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary |    | Baron Region - Start |     |     |     |      |
|---------------------------|----|----------------------|-----|-----|-----|------|
| Monster                   | HP | STR                  | DEF | MAG | Gil | EXP. |
| Goblin                    | 6  | 19                   | 0   | 0   | 5   | 28   |
| Helldiver                 | 18 | 21                   | 0   | 0   | 5   | 40   |

|                  |    |    |   |   |    |    |
|------------------|----|----|---|---|----|----|
| Floating Eyeball | 20 | 20 | 0 | 0 | 9  | 42 |
| Sword Rat        | 30 | 21 | 0 | 0 | 13 | 66 |

| Regional Monster Bestiary \ Mysidia Region - Destination | Monster | HP | STR | DEF | MAG | Gil | EXP. |
|----------------------------------------------------------|---------|----|-----|-----|-----|-----|------|
| Goblin                                                   | 6       | 19 | 0   | 0   | 5   | 28  |      |
| Sword Rat                                                | 30      | 21 | 0   | 0   | 13  | 66  |      |
| Tiny Mage                                                | 69      | 19 | 2   | 3   | 63  | 132 |      |
| Domovai                                                  | 37      | 15 | 0   | 0   | 48  | 184 |      |
| Cockatrice                                               | 149     | 24 | 1   | 0   | 82  | 275 |      |
| Gatlinger                                                | 115     | 28 | 2   | 0   | 53  | 335 |      |
| Zu                                                       | 941     | 32 | 0   | 0   | 489 | 432 |      |

And so, our next destination is Mysidia again. If you skipped the Section IX sidequests, exit the Underworld and head north to Baron. From Baron, go north to find Mysidia.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Mysidia
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Item Shop \

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

Weapon Shop \

| Item Name     | Cost    |
|---------------|---------|
| Ice Rod       | 220 Gil |
| Flame Rod     | 380 Gil |
| Healing Staff | 480 Gil |
| Crossbow      | 700 Gil |
| Holy Arrow    | 20 Gil  |

Armor Shop \

| Item Name      | Cost      |
|----------------|-----------|
| Wizard's Hat   | 700 Gil   |
| Gaia Gear      | 500 Gil   |
| Silver Armlet  | 650 Gil   |
| Light Shield   | 700 Gil   |
| Light Helm     | 4,000 Gil |
| Knight's Armor | 8,000 Gil |

| Gauntlets ..... 3,000 Gil |

When you enter Mysidia and meet with the Elder, you'll be told the prophecy of the "one born of a dragon". The Elder and his mages will then pray and, shortly thereafter, the Lunar Whale arises from the depths of the ocean for your own usage! The Elder will tell you some stuff about it.

Leave Mysidia.

))))))))))  
Overworld - Mysidia Region  
))))))))))

| Regional Monster Bestiary \ |     |     |     |     |     |      |
|-----------------------------|-----|-----|-----|-----|-----|------|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |
| Goblin                      | 6   | 19  | 0   | 0   | 5   | 28   |
| Sword Rat                   | 30  | 21  | 0   | 0   | 13  | 66   |
| Tiny Mage                   | 69  | 19  | 2   | 3   | 63  | 132  |
| Domovoi                     | 37  | 15  | 0   | 0   | 48  | 184  |
| Cockatrice                  | 149 | 24  | 1   | 0   | 82  | 275  |
| Gatlinger                   | 115 | 28  | 2   | 0   | 53  | 335  |
| Zu                          | 941 | 32  | 0   | 0   | 489 | 432  |

Enter the Lunar Whale.

The Lunar Whale is completely and unequivocally the best method of transport in the whole of Final Fantasy in general. Inside, you can actually find a place to rest, much like an Inn, but FREE! You'll even find a Fat Chocobo at the south end of the ship, no Gysahl Greens/Whistle required! And, most importantly of all, it can fly over to the moon and still be a method for transport!

Examine the Crystal to head to the moon.

))))))))))  
Lunar Overworld  
))))))))))

| Regional Monster Bestiary \ |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Lunar Virus                 | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

When you arrive here, you'll be in the northeastern portion of the map. Head south to a cave, the Cave of Bahamut, which we will visit later. Before this, however, go west towards the Hummingway Home.

The Hummingway home is our destination. However, also note that to the north is the Crystal Palace, with the Lunar Path to its northwest.

Anyhow, enter the Hummingway Home.

Hummingway Home

| Item Shop \ | Item Name .....      | Cost        |
|-------------|----------------------|-------------|
|             | Hi-Potion .....      | 150 Gil     |
|             | Phoenix Down .....   | 100 Gil     |
|             | Ether .....          | 10,000 Gil  |
|             | Dry Ether .....      | 50,000 Gil  |
|             | Elixer .....         | 100,000 Gil |
|             | Cottage .....        | 500 Gil     |
|             | Bestiary .....       | 980 Gil     |
|             | Gysahl Whistle ..... | 20,000 Gil  |

Long story short, this a shop, the only one on the moon. And, of course, you can easily see the costliness. It would take ~103 average Lunar Overworld battles just to buy one Elixer, for example.

FYI, you'll save about 20,000 Gil by buying three Ethers rather than one Dry Ether.

Stock up and leave.

Lunar Overworld

| Regional Monster Bestiary \ | Monster         | HP    | STR | DEF | MAG | Gil   | EXP.  |
|-----------------------------|-----------------|-------|-----|-----|-----|-------|-------|
|                             | Purple Bavarois | 105   | 52  | 254 | 0   | 50    | 750   |
|                             | White Mousse    | 298   | 66  | 254 | 0   | 384   | 1,808 |
|                             | Balloon         | 697   | 72  | 4   | 0   | 315   | 2,459 |
|                             | Lunar Virus     | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
|                             | Eukaryote       | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
|                             | Prokaryote      | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
|                             | Abyss Worm      | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
|                             | Black Flan      | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
|                             | Dark Grenade    | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Upon exiting the Hummingway Home, re-enter the Lunar Whale and go north to the large, blue structure, the Crystal Palace. You are go inside, yet you cannot enter the entrance cave to its south - it is too rocky down there. Instead, go northwest to find an entrance to the Lunar Path. You'll need to land on the gray ledge near the cave, go down to the ground, and then enter the cave.

Lunar Path

|                       |     |
|-----------------------|-----|
| Treasures Checklist \ |     |
| Golden Apple .....    | [ ] |
| Lunar Curtain .....   | [ ] |
| Stardust .....        | [ ] |

|                             |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Regional Monster Bestiary \ |       |     |     |     |       |       |
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

When you enter the cave, go northeast, ignoring the northwestern pathway. Go along the path and to the chest. Defeat the monsters inside said chest to find the ever-rare Golden Apple, which increases your Max HP by 100 (1.0001% of the overall max). Sweet, indeed. (I won't go into the literal sweetness of the apple caused by fructose. Wait...)

\*coughs\* Anyhow, return to and go along the northwestern pathway towards the exit. Ignore it for the moment and go east to find the Stardust and the Lunar Curtain. Then exit.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lunar Overworld  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

|                             |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Regional Monster Bestiary \ |       |     |     |     |       |       |
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Lunar Virus                 | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Go east and south, along the pathway, to find the Lunar Path once again.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lunar Path  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

|                             |    |     |     |     |     |      |
|-----------------------------|----|-----|-----|-----|-----|------|
| Regional Monster Bestiary \ |    |     |     |     |     |      |
| Monster                     | HP | STR | DEF | MAG | Gil | EXP. |

|                 |       |     |     |    |       |       |
|-----------------|-------|-----|-----|----|-------|-------|
| Purple Bavarois | 105   | 52  | 254 | 0  | 50    | 750   |
| White Mousse    | 298   | 66  | 254 | 0  | 384   | 1,808 |
| Balloon         | 697   | 72  | 4   | 0  | 315   | 2,459 |
| Eukaryote       | 1,700 | 116 | 5   | 0  | 1,560 | 6,999 |
| Prokaryote      | 2,600 | 120 | 5   | 0  | 1,850 | 7,999 |
| Abyss Worm      | 7,000 | 128 | 4   | 15 | 310   | 6,303 |
| Black Flan      | 1,357 | 116 | 254 | 0  | 1,300 | 3,044 |
| Dark Grenade    | 1,820 | 108 | 4   | 0  | 630   | 2,644 |

Go along the path west and south to find the exit. Yep, that linear.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lunar Overworld  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ |       |     |     |     |       |       |
|-----------------------------|-------|-----|-----|-----|-------|-------|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Lunar Virus                 | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Head west and northwest, along the path, to find your destination, the Crystal Palace, nearby. Go inside.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Crystal Palace  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Go north to find an old man. This man, FuSoYa, is actually a Lunarian, a resident of the Moon. He can explain about Golbez's actions towards you, and Cecil's own mysterious past.

FuSoYa then joins the party. FuSoYa is probably the best mage you have at this point, knowing all of the Black and White Magic. Keep him in the back row, obviously.

Once again, we are splitting up the FAQ. Assuming you have become able to summon Asura and Leviathan, and want to get Bahamut, read on. Otherwise, go to the next "Crystal Palace" section.

Leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lunar Overworld  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

| Regional Monster Bestiary \ |    |     |     |     |     |      |
|-----------------------------|----|-----|-----|-----|-----|------|
| Monster                     | HP | STR | DEF | MAG | Gil | EXP. |





| Monster         | HP    | STR | DEF | MAG | Gil   | EXP.  |
|-----------------|-------|-----|-----|-----|-------|-------|
| Purple Bavarois | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse    | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon         | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Eukaryote       | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote      | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm      | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan      | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade    | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Go generally south to the exit.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Lunar Overworld  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Regional Monster Bestiary \

| Monster         | HP    | STR | DEF | MAG | Gil   | EXP.  |
|-----------------|-------|-----|-----|-----|-------|-------|
| Purple Bavarois | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse    | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon         | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Lunar Virus     | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
| Eukaryote       | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote      | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm      | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan      | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade    | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Get back into the Lunar Whale. Go south to the Hummingway Home, then east to the Cave of Bahamut. Land the Whale and go into the cave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Cave of Bahamut  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Treasures Checklist \

|                    |     |
|--------------------|-----|
| Genji Armor .....  | [ ] |
| Genji Gloves ..... | [ ] |
| Genji Helm .....   | [ ] |
| Genji Shield ..... | [ ] |

Regional Monster Bestiary \

| Monster         | HP     | STR | DEF | MAG | Gil    | EXP.   |
|-----------------|--------|-----|-----|-----|--------|--------|
| Selene Guardian | 4,000  | 122 | 3   | 0   | 3,500  | 13,000 |
| Dark Sage       | 5,100  | 90  | 5   | 47  | 2,400  | 17,003 |
| Silver Dragon   | 7,500  | 124 | 4   | 95  | 19,000 | 25,000 |
| Gold Dragon     | 8,200  | 128 | 54  | 30  | 23,000 | 30,000 |
| Bone Dragon     | 12,000 | 142 | 3   | 0   | 6,750  | 14,000 |
| Giant Warrior   | 14,000 | 122 | 4   | 57  | 7,000  | 18,500 |

<== B1F ==>

When you enter the cavern, go south to find the Genji Gloves. Go back north, towards the entrance, and east. Instead of going down the southern path when given the option, go northeast, through the wall, to find a Genji Shield.

Return to and go south along the southern path from earlier into the next area.

<== B2F ==>

Go west and north, along the path, and you'll soon find the Genji Armor. Go farther east to find the Genji Helm. Return to the middle and take the narrow northbound path. Be careful - you'll run into a...

| BOSS: Behemoth |          |              |                    |
|----------------|----------|--------------|--------------------|
| HP             | - 23,000 | Weaknesses:  | Treasures Awarded: |
| Strength       | - 154    | - None       | - None.            |
| Defense        | - 4      |              |                    |
| Magic          | - 63     | Absorptions: |                    |
| Magic Defense  | - 254    | - None       |                    |
| Gil Earned     | - 65,000 |              |                    |
| EXP. Earned    | - 57,000 | Type: None   |                    |

Ohhh... This is so fun. </sarcasm>

But, in all honesty, this can be easily handled. For the first turns of the fight, have Rosa and FuSoYa use Blink, and Edge use Image if possible, to raise your evasion. Attack as you wish at this point. However, please note the massive Magic Defense of this beast - no one really has any point to try to cast magic at it. So, yes, Rydia is useless. Keep Cecil and Edge dealing damage; Rosa and FuSoYa can heal and maintain Blink via magic, and Rydia heals with items, all of them attacking when there is nothing else to do.

Go north and into the next floor.

<== B3F ==>

Go south to battle another Behemoth in the first small path. Keep following this path to the north to face another one. (Yes, you just got 195,000 Gil for a mere three battles. This will occur more in the Lunar Subterrane, too!)

Go further north and restore your HP and MP. Save and speak with Bahamut, the figure atop the stairs, to begin the battle.

| BOSS: Bahamut |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 45,001 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 174    | - None       | - None.            |
| Defense       | - 1      |              |                    |
| Magic         | - 17     | Absorptions: |                    |
| Magic Defense | - 4      | - None       |                    |
| Gil Earned    | - 0      |              |                    |
| EXP. Earned   | - 35,000 | Type: None   |                    |

This battle can be very easily handled. As is obvious, Bahamut has a countdown from 5 to 1; after it hits one, he'll fire Mega Flare on the

| next turn, much like that boss from FFX. This attack is very powerful and  
| can easily kill the majority of your party, if not all of them.

| So, how does one counter this? Put Reflect on each member of your party  
| during the countdown. This can be done via spells (Rosa and FuSoYa), or  
| through Light/Lunar Curtains (items). This will Reflect the Mega Flare for  
| the Reflected person back at Bahamut, which often results in major pain,  
| especially if you got in all five Reflects.

| After this, use Phoenix Downs, Life, or Full-Life on those who got KO'ed  
| and put Reflect on those who lack it. Then have everyone attack - Rydia  
| probably can attack with magic this whole time, with Cecil and Edge using  
| normal attacks. Rosa should be your full-time healer, with FuSoYa being  
| the intermittent healer-offensive (via magic) person.

After this, you have won Bahamut's support and can use him as one of Rydia's  
summons. Congratulations!

Use Teleport or an Emergency Exit to leave.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Lunar Overworld

Regional Monster Bestiary \

| Monster         | HP    | STR | DEF | MAG | Gil   | EXP.  |
|-----------------|-------|-----|-----|-----|-------|-------|
| Purple Bavarois | 105   | 52  | 254 | 0   | 50    | 750   |
| White Mousse    | 298   | 66  | 254 | 0   | 384   | 1,808 |
| Balloon         | 697   | 72  | 4   | 0   | 315   | 2,459 |
| Lunar Virus     | 980   | 102 | 5   | 0   | 1,100 | 3,237 |
| Eukaryote       | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |
| Prokaryote      | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |
| Abyss Worm      | 7,000 | 128 | 4   | 15  | 310   | 6,303 |
| Black Flan      | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |
| Dark Grenade    | 1,820 | 108 | 4   | 0   | 630   | 2,644 |

Upon exiting the Cave of Bahamut, re-enter the Lunar Whale and interact with  
the Crystal to return to the planet.

There, after a scene, go into the Giant of Babel.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Giant of Babel

Treasures Checklist \

|              |     |
|--------------|-----|
| Elixer       | [ ] |
| Ether        | [ ] |
| Hi-Potion    | [ ] |
| Shuriken     | [ ] |
| Silver Apple | [ ] |
| Siren        | [ ] |
| Soma Drop    | [ ] |
| Yoichi Arrow | [ ] |

| Regional Monster Bestiary \ |        |     |     |     |       |        |
|-----------------------------|--------|-----|-----|-----|-------|--------|
| Monster                     | HP     | STR | DEF | MAG | Gil   | EXP.   |
| Beamer                      | 3,000  | 88  | 4   | 0   | 890   | 3,199  |
| Centaurion                  | 3,500  | 126 | 5   | 0   | 1,220 | 9,699  |
| Mech Soldier                | 4,900  | 118 | 3   | 0   | 985   | 7,999  |
| Searcher                    | 5,500  | 138 | 4   | 0   | 900   | 15,004 |
| Last Arm                    | 9,500  | 138 | 5   | 0   | 338   | 8,703  |
| Giant Soldier               | 10,000 | 128 | 4   | 0   | 1,500 | 31,000 |
| Mech Dragon                 | 18,000 | 138 | 4   | 56  | 2,550 | 41,400 |

<== Mouth of the Giant ==>

Go north and around to find the teleporter. Get onto it.

<== Neck of the Giant ==>

Go south and onto the teleporter.

<== Chest of the Giant ==>

Go south and west to find a Shuriken. Continue to follow this fairly linear path. North of the path you're on is a Hi-Potion. Further along, an Ether.

Eventually, you'll reach a west/northeast fork in the path. Go northeast to find the Yoichi Arrow. Return to the fork and go west, ignoring the northern path, to find a Siren. Backtrack and go along the northern path to the next area.

<== Stomach of the Giant ==>

I thought the stomach was an organ of the digestive system in organisms, not machines. Wait - does that mean acid is about to fall...?

Go north to find a Silver Apple. Go back to the entrance and east to a fork. Take the eastern path to find the Soma Drop. Return and go north from the fork and go along the path to the Inner Path.

<== Inner Path of the Giant ==>

Go along the linear path. Be sure to grab the chest with the Elixir (note that it induces a battle).

Further along the path, you'll find a west/north fork. Go west to find a Save Point. Use it, return to the fork, and go north.

<== Stairwell of the Giant ==>

Go north and a scene will occur, after which you'll fight the four Elemental Lords.

| BOSS: The Elemental Lords \ |             |                           |
|-----------------------------|-------------|---------------------------|
| Boss Weaknesses:            |             | HP Totals                 |
| - Scarmiglione:             | - Cagnazzo: | Scarmiglione & Rubicante: |
| - Fire                      | - Lightning | - 60,000 HP               |

```

|   - Holy (not the spell)           |
| - Rubicante:                       - Barbariccia:       | Cagnazzo & Barbariccia:
|   - Ice                             - Holy (the spell)  | - 50,000 HP
|
|=====

```

As you can guess, there is no Bestiary section for this boss. Therefore, I was limited to what the Bestiary (the item) yielded - this is the above.

Anyhow, you will have to defeat all four Lords sequentially: Scarmiglione, Rubicante, Cagnazzo, and Barbariccia. There are no breaks in-between the fights. The battle totals 110,000 HP, just so you know.

First is Scarmiglione. Blast him with Firaga and Curaga/Curaja from Rydia, Rosa, and/or FuSoYa. DO NOT USE THE SPELL "HOLY" - it will heal him.

Next is Rubicante. Blast him with Blizzaga and move on.

Then there is Cagnazzo. Zap him with Thundaga and continue.

Barbariccia will be most trouble, being able to use Ray to cause Slowing Petrification, as well as Maelstrom (all characters go to very low HP). If you have the MP remaining, try to cast Holy a few times to rid yourself of her. Otherwise, use your most powerful "-aga" spells or Flare or such.

After the boss, go back to the Save Point and heal up. Then go to the CPU.

<== CPU of the Giant ==>

De-equip FuSoYa before proceeding north to defeat the boss.

```

| BOSS: CPU, Attack Node, Defense Node \
|_____ \

```

CPU Bestiary

```

>-----+-----+-----<
| HP          - 30,000 | Weaknesses:      | Treasures Awarded:
| Strength    - 174   | - None           | - None.
| Defense     - 4     |                  |
| Magic       - 127   | Absorptions:    |
| Magic Defense - 38  | - None           |
| Gil Earned  - 10,333 |                  |
| EXP. Earned - 50,000 | Type: None       |
>-----+-----+-----<

```

Attack Node Bestiary

```

>-----+-----+-----<
| HP          - 3,000 | Weaknesses:      | Treasures Awarded:
| Strength    - 116   | - None           | - None.
| Defense     - 5     |                  |
| Magic       - 47    | Absorptions:    |
| Magic Defense - 11  | - None           |
| Gil Earned  - 0     |                  |
| EXP. Earned - 0     | Type: None       |
>-----+-----+-----<

```

Defense Node Bestiary

```

>-----+-----+-----<
| HP          - 3,000 | Weaknesses:      | Treasures Awarded:
| Strength    - 116   | - None           | - None.
| Defense     - 5     |                  |
| Magic       - 47    | Absorptions:    |
| Magic Defense - 11  | - None           |
| Gil Earned  - 0     |                  |
>-----+-----+-----<

```

```

| EXP. Earned   - 0           | Type: None           |
|=====|
| The Defense Node will be healing the CPU, making it your primary target. |
| You'd then probably try to go against the Attack Node next - don't or the |
| CPU will use an instant-KO move (Globe 199) and restore BOTH nodes.      |
|
| Long story short, defeat the Defense Node, the CPU, and the Attack Node in |
| that order. Stick strictly to physical attacks unless you KNOW that the   |
| target lacks Reflect, because it can occur. Cecil and Edge should be your  |
| main attackers. Rosa and FuSoYa should be the main supports, with them and |
| Rydia attacking whenever there is nothing to do at the time. Otherwise,   |
| Rydia can either wait around or help with the supporting process.          |
|

```

After the boss, watch the scene that occurs after the battle. Basically, you will be allowed to switch your characters for your party at the Hall of Prayers in the town of Mysidia - it is behind the Crystal Room. Kain will also rejoin the team. Basically, keep this party and put Kain in the front row.

You'll be back on the moon, southwest of the Crystal Palace, after the battle. However, we have one last great aid in our journey to do. If you do not wish to do it, skip to Section XII; otherwise, head to the planet in the Lunar Whale and continue to read in Section XI.

```

+++++
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++                                     ++
++      Section XI- Final Boss Prep: Cave of Trials          **FF411**      ++
++                                     ++
+++++
+++++

```

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Overworld - Mysidia Region
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| Regional Monster Bestiary \ |     |     |     |     |     |      |  |
|-----------------------------|-----|-----|-----|-----|-----|------|--|
| Monster                     | HP  | STR | DEF | MAG | Gil | EXP. |  |
| Goblin                      | 6   | 19  | 0   | 0   | 5   | 28   |  |
| Sword Rat                   | 30  | 21  | 0   | 0   | 13  | 66   |  |
| Tiny Mage                   | 69  | 19  | 2   | 3   | 63  | 132  |  |
| Domovai                     | 37  | 15  | 0   | 0   | 48  | 184  |  |
| Cockatrice                  | 149 | 24  | 1   | 0   | 82  | 275  |  |
| Gatlinger                   | 115 | 28  | 2   | 0   | 53  | 335  |  |
| Zu                          | 941 | 32  | 0   | 0   | 489 | 432  |  |

Once you get to the planet, go to the Mysidian region of the Overworld and go into the town.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Mysidia
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

| Item Shop \     |      |
|-----------------|------|
| Item Name ..... | Cost |

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

Weapon Shop \

| Item Name .....     | Cost    |
|---------------------|---------|
| Ice Rod .....       | 220 Gil |
| Flame Rod .....     | 380 Gil |
| Healing Staff ..... | 480 Gil |
| Crossbow .....      | 700 Gil |
| Holy Arrow .....    | 20 Gil  |

Armor Shop \

| Item Name .....      | Cost      |
|----------------------|-----------|
| Wizard's Hat .....   | 700 Gil   |
| Gaia Gear .....      | 500 Gil   |
| Silver Armlet .....  | 650 Gil   |
| Light Shield .....   | 700 Gil   |
| Light Helm .....     | 4,000 Gil |
| Knight's Armor ..... | 8,000 Gil |
| Gauntlets .....      | 3,000 Gil |

When you arrive, go into the Hall of Prayers behind the Crystal Room in the northernmost building. Switch your characters if you do not wish to conform to the default party given to you after winning against the Giant of Babel.

As you try to leave, a mage arrives, telling the Elder of a dark, sinister cloud hovering over Mount Ordeals. According to the Elder, whenever a path appears on Mount Ordeals, it means that it is time to endure a new trial. Luckily, it is for you, and for the characters not in your main party (Yang, Palom, Porom, Edward, and Cid).

Okay, now, how it works is this - basically, you go into the Cave of Trials. There, you'll get to eventually fight a boss based upon the characters in your party listed above. Since Cecil cannot be switched out, go with everyone there but Edward the first time; then choose a party, including Cecil and Edward, for his trial. For winning trials, you get excellent weapons and armor for the characters.

Anyhow, exit the town.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
Overworld - Mysidia Region  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Regional Monster Bestiary \



| Monster    | HP  | STR | DEF | MAG | Gil | EXP. |
|------------|-----|-----|-----|-----|-----|------|
| Goblin     | 6   | 19  | 0   | 0   | 5   | 28   |
| Sword Rat  | 30  | 21  | 0   | 0   | 13  | 66   |
| Tiny Mage  | 69  | 19  | 2   | 3   | 63  | 132  |
| Domovoi    | 37  | 15  | 0   | 0   | 48  | 184  |
| Cockatrice | 149 | 24  | 1   | 0   | 82  | 275  |
| Gatlinger  | 115 | 28  | 2   | 0   | 53  | 335  |
| Zu         | 941 | 32  | 0   | 0   | 489 | 432  |

Fly east to Mount Ordeals.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Mount Ordeals  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Regional Monster Bestiary \

| Monster    | HP  | STR | DEF | MAG | Gil | EXP.  |
|------------|-----|-----|-----|-----|-----|-------|
| Zombie     | 52  | 13  | 2   | 0   | 31  | 112   |
| Spirit     | 86  | 25  | 1   | 6   | 5   | 28    |
| Skeleton   | 135 | 26  | 2   | 0   | 126 | 238   |
| Bloodbones | 210 | 34  | 3   | 0   | 169 | 315   |
| Soul       | 200 | 28  | 3   | 0   | 165 | 460   |
| Ghoul      | 222 | 32  | 3   | 0   | 179 | 505   |
| Revenant   | 250 | 36  | 1   | 0   | 186 | 575   |
| Lilith     | 466 | 46  | 3   | 0   | 272 | 2,703 |
| Skullnant  | 200 | 42  | 1   | 0   | 100 | 50    |

<== Entryway ==>

When you enter the area, a new path will open up here. Go into the cave that appears.

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))  
 Cave of Trials  
 ))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

Treasures Checklist \

|                  |     |
|------------------|-----|
| Apollo's Harp    | [ ] |
| Cat Hood         | [ ] |
| Coronet          | [ ] |
| Cottage          | [ ] |
| Courageous Suit  | [ ] |
| Dry Ether        | [ ] |
| Funny Mask       | [ ] |
| Grand Armor      | [ ] |
| Grand Helm       | [ ] |
| Hand of the Gods | [ ] |
| Lord's Robe      | [ ] |
| Megalixer        | [ ] |
| Megalixer        | [ ] |
| Phoenix Down     | [ ] |
| Red Cap          | [ ] |
| Red Jacket       | [ ] |
| Remedy           | [ ] |

|                 |     |
|-----------------|-----|
| Remedy          | [ ] |
| Remedy          | [ ] |
| Sage's Miter    | [ ] |
| Sage's Robe     | [ ] |
| Seraphim's Mace | [ ] |
| Siren           | [ ] |
| Siren           | [ ] |
| Thor's Hammer   | [ ] |
| Triton's Dagger | [ ] |
| X-Potion        | [ ] |

| Regional Monster Bestiary |       |     |     |     |       |        |
|---------------------------|-------|-----|-----|-----|-------|--------|
| Monster                   | HP    | STR | DEF | MAG | Gil   | EXP.   |
| Evil Dreamer              | 2,800 | 100 | 3   | 11  | 362   | 3,141  |
| Mammon                    | 3,900 | 104 | 3   | 74  | 525   | 5,041  |
| Malboro                   | 4,200 | 112 | 3   | 0   | 458   | 5,461  |
| Belphegor                 | 2,200 | 108 | 5   | 0   | 484   | 4,088  |
| Bloody Eye                | 2,400 | 100 | 4   | 0   | 465   | 3,444  |
| Warrior                   | 2,900 | 104 | 4   | 0   | 575   | 4,288  |
| Mini Satana               | 3,480 | 102 | 5   | 79  | 650   | 6,388  |
| Summoner                  | 3,600 | 104 | 5   | 60  | 475   | 3,688  |
| Arachne                   | 3,650 | 102 | 3   | 10  | 585   | 5,388  |
| Thunder Dragon            | 7,600 | 124 | 4   | 0   | 342   | 2,714  |
| Evil Bat                  | 1,014 | 94  | 3   | 0   | 355   | 2,306  |
| Screamer                  | 1,400 | 90  | 4   | 0   | 205   | 3,082  |
| King Naga                 | 1,480 | 88  | 3   | 0   | 238   | 3,582  |
| Miss Vamp                 | 2,375 | 88  | 4   | 31  | 188   | 3,582  |
| Yellow Dragon             | 3,100 | 108 | 4   | 0   | 1,500 | 28,000 |
| Chimera Brain             | 3,400 | 114 | 3   | 0   | 1,200 | 28,000 |

=====O

NOTICE:

For the boss sections, I will assume that you have Cecil, Palom, Porom, Yang, and Cid for all but the Gigas Worm boss. For that boss, I'll assume you have Cecil, Edward, Rydia, Kain, and Rosa.

=====O

<== B1F ==>

Go north to find an X-Potion. Go ahead and backtrack a few steps, then head into the eastern wall by going between the two rocks. You'll eventually go north to a portion of the area that contains a Red Jacket.

Return to the X-Potion and go southwest. At the fork, go north and east to B2F.

<== B2F ==>

Go northwest to find a Remedy. Backtrack and go upstairs, then down the next set of stairs. Then go west and down another set. You'll find the exit to the south; ignore it for the moment and go up the two staircases to the west to find a Phoenix Down. To its southwest, you'll find a small path in the wall, above the rock, that leads to a Coronet.

Leave here when ready.

<== B3F ==>

Ignore the chest for now and head south - not southwest - and you'll come to an indentation on the wall. Go into and follow it to reach a new area, in which you'll find the Cat Hood. Backtrack some and begin to go southwest. Upon banging into the south wall, go west and north along the path.

Grab the Remedy and head northeast. Further along the path, you'll find a rock, above which is a path leading to the Funny Mask. Return to the location of the Remedy and go west and south to B4F.

<== B4F ==>

Go east and downstairs, then as far south as possible. In one of the unshadowed corners lies a Red Cap on the other side of the hidden path on the west side of the wall.

From where you slipped through the wall, go east to find a Cottage. Make an "L"-turn (with you heading to the top-left) and then head southeast to return almost to where you previously were. Go east and north to find a Siren. Go south and northwest and up the stairs.

Before exiting the floor, go east and into the wall. Go along the path to soon find the Courageous Suit. Return to the exit and go downstairs.

<== B5F ==>

Go west for a while to find a Siren. Return to the entrance and go north. Go up the first staircase to find a Remedy. Go west and upstairs once more, then east and up another staircase. Go west and north to find a discolored shadow in the wall - this leads to the Lord's Robe.

Go back through the wall and go south to find another discolored shadow, with this one leading to the Sage's Robe. Go east and to the next floor.

<== B6F ==>

Follow this very long and linear path. Upon hitting the northwestern corner, stop for a moment. Look at the west wall - you'll probably notice a discoloring of the shadows there. Go into the wall and follow the path to the Grand Helm. Go southeast from there to find the Grand Armor. Go back through the wall.

Head southeast to the north/south fork. Go south to find the Dry Ether; north to find the B7F stairway.

<== B7F ==>

Head east and go upstairs twice to find a Megalixer. Go back to the floor entrance and go west and upstairs twice to find another Megalixer. Then go to the entrance and north to find B8F.

<== B8F ==>

And so, nearby, are two Save Point-esque things in the center of the room. The western one is a Save Point; the eastern one returns you to the surface.

Now, here is the general layout of the room. This names the boss at that point

and the character needed for the battle.

Porom <-> T-Rex

Palom <-> Master Flan

[Save Point/Exit]

Cid <-> Death Mech

Edward <-> Gigas Worm

Yang <-> Storm Dragon

The bosses will be covered in a clockwise manner, starting with the T-Rex.

| BOSS: T-Rex   |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 60,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 148    | - None       | - Seraphim's Mace  |
| Defense       | - 3      |              |                    |
| Magic         | - 34     | Absorptions: |                    |
| Magic Defense | - 54     | - None       |                    |
| Gil Earned    | - 0      |              |                    |
| EXP. Earned   | - 32,000 | Type: Insect |                    |

=====  
It would be a nice idea to have Float upon your entire team before the battle begins to avoid the T-Rex's powerful Earthquake move. It has a mean physical and magical repertoire, and will counter ELEMENTAL spells with Flame, Lightning, or Ice Storm.  
Cecil and Cid should attack normally; Yang should use Power; Porom should be your main healer; Palom should be using powerful, non-elemental (if at all possible) spells. Note that, whatever you may think, the T-Rex is not at all Undead, and WILL BE HEALED by any Cure-based spells that are cast upon it.

| BOSS: Death Mech |          |              |                    |
|------------------|----------|--------------|--------------------|
| HP               | - 50,000 | Weaknesses:  | Treasures Awarded: |
| Strength         | - 135    | - None       | - Thor's Hammer    |
| Defense          | - 4      |              |                    |
| Magic            | - 34     | Absorptions: |                    |
| Magic Defense    | - 54     | - None       |                    |
| Gil Earned       | - 0      |              |                    |
| EXP. Earned      | - 32,000 | Type: Mech   |                    |

=====  
The Death Mech can become quite the powerful adversary. It can use the instant-KO attacks Laser and Globe 199, as well as the party-wide Flame Piercing Laser.  
For this, Cecil and Cid should attack regularly; Yang with Power; Palom should be using his most powerful spells; Porom should, if possible, cast Berserk on Cid, then remain on healing duty.

| BOSS: Storm Dragon |          |              |                    |
|--------------------|----------|--------------|--------------------|
| HP                 | - 40,000 | Weaknesses:  | Treasures Awarded: |
| Strength           | - 139    | - Ice        | - Hand of the Gods |
| Defense            | - 4      |              |                    |
| Magic              | - 22     | Absorptions: |                    |
| Magic Defense      | - 33     | - Fire       |                    |

```

| Gil Earned      - 0          |           |
| EXP. Earned    - 32,000    | Type: Dragon |
|=====|
| The Storm Dragon is rather strong, being able to hit twice for decent
| pain. It can also use the moves Maelstrom and Tornado, which will easily
| bring you into the critical-HP levels.
|
| Cecil and Cid should be physically attacking; Yang needs Power; Palom
| should be constantly using Blizzaga; and Porom is on permanent healing
| duty.
|=====|

```

```

|-----|
| BOSS: Gigas Worm \
|-----|
| HP          - 55,000 | Weaknesses: | Treasures Awarded:
| Strength    - 155   | - None      | - Apollo's Harp
| Defense     - 4     |             |
| Magic       - 34   | Absorptions: |
| Magic Defense - 44 | - None      |
| Gil Earned  - 0    |             |
| EXP. Earned - 32,000 | Type: None  |
|=====|

```

```

| The Gigas Worm has a few powerful physical attacks, among which you'll
| find Vampire, but often sticks with its generic physical attack.
|
| Have Cecil and Kain be your main physical attackers; Edward and Rosa need
| to be healing with intermittent offense; and Rydia should be using her
| Summons/Black Magic (take your pick).
|=====|

```

```

|-----|
| BOSS: Master Flan \
|-----|
| HP          - 35,000 | Weaknesses: | Treasures Awarded:
| Strength    - 135   | - None      | - Triton's Dagger
| Defense     - 4     |             |
| Magic       - 34   | Absorptions: |
| Magic Defense - 54 | - None      |
| Gil Earned  - 0    |             |
| EXP. Earned - 32,000 | Type: None  |
|=====|

```

```

| Just so you know, the Master Flan is accompanied by two Black Flans and
| two White Mousses, which are truly generic and basic enemies by this point
| in the game. You will want to take out THREE of the enemies (not all four)
| so they won't regenerate. Additionally, remember that the Master Flan has
| a wide variety of high-level spells (ie. Flare) and will constantly be in
| a Reflect state.
|
| For this battle, Cecil and Cid should regularly attack; Yang needs to use
| Power; Palom and Porom should be your healers (with the former using items
| to do so) while being intermittently offensive.
|=====|

```

Well, that's it here. Exit and get ready ... for the final battle.

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+++++

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Mysidia  
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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

| Weapon Shop \       |         |
|---------------------|---------|
| Item Name .....     | Cost    |
| Ice Rod .....       | 220 Gil |
| Flame Rod .....     | 380 Gil |
| Healing Staff ..... | 480 Gil |
| Crossbow .....      | 700 Gil |
| Holy Arrow .....    | 20 Gil  |

| Armor Shop \         |           |
|----------------------|-----------|
| Item Name .....      | Cost      |
| Wizard's Hat .....   | 700 Gil   |
| Gaia Gear .....      | 500 Gil   |
| Silver Armlet .....  | 650 Gil   |
| Light Shield .....   | 700 Gil   |
| Light Helm .....     | 4,000 Gil |
| Knight's Armor ..... | 8,000 Gil |
| Gauntlets .....      | 3,000 Gil |

And so, the time has come. The time has come to head to the Moon and end the nefarious schemes of the evil Lunarian Zemus.

For this battle of epic proportions, you will need to be fully equipped. For example, get the Excalibur, Edge's Knife, and all of the major summons, like Bahamut, most notably. Stock up on items - you'll definitely need Hi-Potions and Ethers.

Finally, we need to produce a good party. My preferred party is actually the same as was MANDATORY in the SNES version of Final Fantasy IV: Cecil, Kain, Edge, Rydia, and Rosa. Choose your own party as you wish, but this FAQ will make references to this party.

Enter the Lunar Whale and go to the moon.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Lunar Overworld
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

| Regional Monster Bestiary \ |       |     |     |     |       |       |  |
|-----------------------------|-------|-----|-----|-----|-------|-------|--|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |  |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |  |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |  |
| Lunar Virus                 | 980   | 102 | 5   | 0   | 1,100 | 3,237 |  |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |  |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |  |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |  |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |  |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |  |

Go to the central area, the Crystal Palace, then northwest and into the Lunar Path.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Lunar Path
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

| Regional Monster Bestiary \ |       |     |     |     |       |       |  |
|-----------------------------|-------|-----|-----|-----|-------|-------|--|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |  |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |  |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |  |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |  |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |  |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |  |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |  |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |  |

Go along the northwestern path to the exit.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                     Lunar Overworld
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

| Regional Monster Bestiary \ |       |     |     |     |       |       |  |
|-----------------------------|-------|-----|-----|-----|-------|-------|--|
| Monster                     | HP    | STR | DEF | MAG | Gil   | EXP.  |  |
| Purple Bavarois             | 105   | 52  | 254 | 0   | 50    | 750   |  |
| White Mousse                | 298   | 66  | 254 | 0   | 384   | 1,808 |  |
| Balloon                     | 697   | 72  | 4   | 0   | 315   | 2,459 |  |
| Lunar Virus                 | 980   | 102 | 5   | 0   | 1,100 | 3,237 |  |
| Eukaryote                   | 1,700 | 116 | 5   | 0   | 1,560 | 6,999 |  |
| Prokaryote                  | 2,600 | 120 | 5   | 0   | 1,850 | 7,999 |  |
| Abyss Worm                  | 7,000 | 128 | 4   | 15  | 310   | 6,303 |  |
| Black Flan                  | 1,357 | 116 | 254 | 0   | 1,300 | 3,044 |  |
| Dark Grenade                | 1,820 | 108 | 4   | 0   | 630   | 2,644 |  |





|  |                 |  |     |  |
|--|-----------------|--|-----|--|
|  | Artemis Arrow   |  | [ ] |  |
|  | Black Garb      |  | [ ] |  |
|  | Crystal Gloves  |  | [ ] |  |
|  | Crystal Helm    |  | [ ] |  |
|  | Crystal Mail    |  | [ ] |  |
|  | Crystal Shield  |  | [ ] |  |
|  | Dragon Gloves   |  | [ ] |  |
|  | Dragon Helm     |  | [ ] |  |
|  | Dragon Mail     |  | [ ] |  |
|  | Dragon Shield   |  | [ ] |  |
|  | Elixer          |  | [ ] |  |
|  | Elixer          |  | [ ] |  |
|  | Fire Whip       |  | [ ] |  |
|  | Fuma Shuriken   |  | [ ] |  |
|  | Fuma Shuriken   |  | [ ] |  |
|  | Fuma Shuriken   |  | [ ] |  |
|  | Fuma Shuriken   |  | [ ] |  |
|  | Golden Apple    |  | [ ] |  |
|  | Gysahl Whistle  |  | [ ] |  |
|  | Holy Lance      |  | [ ] |  |
|  | Masamune        |  | [ ] |  |
|  | Minerva's Plate |  | [ ] |  |
|  | Murasame        |  | [ ] |  |
|  | Protect Ring    |  | [ ] |  |
|  | Protect Ring    |  | [ ] |  |
|  | Ragnarok        |  | [ ] |  |
|  | Red Fang        |  | [ ] |  |
|  | Ribbon          |  | [ ] |  |
|  | Ribbon          |  | [ ] |  |
|  | Sage's Staff    |  | [ ] |  |
|  | Stardust Rod    |  | [ ] |  |
|  | White Fang      |  | [ ] |  |
|  | X-Potion        |  | [ ] |  |

Regional Monster Bestiary \

| Monster         | HP     | STR | DEF | MAG | Gil    | EXP.   |
|-----------------|--------|-----|-----|-----|--------|--------|
| Selene Guardian | 4,000  | 122 | 3   | 0   | 3,500  | 13,000 |
| Dark Sage       | 5,100  | 90  | 5   | 47  | 2,400  | 17,003 |
| Silver Dragon   | 7,500  | 124 | 4   | 95  | 19,000 | 25,000 |
| Gold Dragon     | 8,200  | 128 | 54  | 30  | 23,000 | 30,000 |
| Bone Dragon     | 12,000 | 142 | 3   | 0   | 6,750  | 14,000 |
| Dinozombie      | 12,000 | 132 | 4   | 0   | 8,100  | 15,000 |
| Li'l Murderer   | 12,000 | 174 | 3   | 143 | 10,700 | 20,000 |
| Giant Warrior   | 14,000 | 122 | 4   | 57  | 7,000  | 18,500 |
| Blue Dragon     | 15,000 | 144 | 4   | 0   | 40,200 | 36,000 |
| Red Dragon      | 15,000 | 162 | 4   | 79  | 65,000 | 41,500 |
| Ahriman         | 25,000 | 114 | 5   | 0   | 65,200 | 33,333 |
| Behemoth        | 23,000 | 154 | 4   | 63  | 65,000 | 57,000 |
| Wicked Mask     | 37,000 | 128 | 4   | 18  | 65,000 | 50,000 |
| Zemus's Mind    | 20,000 | 130 | 254 | 99  | 50,000 | 65,000 |
| Zemus's Breath  | 40,000 | 154 | 0   | 99  | 50,000 | 60,000 |
| Flan Princess   | 20,000 | 154 | 5   | 127 | 55,000 | 10,000 |

<== B1F ==>

When you enter, go north and east some. You'll eventually find an indentation

in the wall. Use it to penetrate the wall and you'll soon find a Black Garb. Return to the entrance and head west. You'll be able go through another wall to find a teleporter to another room, in which you go simply go north and to B2F.

<== B2F ==>

Go north to find the Sage's Staff. Go along the path westward to the teleporter to find yourself in another room. Go south to the southern wall, then west through the door.

Restore your HP/MP and cast Float onto your party. Go on around and interact with the sword, the Murasame, and you'll battle the ...

| BOSS: White Dragon \ |          |              |                    |
|----------------------|----------|--------------|--------------------|
| HP                   | - 32,700 | Weaknesses:  | Treasures Awarded: |
| Strength             | - 156    | - None       | - Murasame         |
| Defense              | - 5      |              |                    |
| Magic                | - 31     | Absorptions: |                    |
| Magic Defense        | - 48     | - Fire       |                    |
| Gil Earned           | - 0      | - Ice        |                    |
| EXP. Earned          | - 55,000 | - Lightning  |                    |
|                      |          |              |                    |
|                      |          | Type: Dragon |                    |

=====

The White Dragon has a fairly wide repertoire of attacks, mostly using in countering. If you use a physical attack, it uses Slow. If you use a magic spell, it uses Glare. As for Summons, it uses Earthquake. It also uses Maelstrom and Glare for quick critical-HP in addition to its basic attack.

For this, you'll need Kain to Jump as much as possible. Cecil and Edge should execute their regular attacks. Rosa should be healing every single turn; if there is no need to, she should maintain Float and Blink spells. Rydia needs to be summoning Bahamut (which results in Earthquake, which is nullified by Float).

After the battle, use an Emergency Exit or Teleport to exit the dungeon, then re-enter.

<== B1F ==>

Go south and through the doorway.

<== B2F ==>

Go along the linear and hit the wall. Head north, but take notice of the chest to the west. Once you get level with it, go west and around to find the Fire Whip. Return to the main path afterwards and continue northward. Once you bash into the wall, go west to another wall. Take the Dragon Shield, then go through the doorway.

<== B3F ==>

Go south until you hit the dead end. You'll be able to notice an indentation in the wall - penetrate the wall and go along the path to find a Dragon Helm. Go into the eastern wall and go along the path to find a Dragon Mail and Dragon Gloves to the west of it.

Return the entrance room and go south of the entrance to the exit.

<== B4F ==>

Go east, but not south when given the option. Further east will be the Artemis Arrow. Then go south and west to run into room with the Elixir inside.

Head east and south, then through the door at the bottom of the stairs. Go north and around to the find the White Fang. Then head southwest to find an X-Potion. Go east and into the wall, via the indentation in the south wall, to exit. Grab the Stardust Rod from the chest, then go downstairs.

<== B5F ==>

Go along the path, ignoring the doorway as you go further west to find a Crystal Shield. THEN go into and through the door.

Go north, along the path, and into the wall. Grab the Protect Ring and go eastward. Upon emerging, go south and outside. Grab the Crystal Mail and go back into the door. Go north and outside of the northern entrance. Go east to find the Crystal Gloves, then west into the westernmost door. Circle around to find a White Robe.

Go into the northern door, then west to find the Crystal Helm. Go east, but not yet downstairs. Go into the door to find a Red Fang.

In this room, use a Siren. If you do so, you'll quite likely fight the Flan Princess, which might drop the Pink Tail. If this happens, you can actually get the legendary Adamant Armor at the Adamant Grotto (where you got the Adamantite for the Excalibur in Section VIII).

Exit the room when you're done and go downstairs.

<== B6F ==>

Go east to find a Fuma Shuriken, and west for an Artemis Arrow. You'll find two staircases in this area. Take the left one for the moment to find a Cottage. You'll also see a bit of land heading west. Go along it, across the darkness below, and continue to make your way northwest. At the corner, go east and south to another area. South of there is the Golden Apple.

Go east and onto the teleporter. Then go north.

<== B5F ==>

Go further north to find the Protect Ring. Continue north and onto the teleport pad.

Save your game and restore your HP/MP. Go outside and interact with the sword, the legendary Ragnarok, to battle Dark Bahamut for it.

| BOSS: Dark Bahamut |          |              |                    |
|--------------------|----------|--------------|--------------------|
| HP                 | - 60,000 | Weaknesses:  | Treasures Awarded: |
| Strength           | - 160    | - None       | - Ragnarok         |
| Defense            | - 5      |              |                    |
| Magic              | - 8      | Absorptions: |                    |
| Magic Defense      | - 52     | - None       |                    |
| Gil Earned         | - 0      |              |                    |
| EXP. Earned        | - 64,000 | Type: Dragon |                    |

```

=====
| At the very start of the battle, Dark Bahamut will unleash a Mega Flare on
| you. If you are that badly under-leveled, you just had a Game Over.
|
| After this, he can resort to a physical attack, a self-Reflect with a
| later Flare, and the Mega Flare countdown.
|
| Right after the initial Mega Flare, revive the survivors while Rosa (once
| revived, if needed) starts to put Reflect on everyone. Once Rydia is
| revived, keep her on Asura for healing (but it IS chancy). You'll need to
| be able to heal with items, as well. Make sure everyone is Reflected - as
| such, Mega Flare will be Reflected to Dark Bahamut for mass damage. All of
| party should be ready to heal at any moment; otherwise, keep them
| attacking Dark Bahamut - Rydia, ironically, should use Bahamut.
|
=====

```

Return to the Save Point and use it, then return to the teleporter. Upon emerging, go south, onto the teleporter, to B6F.

<== B6F ==>

Upon entering the floor, go south onto another teleporter. After warping, go west and upstairs. Then go east across the abyss to find a dual staircase.

From the stairs, take the eastern set and go along the path to find a doorway. Go through to find the Minerva's Plate on the left, with the exit on the right.

<== B7F ==>

Go south and through the westernmost doorway. There should be a Save Point in there. Heal AND Save there, then go into the room to the east to find a lance. Interact with the Holy Lance to battle...

```

=====
| BOSS: Plague \
| _____ \
| HP           - 33,333 | Weaknesses:      | Treasures Awarded:
| Strength     - 146   | - Throw         | - Holy Lance
| Defense      - 5     |                  |
| Magic        - 0     | Absorptions:   |
| Magic Defense - 38   | - None         |
| Gil Earned   - 550   |                  |
| EXP. Earned  - 31,108 | Type: Dragon   |
|
=====

```

The Plague has a fairly small repertoire of magic at its disposal, but what it can use will be fatal - for example, a PARTY-WIDE Doom! It often uses this, making the battle a race against the clock.

So, how to do this... Well, weirdly enough, coming into the battle with a KO'ed member, then reviving said member after the Doom count is low, is a fair idea. Then let that member (or members, if you prefer) work on reviving everyone else while those just-revived attack. This cycle can easily continue fairly well.

Cecil, Kain, and Edge should use their regular attacks; Rydia should be blasting her most powerful spells; Rosa should probably be the KO'ed member with one of the others. By the way, Edge's Throw is pretty much unneeded in this battle - you can use it if you need to, though.

Return to and use the Save Point after getting the Holy Lance, then go into the

room two east from the Save Point room. Inside are two Ribbon-holding chests, guarded by...

| BOSS: Lunasaur (x2) |          |              |                    |
|---------------------|----------|--------------|--------------------|
| HP                  | - 23,000 | Weaknesses:  | Treasures Awarded: |
| Strength            | - 144    | - Fire       | - Ribbon (x2)      |
| Defense             | - 4      |              |                    |
| Magic               | - 54     | Absorptions: |                    |
| Magic Defense       | - 254    | - None       |                    |
| Gil Earned          | - 0      |              |                    |
| EXP. Earned         | - 29,500 | Type: Undead |                    |
|                     |          | Dragon       |                    |

=====  
The Lunasaurs are quite annoying. One will cast Reflect on the both of them, and then use a spell off of them onto you via Reflect. They have a fair set of spells, Bad Breath (multi-statusing move), and Flame. They can Restore some HP to each other, and use a basic, powerful physical attack.  
Begin by having Rosa put Reflect on your strongest party member (because he/she won't be magically healed afterwards). With this, Rydia and Rosa can cast their spells (remember, Rosa can use Curaja for damage!) onto a Lunasaur for damage. Be sure to keep this up for the whole fight.  
Aside from that, Cecil, Edge, and Kain should remain as regular attackers. Rydia should be Reflecting Firaga or using Bahamut, and Rosa should be healing while intermittently Reflecting Curaja.

After that battle, grab the two Ribbons and return, once more, to the Save Point. Use it and leave that room, heading east. Go along the path north and around, then downstairs and to the left of the stairs to find the exit.

<== B8F ==>

Go east and downstairs. Head west to find a Fuma Shuriken, then head southeast. When the path splits to the south, go along it and examine the Masamune to battle...

| BOSS: Ogopogo |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 50,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 150    | - None       | - Masamune         |
| Defense       | - 4      |              |                    |
| Magic         | - 127    | Absorptions: |                    |
| Magic Defense | - 40     | - None       |                    |
| Gil Earned    | - 0      |              |                    |
| EXP. Earned   | - 61,000 | Type: None   |                    |

=====  
Ogopogo is capable of double-attacking. In this, it can use a devastating double Tidal Wave, which is more often than not devastating. It can also counter magic with its own, often using Blaze and Whirl. As per usual, it also can use a basic, but powerful, physical attack.  
Cecil and Edge should be constantly attacking; Kain should Jump a bunch to avoid any Tidal Waves; Rydia should be casting Bahamut; and Rosa should be casting Curaja almost every turn - yes, Ogopogo can hurt you that bad.

After the battle, return to the main path, go around, and downstairs.

<== B9F ==>

Head southeast and downstairs. Grab the Elixer and head west, downstairs, and east to find a free Gysahl Whistle. Continue east to the teleporter.

<== B10F ==>

Head west and downstairs, then east and downstairs once more. Head east to find another Fuma Shuriken, with yet another to the far west. Then head southeast to B11F.

<== B11F ==>

Follow the path to B12F.

<<< B12F >>>

And so, we have come to the end of a long, arduous, and epic journey. One last battle awaits us, against the nefarious Zemus. Let us go forth, and watch the scene, in which we will receive the Crystal before our fight.

In this fight, basically get Cecil to use the Crystal. Before doing so, it can be helpful to Haste, Shell, Protect, etc., but not Reflect, everyone. It is quite helpful.

After using the Crystal, the real fight begins...

| BOSS: Zeromus |       |              |                    |
|---------------|-------|--------------|--------------------|
| HP            | - ??? | Weaknesses:  | Treasures Awarded: |
| Strength      | - ??? | - ???        | - ???              |
| Defense       | - ??? |              |                    |
| Magic         | - ??? | Absorptions: |                    |
| Magic Defense | - ??? | - ???        |                    |
| Gil Earned    | - ??? |              |                    |
| EXP. Earned   | - ??? | Type: ???    |                    |

Zeromus has a bunch of nasty attacks under his belt. Most notable is the Big Bang, which, as per the astronomical idea, will heavily damage you for ~2,500 HP each. Unfortunately, a glitch in the game might let him somehow "loop" it for about half a dozen times. o\_o;; He also can use Black Hole, which thankfully does NOT stick to reality, as it only removes positive status effects from the team.

Additionally, he has many counterattacks. Notable are those against any Black Magic/Ninjitsu (Flare), Holy (Whirl), and Summons (Bio for the whole party). He may use a basic attack, but that's rather rare (for me). And, lastly, he'll use the deadly party-wide Meteor occasionally when he is near death.

So, how to go about THIS... Cecil should be mainly attacking. Kain can do better as a Jumper. Let Edge throw all of his Fuma Shurikens and such, but only the Knife if you ABSOLUTELY NEED to, before mainly attacking. Rydia should be Summoning Bahamut/Asura/Sylph, depending on whether you want to do damage but have it on yourself, or just for healing. Rosa should be basically casting Curaja practically every round.

Some final notes. Do not be afraid to use those Megalixers you've found throughout your journey - the same goes with the other items, as long as

| the situation is appropriate (ie. don't use a Dry Ether when a regular  
| Ether, or Osmose even, could properly do the job). Whenever a need for an  
| item arises, let the next character in the ATB turn system use it - odds  
| are, it is quite the immediate need.  
|

After the battle, you can watch the ending.

After it, save the game and load that file to be able to find the Lunar Ruins.

```
+++++  
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++      Section XIII- The Lunar Ruins                **FF413**      ++  
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+++++  
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```

Within the Lunar Ruins, you'll find these trials for your characters. These trials can give your characters some challenge and some great rewards. To be allowed into these trials, the respective character must be in your party when you defeat Zeromus. You can defeat Zeromus repeatedly, you know! FYI, only one twin needs to be in the party for Porom and Palom's trial. Then that same character will need to be with you in the Lunar Ruins for their trial. Got it?

Now, here's the thing - long story short, the Lunar Ruins is fairly long. I will only cover the trials. Here is a general overview of the Lunar Ruins:

Starting Floors - They are somewhat like the Lunar Path. Be sure to look around for treasures!!

Trials - What the bulk of this section is.

Puzzle Floors - These have a fairly easy puzzle for you.

Floor of Rememberance - As per the name, these resemble, quite shockingly, some previously-visited areas. Go along the original path and you'll be okay.

For the record, you'll face the trials in this order, and you'll also find them in this order in the walkthrough:

- Yang
- Edward
- Rydia
- Cecil
- Rosa
- Edge
- Cid
- Kain
- Palom and Porom

After ending a trial, you will reappear outside the just-completed trial. You can't just go back into it a second time; no, that only happens after you use the Grimoire you receive as an award. If you DO do that, you'll still need to re-enter the ruins later on. Once you complete a trial, or reach one you are currently unable to do for whatever reason, go north and into the door to go









branch to find Titan. Cast Float on your team and speak with Titan to fight.

| BOSS: Titan \ |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 75,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 180    | - None       | - None             |
| Defense       | - 5      |              |                    |
| Magic         | - 28     | Absorptions: |                    |
| Magic Defense | - 48     | - None       |                    |
| Gil Earned    | - 45,000 |              |                    |
| EXP. Earned   | - 50,000 | Type: None   |                    |

=====

Titan has a few attacks. He can use Quake and Earthquake for a fair bit of damage if you forgot to use Float - otherwise, it will do nothing. He also has a powerful physical attack, but it's nothing that a quick Curaja from Rosa can't handle.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

After defeating Titan, he'll rejoin Rydia's Summon repertoire. Return to the center and go southwest. Further along the path is Ifrit. Speak with him to fight.

| BOSS: Ifrit \ |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 70,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 177    | - Ice        | - None             |
| Defense       | - 5      |              |                    |
| Magic         | - 36     | Absorptions: |                    |
| Magic Defense | - 44     | - Fire       |                    |
| Gil Earned    | - 45,000 |              |                    |
| EXP. Earned   | - 50,000 | Type: None   |                    |

=====

Ifrit can use Fira, which is a fairly weak spell by now. He can use a painful physical attack that may deal upwards of 1,000 damage. When he glows red, he'll be casting Flame soon, which hits the party for about 600 or more HP a piece.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Blizzaga.

After the battle, Ifrit will rejoin the Summon list. Return to the center and go southeast to find Shiva along this path.

| BOSS: Shiva \ |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 64,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 172    | - Fire       | - None             |
| Defense       | - 5      |              |                    |
| Magic         | - 50     | Absorptions: |                    |
| Magic Defense | - 52     | - Ice        |                    |
| Gil Earned    | - 45,000 |              |                    |
| EXP. Earned   | - 50,000 | Type: None   |                    |

=====

Shiva has the basic, but very powerful, physical attack. She also has a

| standard Blizzara - not exactly painful (~750 damage). But the real issue  
| lies with Ice Storm. It can very easily do over 1,500 damage to each  
| member of your party.

| Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in  
| the case of Yang, using Power. Edward, Rosa, and Porom should be healing  
| (Edward via items). Let Palom and Rydia use Firaga.

After the battle, Shiva returns to the party, leaving us with one more Summon  
to go. Return to the center and go north. Once you see the fog (which you can't  
yet go through), go east and along the path to the shocking Ramuh.

| BOSS: Ramuh \ |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 60,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 170    | - None       | - None             |
| Defense       | - 5      |              |                    |
| Magic         | - 41     | Absorptions: |                    |
| Magic Defense | - 54     | - None       |                    |
| Gil Earned    | - 45,000 |              |                    |
| EXP. Earned   | - 50,000 | Type: None   |                    |

=====  
| Ramuh is probably the weakest of the bunch. His Thundara, Blitz, and  
| Lightning (only the last is party-wide) deal some paltry damage. Your only  
| threat would be he rather powerful, but not excessively, physical attack.

| Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in  
| the case of Yang, using Power. Edward, Rosa, and Porom should be healing  
| (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

After the battle, the last member of Rydia's Summoning repertoire returns to  
her. Return to the center, but, as you pass the fog, heal your HP/MP and head  
into the fog. There, you'll find your next boss...

| BOSS: Lunar Dragon \ |           |              |                    |
|----------------------|-----------|--------------|--------------------|
| HP                   | - 105,000 | Weaknesses:  | Treasures Awarded: |
| Strength             | - 180     | - None       | - Grimoire LD      |
| Defense              | - 2       |              |                    |
| Magic                | - 254     | Absorptions: |                    |
| Magic Defense        | - 44      | - Holy       |                    |
| Gil Earned           | - 65,000  |              |                    |
| EXP. Earned          | - 65,000  | Type: None   |                    |

=====  
| The Lunar Dragon is somewhat reminiscent of the Mist Dragon. It can change  
| from a Mist to Dragon form rather quickly. It can hit the team with Poison  
| Gas to Poison them. In the Mist form, it can also use Slow. It has a harsh  
| physical attack, and can use Restore to heal 9,999 of its HP.

| Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in  
| the case of Yang, using Power. Edward, Rosa, and Porom should be healing  
| (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

For winning the first time, you'll get the Mist Ring for Rydia; the second time  
yields a Soma Drop.

Cecil's Trial

| Treasures Checklist \ |     |
|-----------------------|-----|
| Grimoire LO .....     | [ ] |
| Lightbringer .....    | [ ] |
| Lunar Curtain .....   | [ ] |

| Regional Monster Bestiary \ |        |     |     |     |       |        |
|-----------------------------|--------|-----|-----|-----|-------|--------|
| Monster                     | HP     | STR | DEF | MAG | Gil   | EXP.   |
| Giant Warrior               | 14,000 | 122 | 4   | 57  | 7,000 | 18,500 |
| Bandit                      | 14,651 | 144 | 4   | 22  | 0     | 0      |

This trial is actually a set of sub-trials, designed to test how much of a Paladin Cecil truly is. Of these trials below, you will be given five of them. Depending on how many you pass/fail, you'll receive different items at the end before fighting Lunar Odin.

Trial #1

Cecil will notice a vase nearby. Examine said vase and it will shatter. A man will come in soon thereafter, asking if you broke the vase.

- [PASS] - Tell him that you did it.
- [FAIL] - Lie to the man.

Trial #2

You'll be asked to guard a chest.

- [PASS] - Just sit there and do nothing whatsoever. Get a drink or something.
- [FAIL] - Try leaving or try opening the chest.

Trial #3

You'll find a pig being bullied.

- [PASS] - Speak to the lone child near the entrance, then the four bullies.
- [FAIL] - Leave before speaking with all five of the children.

Trial #4

You'll enter a battleground with soldiers fighting Giant Warriors.

- [PASS] - Go around defeat all three Giant Warriors.
- [FAIL] - Leave before defeating all five Giant Warriors.

-----  
Trial #5  
-----

You'll be asked to cover for a soldier, and not to so much as move or speak with anyone.

[PASS] - Don't do anything. No talking, no moving. Set the game down, if you must.

[FAIL] - Move or speak with someone nearby.  
-----

-----  
Trial #6  
-----

Atop a mountain, you'll find an old man leaving a Megalixer near a gravestone.

[PASS] - Leave without taking the Megalixer. (Tempting, though, isn't it?)

[FAIL] - Leave while taking the Megalixer.  
-----

-----  
Trial #7  
-----

In a village, you'll find a child drowning!

[PASS] - Go to the child and press A to save him.

[FAIL] - Leave without saving him.  
-----

-----  
Trial #8  
-----

You'll find a thief stealing items from the chests.

[PASS] - Tell the Bandit "No" and defeat him in battle.

[FAIL] - Tell the Bandit "Yes".  
-----

-----  
Trial #9  
-----

Inside a home, you are listening to an old man's story when he falls asleep, leaving his treasure chest unguarded.

[PASS] - Leave without taking the treasure chest.

[FAIL] - Try taking the treasure chest.  
-----

-----  
Trial #10  
-----

You'll be asked to round up a girl's Chocobos because she cannot leave.

[PASS] - Gather all five Chocobos by speaking with them.

[FAIL] - Leave before gathering up all five Chocobos.  
-----

-----  
Trial #11  
-----



| Treasures Checklist \ |     |
|-----------------------|-----|
| Grimoire LA .....     | [ ] |
| Perseus Arrow .....   | [ ] |
| White Ring .....      | [ ] |

| Regional Monster Bestiary \ |        |     |     |     |        |        |
|-----------------------------|--------|-----|-----|-----|--------|--------|
| Monster                     | HP     | STR | DEF | MAG | Gil    | EXP.   |
| Metamorph                   | 21,231 | 161 | 4   | 30  | 30,000 | 30,000 |

Once you enter this trial, you'll watch a scene. After this scene, you'll need to go around and heal everyone's status ailments - critical HP, Mini, Petrified, Pig, and Toad.

From the start, go west and speak with the guy. After the dialogue, some orbs will begin to circle you and you are being timed.

Now, go west and heal the pig. Go north, skipping this pig, and go north. Heal the man on the ground, then go northwest for another healing.

Circle back around and go north to the petrified man. Heal him and head southeast to heal a pig. Circle back around and go east, healing the child afflicted with Mini, then go across the southern bridge.

Across the bridge, skip the pig and the person to the southwest. Go east from the Inn and skip the woman there. Go southwest to find a petrified person. Heal this one, but skip the nearby person afflicted with Mini.

Go east and heal the man on the ground. Go north and east from the Inn. Cure the guy to the north, then go south and restore the Toad. Go south to find a pig; heal it and go into the water.

Heal the Toad here, then head northwest and along the waterway. You'll come across a final person. Heal this person.

After healing all of the people, or if time runs out, you'll battle...

| BOSS: Lunar Asura \ |           |              |                    |
|---------------------|-----------|--------------|--------------------|
| HP                  | - 130,000 | Weaknesses:  | Treasures Awarded: |
| Strength            | - 183     | - None       | - Grimoire LA      |
| Defense             | - 3       |              |                    |
| Magic               | - 55      | Absorptions: |                    |
| Magic Defense       | - 40      | - None       |                    |
| Gil Earned          | - 65,000  |              |                    |
| EXP. Earned         | - 65,000  | Type: None   |                    |

Lunar Asura enjoys casting the "-aga" spells a lot. Of course, she often will use status-inflictors - Mini and Toad, for example. In general, her spells can cause quite the problem - put Reflect on yourself if needed. She can also use Curaga and Restore on herself. Then there is the basic physical attack. Globe 199 is also used, and it is an instant-KO move.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing





Here, go upstairs once more. In the area, speak with the "lord" of this castle to take a nice fall.

Here, hit the right switch and go through. Then hit the westernmost switch and continue on. Use the pot, go upstairs, and you'll find a fiery barrier. Go into the cracked wall for another nice fall.

Here, you'll find some slightly-cracked tiles and very-cracked tiles. The former will become the latter if stepped on; the latter, when stepped on, make you fall through. Sort of a more-advanced version of the Sky Pillar in Pokemon Ruby, Sapphire, and Emerald, to use a familiar comparison to some. Long story short - don't fall.

Okay, hit the red switch and go through the red door. Go all of the way north and around east - don't go upstairs - and go south. You'll find a sign reading "Down 1, Right 2, Down 2, Right 1." Follow these directions to find another sign reading "Right 3, Up 4, Left 4, Up 8, Right 5."

Follow those instructions and head south, ignoring the staircase, and go over the slightly-cracked tile to find a purple switch. Use it, then go south and into the door. Return to the previous room, go back over the cracks, and into the door. Press the green switch and go on down the hole. Weee~!

Here, go south and onto the teleporter pad. You'll be outside of a purple door - go inside the room. Go left six, up eight (ignoring the green door), and right five. Ignore the stairs and go into the open green door, then upstairs.

Here, ignore the door. Head to the southeastern corner, then go south and into the wall. Exit on the west side, then go in once more via the dent in the wall. Go south as far as possible, west two steps, south further, and exit to the west. Go north, west, south, and west to reappear outside, on a blue portion. Go along the path south, west, and into the Key-needing door.

Inside, go north, west, south, and west. Ignore the door and head north and east. You'll find a pot to the east that heals your MP.

Follow the carpet until it breaks. Go northeast and penetrate the wall. Use a Key to go through the door. You'll find an unshadowed western wall - go inside, then go north to emerge. Go into the northeastern corner and into the wall again. Head east, then north to a blank spot. Outside, go north and into the door to find the "lord" again to finally face...

| BOSS: Lunar Ifrit                                                                                                                                                                                                                                                            |           |              |                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|--------------|--------------------|
| HP                                                                                                                                                                                                                                                                           | - 110,000 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                                                                                                                                                                                                                     | - 198     | - Ice        | - Grimoire LI      |
| Defense                                                                                                                                                                                                                                                                      | - 2       |              |                    |
| Magic                                                                                                                                                                                                                                                                        | - 40      | Absorptions: |                    |
| Magic Defense                                                                                                                                                                                                                                                                | - 35      | - Fire       |                    |
| Gil Earned                                                                                                                                                                                                                                                                   | - 65,000  |              |                    |
| EXP. Earned                                                                                                                                                                                                                                                                  | - 65,000  | Type: None   |                    |
| =====                                                                                                                                                                                                                                                                        |           |              |                    |
| Lunar Ifrit will mainly use two attacks - a gnarly physical attack and a painful Flame on everyone. If he is hit with a Blizzard-based spell or Shiva, Glare will be used as a counter. He may use Fira and Firaga, though they're quite rare and not exactly as impressive. |           |              |                    |
| Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing                                                                                                                           |           |              |                    |







<== Palom ==>

Hit the switch to the left. Switch to Porom.

<== Porom ==>

Go east and hit the switch, then go through the door on the left. Inside, step onto the yellow panel to get Mini'd. Go to the far east side of the room to get Float cast on you. Go south, over the cracked floor, and hit the switch. Switch to Palom.

<== Palom ==>

Go east and into the door. Here, go west to find a toad going into a small crack. Go to the west and step on the green panel to become a Toad yourself. Go into the small hole. Bop the switch to the north, then exit this area. Go north and into the next room, then switch to Porom.

<== Porom ==>

Go back across the cracked floor and through the door. Here, go north and into the crack. Go northeast and hit the switch. Go to the northwestern corner of this room and step on the Pig-inflicting panel. Go north, into the next room. Here, you'll find a crack. Ignore it and go further west and hit the switch. Go through the crack and stop outside of the closed door. Switch to Palom.

<== Palom ==>

Go inside. Take the northwestern door and step on the Pig panel if you need to. In the next room, go east and onto the Float panel. Go across the crack-riddled floor. Follow the path to a southbound doorway. Take it and hit the switch to open a door for Palom if you need another Mini panel.

Go into the door further to the east. Here, step onto the Toad panel and go north through two cracks. Follow the path east to the green switch.

Watch the scene in which the twins reunite with Cecil, completely unstated. Heal your HP/MP if needed, then go north to face...

|                                                                                                                                                                                                          |           |              |                    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|--------------|--------------------|
| BOSS: Lunar Leviathan \                                                                                                                                                                                  |           |              |                    |
| HP                                                                                                                                                                                                       | - 135,000 | Weaknesses:  | Treasures Awarded: |
| Strength                                                                                                                                                                                                 | - 205     | - Lightning  | - Grimoire LL      |
| Defense                                                                                                                                                                                                  | - 3       |              |                    |
| Magic                                                                                                                                                                                                    | - 38      | Absorptions: |                    |
| Magic Defense                                                                                                                                                                                            | - 51      | - None       |                    |
| Gil Earned                                                                                                                                                                                               | - 65,000  |              |                    |
| EXP. Earned                                                                                                                                                                                              | - 65,000  | Type: None   |                    |
| =====                                                                                                                                                                                                    |           |              |                    |
| Lunar Leviathan is much similar to his non-Lunar counterpart in the Cave of Summons. He can use Tidal Wave, Maelstrom, Blizzaga, etc., - nothing new.                                                    |           |              |                    |
| Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Thundaga. |           |              |                    |

For winning the first time, you'll get two Twin Stars. When Palom and Porom



|               |           |              |                    |
|---------------|-----------|--------------|--------------------|
| HP            | - 200,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 225     | - None       | - None             |
| Defense       | - 3       |              |                    |
| Magic         | - 46      | Absorptions: |                    |
| Magic Defense | - 202     | - None       |                    |
| Gil Earned    | - 65,000  |              |                    |
| EXP. Earned   | - 65,000  | Type: None   |                    |

Zeromus EG's battle is similar to that against Zeromus. He has Big Bang, that powerful physical attack, and Black Hole (I think) to get rid of good statuses. He can use Drain and Osmose to steal from your HP/MP, respectively. He can deal some statuses, such as Toad and Mini.

Then you'll find Whirl and Tornado (mass damage to a character or the whole party). Flare is also there, as is Reflect. He can use Flame, Tidal Wave, Lightning, and Earthquake. Finally, there is Absorb (basically, it is Drain).

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut. You will likely want to use a Grimoire from the Lunar Ruins. Some of the awards in the Lunar Ruins (Kain's Double Jump and Abel's Lance, Yang's Deadly, etc.) will make a severe difference here, too.

And so, after beating Zeromus EG, he will disappear and a panel appears nearby.

Really? That's it? >\_>

Guess it is time for this, then...

~~~~~  
 CONGRATULATIONS! YOU HAVE FULLY BEATEN  
 FINAL FANTASY IV ADVANCE!!  
 ~~~~~

5. Enemy Bestiary\*\*\*\*\*FF5\*\*\*\*\*

Here, you'll find a quick-reference list of all the enemies in the Bestiary for Final Fantasy IV Advance. More often than not, CTRL+F'ing the number will bring up the desired monster. Below this list is the in-depth Bestiary.

- #001 -- Goblin
- #002 -- Helldiver
- #003 -- Floating Eyeball
- #004 -- Sword Rat
- #005 -- Insectus
- #006 -- Desert Sahagin
- #007 -- Flying Eyes
- #008 -- Hundlegs
- #009 -- Sand Worm
- #010 -- Red Mousse
- #011 -- Gigantoad
- #012 -- Zombie
- #013 -- Vile Shell
- #014 -- Toadgre
- #015 -- Sahagin
- #016 -- Killer Fish



#017 -- Tiny Mage  
#018 -- Water Bug  
#019 -- Alligator  
#020 -- Baron Soldier  
#021 -- General  
#022 -- Domovoi  
#023 -- Yellow Jelly  
#024 -- Basilisk  
#025 -- Leshy  
#026 -- Adamantoise  
#027 -- Bomb  
#028 -- Spirit  
#029 -- Gray Bomb  
#030 -- Skeleton  
#031 -- Cockatrice  
#032 -- Gargoyle  
#033 -- Bloodbones  
#034 -- Gatlinger  
#035 -- Baron Warrior  
#036 -- Captain  
#037 -- Zu  
#038 -- Soul  
#039 -- Ghoul  
#040 -- Revenant  
#041 -- Lilith  
#042 -- Skullnant  
#043 -- Splasher  
#044 -- Hydra  
#045 -- Baron Guard  
#046 -- Electrofish  
#047 -- Gigas Gator  
#048 -- Death Shell  
#049 -- Flood Worm  
#050 -- Twin Snake  
#051 -- Treant  
#052 -- Cait Sith  
#053 -- Hell Needle  
#054 -- Death Flower  
#055 -- Draculady  
#056 -- Cave Naga  
#057 -- Mind Flayer  
#058 -- Cave Bat  
#059 -- Ogre  
#060 -- Purple Bavarois  
#061 -- Puppet  
#062 -- Sorceress  
#063 -- Black Knight  
#064 -- Centaur Knight  
#065 -- Gremlin  
#066 -- Soldieress  
#067 -- Puppeteer  
#068 -- Ice Lizard  
#069 -- Cold Beast  
#070 -- Hell Turtle  
#071 -- Roc Baby  
#072 -- Blood Flower  
#073 -- Roc  
#074 -- Mors  
#075 -- Steel Golem  
#076 -- Goblin Captain

#077 -- Armadillo  
#078 -- Magma Tortoise  
#079 -- Undergrunder  
#080 -- Hell Flapper  
#081 -- Chrysalis  
#082 -- Gloomwing  
#083 -- Gorgon  
#084 -- Mystery Egg  
#085 -- Ironback  
#086 -- White Mousse  
#087 -- Naga  
#088 -- Evil Doll  
#089 -- Medusa  
#090 -- Fiery Knight  
#091 -- Coeurl  
#092 -- Balloon  
#093 -- Chimera  
#094 -- Black Lizard  
#095 -- Sorcerer  
#096 -- Ghost Knight  
#097 -- Lamia Matriarch  
#098 -- Lamia  
#099 -- Grudger  
#100 -- Fiery Hound  
#101 -- Security Eye  
#102 -- Mad Ogre  
#103 -- Green Dragon  
#104 -- Stone Golem  
#105 -- Mythril Golem  
#106 -- Bloody Bat  
#107 -- Skuldier  
#108 -- Tiny Toad  
#109 -- Bog Witch  
#110 -- Evil Dreamer  
#111 -- Mammon  
#112 -- Malboro  
#113 -- Belphegor  
#114 -- Bloody Eye  
#115 -- Warrior  
#116 -- Mini Satana  
#117 -- Summoner  
#118 -- Arachne  
#119 -- Thunder Dragon  
#120 -- Evil Bat  
#121 -- Screamer  
#122 -- King Naga  
#123 -- Miss Vamp  
#124 -- Yellow Dragon  
#125 -- Chimera Brain  
#126 -- Trap Door  
#127 -- Lunar Virus  
#128 -- Eukaryote  
#129 -- Crawler  
#130 -- Prokaryote  
#131 -- Abyss Worm  
#132 -- Black Flan  
#133 -- Dark Grenade  
#134 -- Tarantula  
#135 -- Beamer  
#136 -- Centaurion

#137 -- Mech Soldier  
#138 -- Searcher  
#139 -- Last Arm  
#140 -- Giant Soldier  
#141 -- Mech Dragon  
#142 -- Great Malboro  
#143 -- Golden Toad  
#144 -- Selene Guardian  
#145 -- Dark Sage  
#146 -- Silver Dragon  
#147 -- Gold Dragon  
#148 -- Bone Dragon  
#149 -- Dinozombie  
#150 -- Li'l Murderer  
#151 -- Giant Warrior  
#152 -- Blue Dragon  
#153 -- Red Dragon  
#154 -- Ahriman  
#155 -- Behemoth  
#156 -- Wicked Mask  
#157 -- Zemus's Mind  
#158 -- Zemus's Breath  
#159 -- Flan Princess  
#160 -- Goblin Prince  
#161 -- Echidna  
#162 -- Lamia Queen  
#163 -- Sahagin Prince  
#164 -- King Bomb  
#165 -- Palace Guard  
#166 -- Coeurl Regina  
#167 -- Crystal Dragon  
#168 -- Magic Dragon  
#169 -- Chaotic Knight  
#170 -- Stratoavis  
#171 -- Golden Flan  
#172 -- Dust Mousse  
#173 -- Worst Malboro  
#174 -- Chimerageist  
#175 -- Catoblepas  
#176 -- Iron Giant  
#177 -- King Behemoth  
#178 -- Gilgamesh  
#179 -- Proto Phase  
#180 -- Mist Eagle  
#181 -- Mist Kraken  
#182 -- Mist Summoner  
#183 -- Metamorpha  
#184 -- Specter  
#185 -- Platinum Toad  
#186 -- Grudge Puppet  
#187 -- Death Puppet  
#188 -- Brachioraidos  
#189 -- Soldier Monk  
#190 -- Super Monk  
#191 -- Drillmaster  
#192 -- Bandit  
#193 -- Octomammoth  
#194 -- Antlion  
#195 -- Mom Bomb  
#196 -- Baigan

#197 -- Right Arm  
#198 -- Left Arm  
#199 -- Dark Elf  
#200 -- Dark Dragon  
#201 -- Sandy  
#202 -- Cindy  
#203 -- Mindy  
#204 -- Calco  
#205 -- Brina  
#206 -- Calcobrena  
#207 -- Golbez  
#208 -- Shadow Dragon  
#209 -- Doctor  
#210 -- Barnabas  
#211 -- Dr. Lugae  
#212 -- Barnabas-Z  
#213 -- Scarmiglione  
#214 -- Scarmiglione  
#215 -- Cagnazzo  
#216 -- Barbariccia  
#217 -- Rubicante  
#218 -- Demon Wall  
#219 -- Defense Node  
#220 -- Attack Node  
#221 -- CPU  
#222 -- Storm Dragon  
#223 -- Gigas Worm  
#224 -- Master Flan  
#225 -- T-Rex  
#226 -- Death Mech  
#227 -- Lunasaur  
#228 -- Plague  
#229 -- White Dragon  
#230 -- Ogopogo  
#231 -- Dark Bahamut  
#232 -- Zemus  
#233 -- Zeromus  
#234 -- Zeromus  
#235 -- Mist Dragon  
#236 -- Ifrit  
#237 -- Shiva  
#238 -- Titan  
#239 -- Ramuh  
#240 -- Odin  
#241 -- Leviathan  
#242 -- Bahamut  
#243 -- Asura  
#244 -- Lunar Bahamut  
#245 -- Lunar Leviathan  
#246 -- Lunar Odin  
#247 -- Lunar Asura  
#248 -- Lunar Titan  
#249 -- Lunar Dragon  
#250 -- Lunar Ifrit  
#251 -- Lunar Ramuh  
#252 -- Lunar Shiva  
#253 -- Zeromus EG

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#000 -- Section Format

Stats:

- ~ HP : The numerical measure of the monster's health.
- ~ Strength : The numerical measure of the monster's physical strength.
- ~ Defense : The numerical measure of the monster's physical resistance.
- ~ Magic : The numerical measure of the monster's magical power.
- ~ Magic Defense : The numerical measure of the monster's magical resistance.
- ~ Gil Earned : The amount of money earned for defeating one of these.
- ~ EXP. Earned : The amount of experience earned for defeating one of these.
- ~ Monster Type(s): Helps determine weaponry strengths.

Treasures: Potential awards given after battle.

Elemental/Status Data:

- ~ Weaknesses: What kinds of attacks will do extra damage?
- ~ Resistances: What does the monster resist?
- ~ Absorptions: What will heal the monster?

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#001 -- Goblin

Stats:

- ~ HP : 6
- ~ Strength : 19
- ~ Defense : 0
- ~ Magic : 0
- ~ Magic Defense : 0
- ~ Gil Earned : 5
- ~ EXP. Earned : 28
- ~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Tent
- ~ Hourglass
- ~ Goblin

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances: None.
- ~ Absorptions: None.

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#002 -- Helldiver

Stats:

- ~ HP : 18
- ~ Strength : 21
- ~ Defense : 0
- ~ Magic : 0
- ~ Magic Defense : 0
- ~ Gil Earned : 5
- ~ EXP. Earned : 40
- ~ Monster Type(s): None.

Treasures:

- ~ Phoenix Down
- ~ Gold Needle
- ~ Cockatrice

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions: None.

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#003 -- Floating Eyeball

Stats:

- ~ HP : 20
- ~ Strength : 20
- ~ Defense : 0
- ~ Magic : 0
- ~ Magic Defense : 0
- ~ Gil Earned : 9
- ~ EXP. Earned : 42
- ~ Monster Type(s): None.

Treasures:

- ~ Eye Drops
- ~ Phoenix Down
- ~ Alarm Clock
- ~ Gold Needle

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Pig
  - Toad
  - Mini
  - Sleep
  - Berserk
  - Paralyze
- ~ Absorptions: None.

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#004 -- Sword Rat

Stats:

- ~ HP : 30
- ~ Strength : 21
- ~ Defense : 0
- ~ Magic : 0
- ~ Magic Defense : 11
- ~ Gil Earned : 13

~ EXP. Earned : 66  
~ Monster Type(s): None.

Treasures:

~ Gold Needle

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Mini

- Toad

~ Absorptions: None.

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#005 -- Insectus

Stats:

~ HP : 28

~ Strength : 20

~ Defense : 1

~ Magic : 0

~ Magic Defense : 4

~ Gil Earned : 8

~ EXP. Earned : 49

~ Monster Type(s): None.

Treasures:

~ Potion

~ Hi-Potion

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Mini

- Pig

- Toad

~ Absorptions: None.

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#006 -- Desert Sahagin

Stats:

~ HP : 20

~ Strength : 20

~ Defense : 0

~ Magic : 0

~ Magic Defense : 4

~ Gil Earned : 17

~ EXP. Earned : 70

~ Monster Type(s): Insect.

Treasures:

~ Antidote

~ Echo Herbs

~ Cross

~ Tent

Elemental/Status Data:

- ~ Weaknesses:
  - Ice
- ~ Resistances: None.
- ~ Absorptions: None.

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#007 -- Flying Eyes

Stats:

- ~ HP : 40
- ~ Strength : 21
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 5
- ~ Gil Earned : 18
- ~ EXP. Earned : 74
- ~ Monster Type(s): None.

Treasures:

- ~ Eye Drops
- ~ Phoenix Down
- ~ Alarm Clock
- ~ Gold Needle

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Blind
  - Pig
  - Toad
  - Mini
- ~ Absorptions: None.

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#008 -- Hundlegs

Stats:

- ~ HP : 60
- ~ Strength : 11
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 4
- ~ Gil Earned : 20
- ~ EXP. Earned : 79
- ~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Throw



~ Resistances:  
- Blind  
- Mini  
- Toad  
- Pig  
~ Absorptions: None.

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#009 -- Sand Worm

Stats:  
~ HP : 75  
~ Strength : 16  
~ Defense : 2  
~ Magic : 10  
~ Magic Defense : 7  
~ Gil Earned : 22  
~ EXP. Earned : 82  
~ Monster Type(s): None.

Treasures:  
~ Potion  
~ Hi-Potion  
~ Remedy  
~ Silver Apple

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Blind  
- Mini  
- Sleep  
- Pig  
~ Absorptions: None.

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#010 -- Red Mousse

Stats:  
~ HP : 35  
~ Strength : 15  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 7  
~ Gil Earned : 36  
~ EXP. Earned : 134  
~ Monster Type(s): Pudding.

Treasures:  
~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:

- Confuse

~ Absorptions: None.

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#011 -- Gigantoad

Stats:

~ HP : 47  
~ Strength : 11  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 6  
~ Gil Earned : 24  
~ EXP. Earned : 89  
~ Monster Type(s): Insect.

Treasures:

~ Maiden's Kiss

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances:  
- Toad  
~ Absorptions: None.

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#012 -- Zombie

Stats:

~ HP : 52  
~ Strength : 13  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 9  
~ Gil Earned : 31  
~ EXP. Earned : 112  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- Fire  
- Holy  
~ Resistances:  
- Poison  
- Mini  
- Pig  
- Toad  
- Sleep  
- Darkness  
- Death  
- Paralyze  
~ Absorptions: None.

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#013 -- Vile Shell

Stats:

~ HP : 58  
~ Strength : 11  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 8  
~ Gil Earned : 28  
~ EXP. Earned : 101  
~ Monster Type(s): None.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#014 -- Toadgre

Stats:

~ HP : 59  
~ Strength : 11  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 7  
~ Gil Earned : 34  
~ EXP. Earned : 127  
~ Monster Type(s): Insect.

Treasures:

~ Maiden's Kiss

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances:  
- Toad  
~ Absorptions: None.

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#015 -- Sahagin

Stats:

~ HP : 64  
~ Strength : 18  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 7  
~ Gil Earned : 38  
~ EXP. Earned : 136  
~ Monster Type(s): Insect.

Treasures: None.

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances: None.  
~ Absorptions: None.

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#016 -- Killer Fish

Stats:

~ HP : 65  
~ Strength : 11  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 7  
~ Gil Earned : 30  
~ EXP. Earned : 119  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Mini  
- Pig  
~ Absorptions: None.

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#017 -- Tiny Mage

Stats:

~ HP : 69  
~ Strength : 19  
~ Defense : 2  
~ Magic : 3  
~ Magic Defense : 38  
~ Gil Earned : 63  
~ EXP. Earned : 132  
~ Monster Type(s): Mage.

Treasures:

- ~ Rod
- ~ Silver Armlet
- ~ Ether
- ~ Dry Ether

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Toad
- ~ Absorptions: None.

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#018 -- Water Bug

Stats:

- ~ HP : 125
- ~ Strength : 16
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 11
- ~ Gil Earned : 76
- ~ EXP. Earned : 225
- ~ Monster Type(s): None.

Treasures:

- ~ Antidote
- ~ Echo Herbs
- ~ Cross
- ~ Tent

Elemental/Status Data:

- ~ Weaknesses:
  - Lightning
- ~ Resistances: None.
- ~ Absorptions: None.

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#019 -- Alligator

Stats:

- ~ HP : 175
- ~ Strength : 22
- ~ Defense : 2
- ~ Magic : 0
- ~ Magic Defense : 10
- ~ Gil Earned : 95
- ~ EXP. Earned : 236
- ~ Monster Type(s): None.

Treasures:

- ~ Leather Cap
- ~ Leather Garb
- ~ Hi-Potion
- ~ Silver Apple

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Pig

- Mini

~ Absorptions: None.

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#020 -- Baron Soldier

Stats:

~ HP : 27

~ Strength : 20

~ Defense : 0

~ Magic : 0

~ Magic Defense : 4

~ Gil Earned : 54

~ EXP. Earned : 157

~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Confuse

~ Absorptions: None.

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#021 -- General

Stats:

~ HP : 221

~ Strength : 26

~ Defense : 2

~ Magic : 0

~ Magic Defense : 12

~ Gil Earned : 80

~ EXP. Earned : 398

~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances: None.

~ Absorptions: None.

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#022 -- Domovoi

Stats:

~ HP : 37  
~ Strength : 15  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 7  
~ Gil Earned : 48  
~ EXP. Earned : 184  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#023 -- Yellow Jelly

Stats:

~ HP : 55  
~ Strength : 16  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 33  
~ EXP. Earned : 144  
~ Monster Type(s): Pudding.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Confuse  
~ Absorptions: None.

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#024 -- Basilisk

Stats:

~ HP : 90  
~ Strength : 15  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 9  
~ Gil Earned : 30  
~ EXP. Earned : 110  
~ Monster Type(s): Insect.

Treasures:

~ Gold Needle

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig

- Mini

~ Absorptions: None.

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#025 -- Leshy

Stats:

~ HP : 130  
~ Strength : 18  
~ Defense : 2  
~ Magic : 144  
~ Magic Defense : 10  
~ Gil Earned : 42  
~ EXP. Earned : 157  
~ Monster Type(s): Ghoul.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances: None.

~ Absorptions: None.

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#026 -- Adamantoise

Stats:

~ HP : 190  
~ Strength : 20  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 10  
~ Gil Earned : 46  
~ EXP. Earned : 234  
~ Monster Type(s): Insect.

Treasures:

~ Antidote  
~ Echo Herbs  
~ Cross  
~ Tent

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Poison

- Pig



~ Absorptions: None.

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++++

#027 -- Bomb

Stats:

~ HP : 55  
~ Strength : 19  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 15  
~ Gil Earned : 76  
~ EXP. Earned : 361  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Toad  
- Mini  
- Pig  
~ Absorptions: None.

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#028 -- Spirit

Stats:

~ HP : 86  
~ Strength : 25  
~ Defense : 1  
~ Magic : 6  
~ Magic Defense : 9  
~ Gil Earned : 5  
~ EXP. Earned : 28  
~ Monster Type(s): Ghoul.

Treasures:

~ Potion  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses:  
- Holy  
~ Resistances:  
- Poison  
- Petrify  
- Blind  
- Death  
- Slowing Petrify  
- Sleep  
- Paralyze  
~ Absorptions:

- Fire

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#029 -- Gray Bomb

Stats:

~ HP : 111  
~ Strength : 36  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 25  
~ Gil Earned : 105  
~ EXP. Earned : 445  
~ Monster Type(s): None.

Treasures: None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#030 -- Skeleton

Stats:

~ HP : 135  
~ Strength : 26  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 8  
~ Gil Earned : 123  
~ EXP. Earned : 238  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- Fire  
- Holy  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Death  
- Berserk  
- Confuse

- Sleep
  - Paralyze
  - Cure
  - Darkness
- ~ Absorptions: None.

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#031 -- Cockatrice

Stats:

- ~ HP : 149
- ~ Strength : 24
- ~ Defense : 1
- ~ Magic : 0
- ~ Magic Defense : 11
- ~ Gil Earned : 82
- ~ EXP. Earned : 275
- ~ Monster Type(s): None.

Treasures:

- ~ Phoenix Down
- ~ Gold Needle
- ~ Cockatrice

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions: None.

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#032 -- Gargoyle

Stats:

- ~ HP : 160
- ~ Strength : 28
- ~ Defense : 2
- ~ Magic : 0
- ~ Magic Defense : 12
- ~ Gil Earned : 90
- ~ EXP. Earned : 315
- ~ Monster Type(s): Insect.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses:
  - Holy
  - Throw
- ~ Resistances:
  - Pig
  - Mini
  - Death

~ Absorptions: None.

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#033 -- Bloodbones

Stats:

~ HP : 210  
~ Strength : 34  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 169  
~ EXP. Earned : 315  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire
- Holy

~ Resistances:

- Poison
- Silence
- Mini
- Death
- Confuse
- Paralyze
- Darkness
- Blind
- Pig
- Toad
- Berserk
- Sleep
- Curse

~ Absorptions: None.

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#034 -- Gatlinger

Stats:

~ HP : 115  
~ Strength : 28  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 8  
~ Gil Earned : 53  
~ EXP. Earned : 335  
~ Monster Type(s): None.

Treasures:

~ Gold Needle

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:  
- Mini  
- Toad  
~ Absorptions: None.

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#035 -- Baron Warrior

Stats:  
~ HP : 65  
~ Strength : 28  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 4  
~ Gil Earned : 100  
~ EXP. Earned : 400  
~ Monster Type(s): Ghoul.

Treasures:  
~ None.

Elemental/Status Data:  
~ Weaknesses: None.  
~ Resistances:  
- Confuse  
- Darkness  
- Holy  
~ Absorptions: None.

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#036 -- Captain

Stats:  
~ HP : 320  
~ Strength : 36  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 11  
~ Gil Earned : 152  
~ EXP. Earned : 600  
~ Monster Type(s): None.

Treasures:  
~ None.

Elemental/Status Data:  
~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#037 -- Zu

Stats:

~ HP : 941  
~ Strength : 32  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 0  
~ Gil Earned : 489  
~ EXP. Earned : 432  
~ Monster Type(s): None.

Treasures:

~ Feathered Cap  
~ Hi-Potion  
~ Cottage  
~ Silver Apple

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#038 -- Soul

Stats:

~ HP : 200  
~ Strength : 28  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 10  
~ Gil Earned : 165  
~ EXP. Earned : 460  
~ Monster Type(s): Ghoul.

Treasures:

~ Potion  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses:  
- Holy  
~ Resistances:  
- Poison  
- Blind  
- Petrify  
- Death  
- Sleep  
- Paralyze  
- Slowing Petrify  
~ Absorptions:  
- Fire

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#039 -- Ghoul

Stats:

~ HP : 222  
~ Strength : 32  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 11  
~ Gil Earned : 179  
~ EXP. Earned : 505  
~ Monster Type(s): Undead. (Hypocritical, in my opinion.)

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire
- Holy

~ Resistances:

- Poison
- Pig
- Mini
- Toad
- Death
- Sleep
- Paralyze
- Darkness

~ Absorptions: None.

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#040 -- Revenant

Stats:

~ HP : 250  
~ Strength : 36  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 186  
~ EXP. Earned : 575  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Holy
- Fire

~ Resistances:

- Poison
- Pig
- Mini
- Toad
- Sleep
- Darkness
- Death

- Paralyze  
~ Absorptions: None.

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#041 -- Lilith

Stats:

~ HP : 466  
~ Strength : 46  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 13  
~ Gil Earned : 272  
~ EXP. Earned : 2,703  
~ Monster Type(s): Insect/Undead.

Treasures:

~ Kiss of Lilith  
~ Silver Apple  
~ Rod of Lilith

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Death  
- Sleep  
- Paralyze  
~ Absorptions: None.

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#042 -- Skullnant

Stats:

~ HP : 200  
~ Strength : 42  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 5  
~ Gil Earned : 100  
~ EXP. Earned : 50  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- Holy  
- Fire  
~ Resistances:  
- Poison  
- Silence  
- Mini  
- Death  
- Confuse



- Paralyze
- Darkness
- Blind
- Pig
- Toad
- Berserk
- Sleep
- Curse
- Slowing Petrify

~ Absorptions: None.

+++++

#043 -- Splasher

Stats:

~ HP : 180  
~ Strength : 30  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 10  
~ Gil Earned : 145  
~ EXP. Earned : 430  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#044 -- Hydra

Stats:

~ HP : 257  
~ Strength : 44  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 14  
~ Gil Earned : 209  
~ EXP. Earned : 607  
~ Monster Type(s): Insect.

Treasures:

~ Antidote  
~ Unicorn Horn  
~ Poison Arrow

Elemental/Status Data:

~ Weaknesses:

- Lightning  
~ Resistances:  
- Pig  
- Toad  
~ Absorptions: None.

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#045 -- Baron Guard

Stats:

~ HP : 280  
~ Strength : 40  
~ Defense : 3  
~ Magic : 26  
~ Magic Defense : 14  
~ Gil Earned : 230  
~ EXP. Earned : 710  
~ Monster Type(s): Mage.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#046 -- Electrofish

Stats:

~ HP : 284  
~ Strength : 40  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 13  
~ Gil Earned : 214  
~ EXP. Earned : 640  
~ Monster Type(s): None.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions:  
- Lightning

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#047 -- Gigas Gator

Stats:

~ HP : 292  
~ Strength : 38  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 15  
~ Gil Earned : 218  
~ EXP. Earned : 660  
~ Monster Type(s): None.

Treasures:

~ Leather Cap  
~ Leather Garb  
~ Hi-Potion  
~ Silver Apple

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#048 -- Death Shell

Stats:

~ HP : 380  
~ Strength : 42  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 19  
~ Gil Earned : 165  
~ EXP. Earned : 460  
~ Monster Type(s): None.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions:  
- Fire  
++++

#049 -- Flood Worm

Stats:

~ HP : 638  
~ Strength : 42  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 22  
~ Gil Earned : 219  
~ EXP. Earned : 690  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Hi-Potion  
~ Remedy  
~ Silver Apple

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Blind  
- Pig  
- Sleep  
- Mini  
~ Absorptions: None.

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#050 -- Twin Snake

Stats:

~ HP : 108  
~ Strength : 46  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 22  
~ Gil Earned : 222  
~ EXP. Earned : 720  
~ Monster Type(s): None.

Treasures:

~ Antidote  
~ Unicorn Horn  
~ Poison Arrow

Elemental/Status Data:

~ Weaknesses:  
- Ice  
- Holy  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#051 -- Treant

Stats:

~ HP : 335  
~ Strength : 52  
~ Defense : 1  
~ Magic : 2  
~ Magic Defense : 15  
~ Gil Earned : 148  
~ EXP. Earned : 687  
~ Monster Type(s): None.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Pig  
- Toad  
- Mini  
~ Absorptions: None.

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#052 -- Cait Sith

Stats:

~ HP : 342  
~ Strength : 50  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 16  
~ Gil Earned : 252  
~ EXP. Earned : 820  
~ Monster Type(s): None.

Treasures:

~ Unicorn Horn  
~ Coeurl's Whisker  
~ Cat Claw

Elemental/Status Data:

~ Weaknesses:  
- Holy  
~ Resistances:  
- Mini  
- Toad  
~ Absorptions: None.

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#053 -- Hell Needle

Stats:

~ HP : 398  
~ Strength : 40  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 220  
~ EXP. Earned : 700  
~ Monster Type(s): None.

Treasures:

~ Gold Needle

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Mini  
- Toad  
~ Absorptions: None.

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#054 -- Death Flower

Stats:

~ HP : 440  
~ Strength : 24  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 17  
~ Gil Earned : 210  
~ EXP. Earned : 650  
~ Monster Type(s): None.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Blind  
- Mini  
- Pig  
- Toad  
~ Absorptions: None.

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#055 -- Draculady

Stats:

~ HP : 270  
~ Strength : 38

~ Defense : 2  
~ Magic : 21  
~ Magic Defense : 15  
~ Gil Earned : 195  
~ EXP. Earned : 810  
~ Monster Type(s): Undead.

Treasures:

~ Vampire Fang  
~ Kiss of Lilith

Elemental/Status Data:

~ Weaknesses:  
- Fire  
- Holy  
~ Resistances:  
- Death  
~ Absorptions:  
- Lightning

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#056 -- Cave Naga

Stats:

~ HP : 285  
~ Strength : 40  
~ Defense : 3  
~ Magic : 5  
~ Magic Defense : 12  
~ Gil Earned : 201  
~ EXP. Earned : 740  
~ Monster Type(s): Insect.

Treasures:

~ Antidote  
~ Unicorn Horn  
~ Poison Arrow

Elemental/Status Data:

~ Weaknesses:  
- Holy  
~ Resistances: None.  
~ Absorptions: None.

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#057 -- Mind Flayer

Stats:

~ HP : 330  
~ Strength : 44  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 22  
~ Gil Earned : 232  
~ EXP. Earned : 1,000  
~ Monster Type(s): None.

Treasures:

- ~ Hi-Potion
- ~ Unicorn Horn
- ~ Golden Hourglass
- ~ Mind Flayer

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Poison
  - Paralyze
  - Death
- ~ Absorptions: None.

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#058 -- Cave Bat

Stats:

- ~ HP : 334
- ~ Strength : 42
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 12
- ~ Gil Earned : 151
- ~ EXP. Earned : 598
- ~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Holy
  - Throw
- ~ Resistances:
  - Mini
  - Pig
  - Toad
- ~ Absorptions:
  - Lightning

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#059 -- Ogre

Stats:

- ~ HP : 865
- ~ Strength : 60
- ~ Defense : 2
- ~ Magic : 0
- ~ Magic Defense : 12
- ~ Gil Earned : 240
- ~ EXP. Earned : 800
- ~ Monster Type(s): Giant.



Treasures:

- ~ Bacchus's Cider
- ~ Twist Headband
- ~ Power Armlet
- ~ Giant's Gloves

Elemental/Status Data:

- ~ Weaknesses:
  - Holy
- ~ Resistances:
  - Pig
  - Toad
- ~ Absorptions: None.

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#060 -- Purple Bavarois

Stats:

- ~ HP : 105
- ~ Strength : 52
- ~ Defense : 254
- ~ Magic : 0
- ~ Magic Defense : 9
- ~ Gil Earned : 50
- ~ EXP. Earned : 750
- ~ Monster Type(s): Pudding.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
- ~ Resistances:
  - Confuse
- ~ Absorptions: None.

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#061 -- Puppet

Stats:

- ~ HP : 256
- ~ Strength : 56
- ~ Defense : 3
- ~ Magic : 15
- ~ Magic Defense : 16
- ~ Gil Earned : 180
- ~ EXP. Earned : 800
- ~ Monster Type(s): None.

Treasures:

- ~ Decoy

Elemental/Status Data:

- ~ Weaknesses:

- Fire  
~ Resistances: None.  
~ Absorptions: None.

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#062 -- Sorceress

Stats:

~ HP : 350  
~ Strength : 50  
~ Defense : 2  
~ Magic : 47  
~ Magic Defense : 12  
~ Gil Earned : 329  
~ EXP. Earned : 1,551  
~ Monster Type(s): Mage.

Treasures:

~ Rod  
~ Silver Armlet  
~ Ether  
~ Dry Ether

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Toad  
~ Absorptions: None.

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#063 -- Black Knight

Stats:

~ HP : 360  
~ Strength : 64  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 19  
~ Gil Earned : 175  
~ EXP. Earned : 840  
~ Monster Type(s): Undead.

Treasures:

~ Tent  
~ Cottage

Elemental/Status Data:

~ Weaknesses:  
- Fire  
- Holy  
~ Resistances:  
- Death  
- Darkness  
~ Absorptions: None.

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#064 -- Centaur Knight

Stats:

~ HP : 380
~ Strength : 58
~ Defense : 2
~ Magic : 0
~ Magic Defense : 18
~ Gil Earned : 172
~ EXP. Earned : 860
~ Monster Type(s): None.

Treasures:

~ Tent
~ Cottage

Elemental/Status Data:

~ Weaknesses: None.
~ Resistances:
- Pig
- Toad
~ Absorptions: None.

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#065 -- Gremlin

Stats:

~ HP : 410
~ Strength : 56
~ Defense : 3
~ Magic : 31
~ Magic Defense : 15
~ Gil Earned : 275
~ EXP. Earned : 1,221
~ Monster Type(s): Mage.

Treasures:

~ Bell of Silence
~ Unicorn Horn
~ Hourglass
~ Ether

Elemental/Status Data:

~ Weaknesses: None.
~ Resistances: None.
~ Absorptions: None.

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#066 -- Soldieress

Stats:

~ HP : 425
~ Strength : 60
~ Defense : 3

~ Magic : 0  
~ Magic Defense : 15  
~ Gil Earned : 200  
~ EXP. Earned : 1,050  
~ Monster Type(s): None.

Treasures:

~ Tent  
~ Cottage

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#067 -- Puppeteer

Stats:

~ HP : 473  
~ Strength : 56  
~ Defense : 3  
~ Magic : 35  
~ Magic Defense : 17  
~ Gil Earned : 195  
~ EXP. Earned : 1,000  
~ Monster Type(s): Mage.

Treasures:

~ Healing Staff  
~ Rune Armlet  
~ Rune Staff  
~ Grimoire

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#068 -- Ice Lizard

Stats:

~ HP : 480  
~ Strength : 62  
~ Defense : 2  
~ Magic : 0  
~ Magic Defense : 14  
~ Gil Earned : 289  
~ EXP. Earned : 1,331  
~ Monster Type(s): Insect.

Treasures:

- ~ Ice Arrow
- ~ Antarctic Wind
- ~ Arctic Wind
- ~ White Fang

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
- ~ Resistances:
  - Pig
  - Mini
- ~ Absorptions:
  - Ice

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#069 -- Cold Beast

Stats:

- ~ HP : 520
- ~ Strength : 64
- ~ Defense : 3
- ~ Magic : 3
- ~ Magic Defense : 13
- ~ Gil Earned : 276
- ~ EXP. Earned : 1,441
- ~ Monster Type(s): None.

Treasures:

- ~ Ice Arrow
- ~ Antarctic Wind
- ~ Arctic Wind
- ~ White Fang

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
- ~ Resistances:
  - Mini
  - Toad
- ~ Absorptions:
  - Ice

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#070 -- Hell Turtle

Stats:

- ~ HP : 700
- ~ Strength : 72
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 14
- ~ Gil Earned : 224
- ~ EXP. Earned : 920
- ~ Monster Type(s): Insect.

Treasures:

- ~ Mythril Shield
- ~ Mythril Hammer
- ~ Hi-Potion
- ~ X-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Ice
- ~ Resistances:
  - Mini
  - Toad
- ~ Absorptions:
  - Fire

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#071 -- Roc Baby

Stats:

- ~ HP : 50
- ~ Strength : 60
- ~ Defense : 2
- ~ Magic : 0
- ~ Magic Defense : 9
- ~ Gil Earned : 81
- ~ EXP. Earned : 1,004
- ~ Monster Type(s): None.

Treasures:

- ~ Phoenix Down
- ~ Gold Needle
- ~ Cockatrice

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Mini
  - Pig
  - Toad
- ~ Absorptions: None.

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#072 -- Blood Flower

Stats:

- ~ HP : 370
- ~ Strength : 62
- ~ Defense : 2
- ~ Magic : 0
- ~ Magic Defense : 6
- ~ Gil Earned : 32
- ~ EXP. Earned : 1,204
- ~ Monster Type(s): None.

Treasures:

- ~ Diet Food
- ~ Mallet
- ~ Maiden's Kiss
- ~ Remedy

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
- ~ Resistances:
  - Blind
  - Mini
  - Pig
  - Toad
- ~ Absorptions: None.

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#073 -- Roc

Stats:

- ~ HP : 500
- ~ Strength : 66
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 18
- ~ Gil Earned : 150
- ~ EXP. Earned : 1,404
- ~ Monster Type(s): None.

Treasures:

- ~ Feathered Cap
- ~ Hi-Potion
- ~ Cottage
- ~ Silver Apple

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions: None.

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#074 -- Mors

Stats:

- ~ HP : 695
- ~ Strength : 60
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 22
- ~ Gil Earned : 253
- ~ EXP. Earned : 1,504
- ~ Monster Type(s): None.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#075 -- Steel Golem

Stats:

~ HP : 1,950  
~ Strength : 86  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 21  
~ Gil Earned : 445  
~ EXP. Earned : 703  
~ Monster Type(s): Giant.

Treasures:

~ Gaia Hammer  
~ Giant's Gloves

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Mini  
- Toad  
- Death  
~ Absorptions: None.

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#076 -- Goblin Captain

Stats:

~ HP : 199  
~ Strength : 56  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 0  
~ Gil Earned : 45  
~ EXP. Earned : 1,930  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.



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#077 -- Armadillo

Stats:

~ HP : 325  
~ Strength : 58  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 194  
~ EXP. Earned : 1,555  
~ Monster Type(s): None.

Treasures:

~ Mythril Shield  
~ Mythril Hammer  
~ Hi-Potion  
~ X-Potion

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Mini  
- Toad  
~ Absorptions: None.

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#078 -- Magma Tortoise

Stats:

~ HP : 435  
~ Strength : 70  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 17  
~ Gil Earned : 234  
~ EXP. Earned : 1,666  
~ Monster Type(s): None.

Treasures:

~ Mythril Shield  
~ Mythril Hammer  
~ Hi-Potion  
~ X-Potion

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#079 -- Undergrounder

Stats:

~ HP : 655  
~ Strength : 76  
~ Defense : 5  
~ Magic : 3  
~ Magic Defense : 29  
~ Gil Earned : 342  
~ EXP. Earned : 2,714  
~ Monster Type(s): None.

Treasures:

~ Spider's Silk  
~ Gaia Drum  
~ Siren

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Blind  
- Mini  
- Pig  
- Toad  
~ Absorptions: None.

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#080 -- Hell Flapper

Stats:

~ HP : 900  
~ Strength : 74  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 18  
~ Gil Earned : 312  
~ EXP. Earned : 3,114  
~ Monster Type(s): None.

Treasures:

~ Eye Drops  
~ Phoenix Down  
~ Alarm Clock  
~ Gold Needle

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Blind  
- Mini  
- Pig  
- Toad  
~ Absorptions:  
- Fire

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#081 -- Chrysalis

Stats:

~ HP : 986  
~ Strength : 72  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 17  
~ Gil Earned : 39  
~ EXP. Earned : 2,822  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#082 -- Gloomwing

Stats:

~ HP : 1,580  
~ Strength : 100  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 254  
~ Gil Earned : 510  
~ EXP. Earned : 2,837  
~ Monster Type(s): None.

Treasures:

~ Ether  
~ Stardust  
~ Lunar Curtain  
~ Artemis Arrow

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances: None.  
~ Absorptions: None.

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#083 -- Gorgon

Stats:

~ HP : 2,550  
~ Strength : 134  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 40  
~ Gil Earned : 248  
~ EXP. Earned : 3,003  
~ Monster Type(s): None.

Treasures:

~ Medusa Arrow  
~ Gorgon Blade

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#084 -- Mystery Egg

Stats:

~ HP : 1  
~ Strength : ???  
~ Defense : ???  
~ Magic : ???  
~ Magic Defense : ???  
~ Gil Earned : 0  
~ EXP. Earned : 0  
~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses: ???  
~ Resistances: ???  
~ Absorptions: ???

Notes:

- Once the Mystery Egg is hit with an attack, it reveals another enemy.

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#085 -- Ironback

Stats:

~ HP : 100  
~ Strength : 74  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 15  
~ Gil Earned : 233  
~ EXP. Earned : 1,077  
~ Monster Type(s): None.

Treasures:

~ Mythril Shield  
~ Mythril Hammer  
~ Hi-Potion  
~ X-Potion

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
  - Mini  
  - Toad  
~ Absorptions: None.

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#086 -- White Mousse

Stats:

~ HP : 298  
~ Strength : 66  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 384  
~ EXP. Earned : 1,808  
~ Monster Type(s): Pudding.

Treasures:

~ Potion  
~ Hi-Potion

Elemental/Status Data:

~ Weaknesses:  
  - Ice  
~ Resistances:  
  - Confuse  
~ Absorptions: None.

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#087 -- Naga

Stats:

~ HP : 320  
~ Strength : 66  
~ Defense : 4  
~ Magic : 5  
~ Magic Defense : 14  
~ Gil Earned : 150  
~ EXP. Earned : 1,118  
~ Monster Type(s): Insect.

Treasures:

~ Antidote  
~ Unicorn Horn  
~ Poison Arrow

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances: None.  
~ Absorptions: None.

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#088 -- Evil Doll

Stats:

~ HP : 388  
~ Strength : 64  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 13  
~ Gil Earned : 269  
~ EXP. Earned : 1,408  
~ Monster Type(s): None.

Treasures:

~ Decoy

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#089 -- Medusa

Stats:

~ HP : 490  
~ Strength : 64  
~ Defense : 1  
~ Magic : 0  
~ Magic Defense : 14  
~ Gil Earned : 225  
~ EXP. Earned : 1,208  
~ Monster Type(s): None.

Treasures:

~ Medusa Arrow  
~ Gorgon Blade

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#090 -- Fiery Knight

Stats:

~ HP : 579  
~ Strength : 76  
~ Defense : 4  
~ Magic : 0

~ Magic Defense : 19  
~ Gil Earned : 300  
~ EXP. Earned : 1,708  
~ Monster Type(s): None.

Treasures:

~ Fire Lance  
~ Flame Sword  
~ Fire Shield  
~ Flame Mail

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances: None.  
~ Absorptions:  
- Fire

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#091 -- Coeurl

Stats:

~ HP : 593  
~ Strength : 72  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 17  
~ Gil Earned : 345  
~ EXP. Earned : 2,759  
~ Monster Type(s): None.

Treasures:

~ Unicorn Horn  
~ Coeurl's Whisker  
~ Cat Claw

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Mini  
- Toad  
~ Absorptions: None.

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#092 -- Balloon

Stats:

~ HP : 697  
~ Strength : 72  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 19  
~ Gil Earned : 315  
~ EXP. Earned : 2,459  
~ Monster Type(s): None.

Treasures:

- ~ Bomb Fragment
- ~ Antarctic Wind
- ~ Bomb Core
- ~ Bomb

Elemental/Status Data:

~ Weaknesses:

- Throw

~ Resistances:

- Poison
- Pig
- Mini
- Toad

~ Absorptions: None.

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#093 -- Chimera

Stats:

- ~ HP : 700
- ~ Strength : 80
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 18
- ~ Gil Earned : 228
- ~ EXP. Earned : 1,708
- ~ Monster Type(s): None.

Treasures:

- ~ Fire Arrow
- ~ Bomb Fragment
- ~ Bomb Arm
- ~ Red Fang

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig
- Mini
- Toad
- Death
- Sleep
- Paralyze

~ Absorptions:

- Fire
- Ice
- Lightning

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#094 -- Black Lizard

Stats:

- ~ HP : 792
- ~ Strength : 64



~ Defense : 4  
~ Magic : 16  
~ Magic Defense : 15  
~ Gil Earned : 43  
~ EXP. Earned : 1,504  
~ Monster Type(s): Insect.

Treasures:

~ Medusa Arrow  
~ Gorgon Blade

Elemental/Status Data:

~ Weaknesses:  
- Ice  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#095 -- Sorcerer

Stats:

~ HP : 1,000  
~ Strength : 82  
~ Defense : 4  
~ Magic : 50  
~ Magic Defense : 22  
~ Gil Earned : 272  
~ EXP. Earned : 2,359  
~ Monster Type(s): Mage.

Treasures:

~ Healing Staff  
~ Rune Armlet  
~ Rune Staff  
~ Grimoire

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
~ Absorptions: None.

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#096 -- Ghost Knight

Stats:

~ HP : 1,050  
~ Strength : 76  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 19  
~ Gil Earned : 211  
~ EXP. Earned : 2,559

~ Monster Type(s): Ghoul.

Treasures:

- ~ Tent
- ~ Cottage

Elemental/Status Data:

- ~ Weaknesses:
  - Holy
- ~ Resistances: None.
- ~ Absorptions: None.

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#097 -- Lamia Matriarch

Stats:

- ~ HP : 1,100
- ~ Strength : 74
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 31
- ~ Gil Earned : 247
- ~ EXP. Earned : 2,859
- ~ Monster Type(s): Insect.

Treasures:

- ~ Lamia Harp
- ~ Ruby Ring
- ~ Light Curtain
- ~ Angel Arrow

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Sleep
  - Paralyze
- ~ Absorptions: None.

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#098 -- Lamia

Stats:

- ~ HP : 1,200
- ~ Strength : 72
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 16
- ~ Gil Earned : 143
- ~ EXP. Earned : 2,059
- ~ Monster Type(s): Insect.

Treasures:

- ~ Lamia Harp
- ~ Ruby Ring
- ~ Light Curtain
- ~ Angel Arrow

Elemental/Status Data:

- ~ Weaknesses:
  - Ice
- ~ Resistances:
  - Sleep
  - Paralyze
- ~ Absorptions: None.

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#099 -- Grudger

Stats:

- ~ HP : 1,400
- ~ Strength : 76
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 22
- ~ Gil Earned : 149
- ~ EXP. Earned : 2,459
- ~ Monster Type(s): None.

Treasures:

- ~ Thunder Arrow
- ~ Rage of Zeus
- ~ Rage of the Gods
- ~ Blue Fang

Elemental/Status Data:

- ~ Weaknesses:
  - Holy
- ~ Resistances: None.
- ~ Absorptions:
  - Lightning

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#100 -- Fiery Hound

Stats:

- ~ HP : 1,221
- ~ Strength : 68
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 22
- ~ Gil Earned : 244
- ~ EXP. Earned : 1,708
- ~ Monster Type(s): None.

Treasures:

- ~ Fire Arrow
- ~ Bomb Fragment
- ~ Bomb Arm
- ~ Red Fang

Elemental/Status Data:

- ~ Weaknesses:

- Ice
- ~ Resistances:
  - Mini
  - Toad
- ~ Absorptions:
  - Fire

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#101 -- Security Eye

Stats:

- ~ HP : 1,425
- ~ Strength : 112
- ~ Defense : 0
- ~ Magic : 0
- ~ Magic Defense : 254
- ~ Gil Earned : 380
- ~ EXP. Earned : 2,008
- ~ Monster Type(s): Mech.

Treasures:

- ~ Siren

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Pig
- Mini
- Silence
- Mini
- Toad
- Petrify
- Berserk
- Death
- Confuse
- Sleep
- Paralyze
- Slowing Petrify
- Curse

- ~ Absorptions: None.

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#102 -- Mad Ogre

Stats:

- ~ HP : 2,000
- ~ Strength : 86
- ~ Defense : 4
- ~ Magic : 53
- ~ Magic Defense : 254
- ~ Gil Earned : 270
- ~ EXP. Earned : 2,359
- ~ Monster Type(s): Giant/Mage.

Treasures:

- ~ Bacchus's Cider

- ~ Twist Headband
- ~ Power Armlet
- ~ Giant's Gloves

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Toad
- ~ Absorptions: None.

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#103 -- Green Dragon

Stats:

- ~ HP : 2,200
- ~ Strength : 88
- ~ Defense : 3
- ~ Magic : 3
- ~ Magic Defense : 18
- ~ Gil Earned : 368
- ~ EXP. Earned : 4,759
- ~ Monster Type(s): Dragon.

Treasures:

- ~ Blue Fang
- ~ Siren
- ~ Silver Apple

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Sleep
  - Mini
  - Toad
- ~ Absorptions: None.

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#104 -- Stone Golem

Stats:

- ~ HP : 2,560
- ~ Strength : 84
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 254
- ~ Gil Earned : 238
- ~ EXP. Earned : 2,908
- ~ Monster Type(s): Giant.

Treasures:

- ~ Hi-Potion
- ~ X-Potion
- ~ Medusa Arrow

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Poison

- Blind

- Mini

- Petrify

- Death

- Silence

- Toad

~ Absorptions: None.

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#105 -- Mythril Golem

Stats:

~ HP : 2,900

~ Strength : 92

~ Defense : 3

~ Magic : 0

~ Magic Defense : 20

~ Gil Earned : 383

~ EXP. Earned : 3,659

~ Monster Type(s): Giant.

Treasures:

~ Mythril Knife

~ Mythril Shield

~ Mythril Armor

~ Mythril Sword

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Blind

- Death

- Mini

- Poison

- Toad

- Silence

~ Absorptions: None.

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#106 -- Bloody Bat

Stats:

~ HP : 439

~ Strength : 56

~ Defense : 3

~ Magic : 0

~ Magic Defense : 16

~ Gil Earned : 262

~ EXP. Earned : 1,977

~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
  - Throw
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions:
  - Lightning

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#107 -- Skuldier

Stats:

- ~ HP : 740
- ~ Strength : 74
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 18
- ~ Gil Earned : 116
- ~ EXP. Earned : 1,577
- ~ Monster Type(s): Undead.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
  - Holy
- ~ Resistances:
  - Poison
  - Pig
  - Blind
  - Silence
  - Mini
  - Toad
  - Death
  - Berserk
  - Confuse
  - Curse
  - Sleep
  - Paralyze
  - Darkness
- ~ Absorptions: None.

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#108 -- Tiny Toad

Stats:

- ~ HP : 600

~ Strength : 19  
~ Defense : 5  
~ Magic : 47  
~ Magic Defense : 37  
~ Gil Earned : 335  
~ EXP. Earned : 1,841  
~ Monster Type(s): Insect/Mage.

Treasures:

~ Maiden's Kiss

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Pig

- Mini

- Toad

~ Absorptions: None.

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#109 -- Bog Witch

Stats:

~ HP : 2,960  
~ Strength : 98  
~ Defense : 4  
~ Magic : 223  
~ Magic Defense : 0  
~ Gil Earned : 598  
~ EXP. Earned : 3,441  
~ Monster Type(s): Mage.

Treasures:

~ Maiden's Kiss

~ Dry Ether

~ Soma Drop

~ Ribbon

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig

- Sleep

- Paralyze

- Mini

~ Absorptions: None.

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#110 -- Evil Dreamer

Stats:

~ HP : 2,800  
~ Strength : 100  
~ Defense : 3  
~ Magic : 11



~ Magic Defense : 23  
~ Gil Earned : 362  
~ EXP. Earned : 3,141  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Paralyze  
- Death  
- Petrify  
- Sleep  
~ Absorptions:  
- Fire

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#111 -- Mammon

Stats:

~ HP : 3,900  
~ Strength : 104  
~ Defense : 3  
~ Magic : 74  
~ Magic Defense : 38  
~ Gil Earned : 525  
~ EXP. Earned : 5,041  
~ Monster Type(s): Mage.

Treasures:

~ Diet Food  
~ Mallet  
~ Maiden's Kiss  
~ Remedy

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#112 -- Malboro

Stats:

~ HP : 4,200  
~ Strength : 112  
~ Defense : 3

~ Magic : 0  
~ Magic Defense : 23  
~ Gil Earned : 458  
~ EXP. Earned : 5,461  
~ Monster Type(s): None.

Treasures:

~ Remedy  
~ Bacchus's Cider  
~ Yoichi Arrow  
~ Soma Drop

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Death  
- Mini  
~ Absorptions: None.

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#113 -- Belphegor

Stats:

~ HP : 2,200  
~ Strength : 108  
~ Defense : 5  
~ Magic : 0  
~ Magic Defense : 12  
~ Gil Earned : 484  
~ EXP. Earned : 4,088  
~ Monster Type(s): None.

Treasures:

~ Potion  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses:  
- Holy  
- Throw  
~ Resistances:  
- Pig  
- Mini  
- Death  
~ Absorptions: None.

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#114 -- Bloody Eye

Stats:

~ HP : 2,400  
~ Strength : 100  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 38

~ Gil Earned : 465  
~ EXP. Earned : 3,444  
~ Monster Type(s): None.

Treasures: (a little bit of irony, no?)

~ Eye Drops  
~ Phoenix Down  
~ Alarm Clock  
~ Gold Needle

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Pig  
- Mini  
- Toad  
- Sleep  
- Berserk  
- Paralyze  
~ Absorptions: None.

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#115 -- Warrior

Stats:

~ HP : 2,900  
~ Strength : 104  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 26  
~ Gil Earned : 575  
~ EXP. Earned : 4,288  
~ Monster Type(s): None.

Treasures:

~ Tent  
~ Cottage

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None.

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#116 -- Mini Satana

Stats:

~ HP : 3,480  
~ Strength : 102  
~ Defense : 5  
~ Magic : 79  
~ Magic Defense : 43  
~ Gil Earned : 650  
~ EXP. Earned : 6,388  
~ Monster Type(s): Mage.

Treasures:

- ~ Bell of Silence
- ~ Unicorn Horn
- ~ Hourglass
- ~ Ether

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances: None.
- ~ Absorptions: None.

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#117 -- Summoner

Stats:

- ~ HP : 3,600
- ~ Strength : 104
- ~ Defense : 5
- ~ Magic : 60
- ~ Magic Defense : 39
- ~ Gil Earned : 475
- ~ EXP. Earned : 3,688
- ~ Monster Type(s): Mage.

Treasures:

- ~ Healing Staff
- ~ Rune Armlet
- ~ Rune Staff
- ~ Grimoire

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Toad
  - Pig
- ~ Absorptions: None.

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#118 -- Arachne

Stats:

- ~ HP : 3,650
- ~ Strength : 102
- ~ Defense : 3
- ~ Magic : 10
- ~ Magic Defense : 18
- ~ Gil Earned : 585
- ~ EXP. Earned : 5,388
- ~ Monster Type(s): None.

Treasures:

- ~ Spider's Silk
- ~ Gaia Drum
- ~ Siren

Elemental/Status Data:

~ Weaknesses:

- Ice
- Throw

~ Resistances: None.

~ Absorptions: None.

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#119 -- Thunder Dragon

Stats:

- ~ HP : 7,600
- ~ Strength : 124
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 254
- ~ Gil Earned : 342
- ~ EXP. Earned : 2,714
- ~ Monster Type(s): Dragon.

Treasures:

- ~ Rage of the Gods
- ~ Gold Hourglass
- ~ Gold Hairpin
- ~ Golden Apple

Elemental/Status Data:

~ Weaknesses:

- Throw

~ Resistances:

- Blind
- Silence
- Pig
- Toad
- Petrify
- Mini
- Curse
- Confuse
- Death
- Paralyze
- Sleep
- Slowing Petrify

~ Absorptions:

- Lightning

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#120 -- Evil Bat

Stats:

- ~ HP : 1,014
- ~ Strength : 94
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 25
- ~ Gil Earned : 355
- ~ EXP. Earned : 2,306

~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
  - Throw
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions:
  - Lightning

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#121 -- Screamer

Stats:

- ~ HP : 1,400
- ~ Strength : 90
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 22
- ~ Gil Earned : 205
- ~ EXP. Earned : 3,082
- ~ Monster Type(s): Mech/Giant.

Treasures:

- ~ Thunder Arrow
- ~ Rage of Zeus
- ~ Rage of the Gods
- ~ Blue Fang

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances: None.
- ~ Absorptions: None.

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#122 -- King Naga

Stats:

- ~ HP : 1,480
- ~ Strength : 88
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 26
- ~ Gil Earned : 238
- ~ EXP. Earned : 3,582
- ~ Monster Type(s): Insect.

Treasures:

- ~ Antidote
- ~ Unicorn Horn
- ~ Poison Arrow

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances: None.
- ~ Absorptions: None.

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#123 -- Miss Vamp

Stats:

- ~ HP : 2,375
- ~ Strength : 88
- ~ Defense : 4
- ~ Magic : 31
- ~ Magic Defense : 24
- ~ Gil Earned : 188
- ~ EXP. Earned : 3,582
- ~ Monster Type(s): Undead/Mage.

Treasures:

- ~ Vampire Fang
- ~ Kiss of Lilith

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
  - Holy
- ~ Resistances: None.
- ~ Absorptions: None.

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#124 -- Yellow Dragon

Stats:

- ~ HP : 3,100
- ~ Strength : 108
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 37
- ~ Gil Earned : 1,500
- ~ EXP. Earned : 28,000
- ~ Monster Type(s): Dragon.

Treasures:

- ~ Blue Fang
- ~ Silver Apple
- ~ Siren

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Mini

- Sleep
- Toad
- ~ Absorptions: None.

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#125 -- Chimera Brain

Stats:

- ~ HP : 3,400
- ~ Strength : 114
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 38
- ~ Gil Earned : 1,200
- ~ EXP. Earned : 28,000
- ~ Monster Type(s): None.

Treasures:

- ~ Fire Arrow
- ~ Bomb Fragment
- ~ Bomb Arm
- ~ Red Fang

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Paralyze
  - Sleep
  - Mini
  - Toad
  - Death
- ~ Absorptions:
  - Fire
  - Ice
  - Lightning

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#126 -- Trap Door

Stats:

- ~ HP : 5,000
- ~ Strength : 88
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 38
- ~ Gil Earned : 4,500
- ~ EXP. Earned : 30,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:



- Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#127 -- Lunar Virus

Stats:

- ~ HP : 980
- ~ Strength : 102
- ~ Defense : 5
- ~ Magic : 0
- ~ Magic Defense : 43
- ~ Gil Earned : 1,100
- ~ EXP. Earned : 3,237
- ~ Monster Type(s): None.

Treasures:

- ~ Ether
- ~ Stardust
- ~ Lunar Curtain
- ~ Artemis Arrow

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Toad
  - Mini
- ~ Absorptions: None.

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#128 -- Eukaryote

Stats:

- ~ HP : 1,700
- ~ Strength : 116
- ~ Defense : 5
- ~ Magic : 0
- ~ Magic Defense : 44
- ~ Gil Earned : 1,560
- ~ EXP. Earned : 6,999
- ~ Monster Type(s): None.

Treasures:

- ~ Stardust
- ~ Lunar Curtain

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#129 -- Crawler

Stats:

- ~ HP : 1,855
- ~ Strength : 100
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 24
- ~ Gil Earned : 538
- ~ EXP. Earned : 3,437
- ~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Hi-Potion

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig
- Mini
- Toad

~ Absorptions: None.

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#130 -- Prokaryote

Stats:

- ~ HP : 2,600
- ~ Strength : 120
- ~ Defense : 5
- ~ Magic : 0

~ Magic Defense : 54  
~ Gil Earned : 1,850  
~ EXP. Earned : 7,999  
~ Monster Type(s): None.

Treasures:

~ Stardust  
~ Lunar Curtain

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#131 -- Abyss Worm

Stats:

~ HP : 7,000  
~ Strength : 128  
~ Defense : 4  
~ Magic : 15  
~ Magic Defense : 54  
~ Gil Earned : 310  
~ EXP. Earned : 6,303  
~ Monster Type(s): None.

Treasures:

~ Arctic Wind  
~ Ether

Elemental/Status Data:

~ Weaknesses:

- Fire

~ Resistances:

- Blind
- Sleep
- Mini
- Pig

~ Absorptions: None.

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#132 -- Black Flan

Stats:

~ HP : 1,357  
~ Strength : 116  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 0  
~ Gil Earned : 1,300  
~ EXP. Earned : 3,044  
~ Monster Type(s): Pudding.

Treasures:

~ Ether  
~ Stardust  
~ Lunar Curtain  
~ Artemis Arrow

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Confuse  
~ Absorptions: None.

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#133 -- Dark Grenade

Stats:

~ HP : 1,820  
~ Strength : 108  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 37  
~ Gil Earned : 630  
~ EXP. Earned : 2,644  
~ Monster Type(s): Undead/Mage.

Treasures:

~ Bomb Fragment  
~ Antarctic Wind  
~ Bomb Core  
~ Bomb

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Poison  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#134 -- Tarantula

Stats:

~ HP : 2,315  
~ Strength : 110  
~ Defense : 5  
~ Magic : 5  
~ Magic Defense : 37  
~ Gil Earned : 598  
~ EXP. Earned : 2,744  
~ Monster Type(s): None.

Treasures:

~ Spider's Silk  
~ Gaia Drum  
~ Siren

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances: None.  
~ Absorptions: None.

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#135 -- Beamer

Stats:

~ HP : 3,000  
~ Strength : 88  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 41  
~ Gil Earned : 890  
~ EXP. Earned : 3,198  
~ Monster Type(s): Mech.

Treasures:

~ Tent  
~ Rage of the Gods

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

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#136 -- Centaurion

Stats:

~ HP : 3,500  
~ Strength : 126  
~ Defense : 5  
~ Magic : 0  
~ Magic Defense : 43  
~ Gil Earned : 1,220  
~ EXP. Earned : 9,699  
~ Monster Type(s): Mech.

Treasures:

~ Tent  
~ Cottage

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#137 -- Mech Soldier

Stats:

~ HP : 4,900  
~ Strength : 118  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 40  
~ Gil Earned : 985  
~ EXP. Earned : 7,999  
~ Monster Type(s): Mech.

Treasures:

~ Thunder Arrow  
~ Rage of Zeus  
~ Rage of the Gods  
~ Blue Fang

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse

- Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#138 -- Searcher

Stats:

- ~ HP : 5,500
- ~ Strength : 138
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 52
- ~ Gil Earned : 900
- ~ EXP. Earned : 15,004
- ~ Monster Type(s): Mech.

Treasures:

- ~ Siren

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#139 -- Last Arm

Stats:

- ~ HP : 9,500
- ~ Strength : 138
- ~ Defense : 5
- ~ Magic : 0
- ~ Magic Defense : 47
- ~ Gil Earned : 338
- ~ EXP. Earned : 8,703
- ~ Monster Type(s): Mech.

Treasures:

- ~ Siren

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#140 -- Giant Soldier

Stats:

- ~ HP : 10,000
- ~ Strength : 128
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 38
- ~ Gil Earned : 1,500
- ~ EXP. Earned : 31,000
- ~ Monster Type(s): Mech/Giant.

Treasures:

- ~ Cottage
- ~ OGREKILLER
- ~ Poison Axe
- ~ Rune Axe

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Confuse
- Sleep
- Paralyze

~ Absorptions: None.

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#141 -- Mech Dragon

Stats:

~ HP : 18,000  
~ Strength : 138  
~ Defense : 4  
~ Magic : 56  
~ Magic Defense : 38  
~ Gil Earned : 2,550  
~ EXP. Earned : 41,400  
~ Monster Type(s): Dragon.

Treasures:

~ Rage of the Gods  
~ Gold Hourglass  
~ Gold Hairpin  
~ Golden Apple

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

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#142 -- Great Malboro

Stats:

~ HP : 12,180  
~ Strength : 132  
~ Defense : 3  
~ Magic : 20  
~ Magic Defense : 254  
~ Gil Earned : 20,000  
~ EXP. Earned : 22,000  
~ Monster Type(s): None.

Treasures:

~ Remedy  
~ Bacchus's Cider  
~ Soma Drop  
~ Megalixer

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:  
- Pig  
- Mini  
- Death  
~ Absorptions: None.

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#143 -- Golden Toad

Stats:

~ HP : 7,777  
~ Strength : 136  
~ Defense : 254  
~ Magic : 112  
~ Magic Defense : 254  
~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): Insect.

Treasures:

~ Gold Hourglass  
~ Golden Apple  
~ Megalixer

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify

~ Absorptions:

- Fire  
- Ice  
- Lightning  
- Darkness  
- Throw  
- Holy

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#144 -- Selene Guardian

Stats:

~ HP : 4,000  
~ Strength : 122  
~ Defense : 3

~ Magic : 0  
~ Magic Defense : 254  
~ Gil Earned : 3,500  
~ EXP. Earned : 13,000  
~ Monster Type(s): None.

Treasures:

~ Artemis Arrow  
~ Lunar Curtain  
~ Minerva's Plate  
~ Artemis Bow

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Toad  
~ Absorptions: None.

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#145 -- Dark Sage

Stats:

~ HP : 5,100  
~ Strength : 80  
~ Defense : 5  
~ Magic : 47  
~ Magic Defense : 41  
~ Gil Earned : 2,400  
~ EXP. Earned : 17,003  
~ Monster Type(s): Mage.

Treasures:

~ Maiden's Kiss  
~ Dry Ether  
~ Soma Drop  
~ Ribbon

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Toad  
~ Absorptions: None.

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#146 -- Silver Dragon

Stats:

~ HP : 7,500  
~ Strength : 124  
~ Defense : 4  
~ Magic : 95  
~ Magic Defense : 44  
~ Gil Earned : 19,000  
~ EXP. Earned : 25,000  
~ Monster Type(s): Dragon.

Treasures:

- ~ Stardust
- ~ Light Curtain
- ~ Lunar Curtain
- ~ Silver Apple

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Blind
  - Silence
  - Pig
  - Toad
  - Petrify
  - Death
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#147 -- Gold Dragon

Stats:

- ~ HP : 8,200
- ~ Strength : 128
- ~ Defense : 54
- ~ Magic : 30
- ~ Magic Defense : 39
- ~ Gil Earned : 23,000
- ~ EXP. Earned : 30,000
- ~ Monster Type(s): Dragon.

Treasures:

- ~ Rage of Zeus
- ~ Rage of the Gods
- ~ Blue Fang
- ~ Silver Apple

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Blind
  - Silence
  - Pig
  - Toad
  - Petrify
  - Death
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#148 -- Bone Dragon

Stats:

~ HP : 12,000  
~ Strength : 142  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 254  
~ Gil Earned : 6,750  
~ EXP. Earned : 14,000  
~ Monster Type(s): Undead/Dragon.

Treasures:

~ Red Fang  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Death  
- Berserk  
- Darkness  
- Sleep  
- Paralyze  
- Curse  
~ Absorptions: None.

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#149 -- Dinozombie

Stats:

~ HP : 12,000  
~ Strength : 132  
~ Defense : 4  
~ Magic : 0  
~ Magic Defense : 254  
~ Gil Earned : 8,100  
~ EXP. Earned : 15,000  
~ Monster Type(s): Undead/Dragon.

Treasures:

~ Red Fang  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses:  
- Fire  
- Holy  
~ Resistances:  
- Poison  
- Blind  
- Silence

- Pig
  - Mini
  - Toad
  - Death
  - Berserk
  - Darkness
  - Sleep
  - Paralyze
  - Curse
- ~ Absorptions: None.

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#150 -- Li'l Murderer

Stats:

- ~ HP : 12,000
- ~ Strength : 174
- ~ Defense : 3
- ~ Magic : 143
- ~ Magic Defense : 0
- ~ Gil Earned : 10,700
- ~ EXP. Earned : 20,000
- ~ Monster Type(s): None.

Treasures:

- ~ Potion
- ~ Tent
- ~ Hourglass
- ~ Goblin

Elemental/Status Data:

- ~ Weaknesses:
  - Thunder
- ~ Resistances: None.
- ~ Absorptions: None.

Notes:

- I would rather NOT use the weakness. It yields simply horrible results.

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#151 -- Giant Warrior

Stats:

- ~ HP : 14,000
- ~ Strength : 122
- ~ Defense : 4
- ~ Magic : 57
- ~ Magic Defense : 39
- ~ Gil Earned : 7,000
- ~ EXP. Earned : 18,500
- ~ Monster Type(s): Giant.

Treasures:

- ~ Cottage
- ~ OGREKILLER
- ~ Poison Axe

~ Rune Axe

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Confuse
- Slowing Petrify
- Sleep
- Paralyze
- Curse

~ Absorptions: None.

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#152 -- Blue Dragon

Stats:

- ~ HP : 15,000
- ~ Strength : 144
- ~ Defense : 4
- ~ Magic : 0
- ~ Magic Defense : 47
- ~ Gil Earned : 40,200
- ~ EXP. Earned : 36,000
- ~ Monster Type(s): Dragon.

Treasures:

- ~ White Fang
- ~ Shuriken
- ~ Dragon's Whisker
- ~ Wyvern Lance

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Confuse
- Berserk
- Slowing Petrify
- Sleep
- Paralyze
- Curse

~ Absorptions:

- Fire

- Ice
- Lightning
- Holy
- Darkness
- Throw

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#153 -- Red Dragon

Stats:

- ~ HP : 15,000
- ~ Strength : 162
- ~ Defense : 4
- ~ Magic : 79
- ~ Magic Defense : 39
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 41,500
- ~ Monster Type(s): Dragon.

Treasures:

- ~ Red Fang
- ~ Dragon Gloves
- ~ Wyvern Lance
- ~ Crystal Ring

Elemental/Status Data:

- ~ Weaknesses:
  - Ice
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Confuse
  - Berserk
  - Slowing Petrify
  - Sleep
  - Paralyze
  - Curse
- ~ Absorptions:
  - Fire

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#154 -- Ahriman

Stats:

- ~ HP : 25,000
- ~ Strength : 144
- ~ Defense : 5
- ~ Magic : 0
- ~ Magic Defense : 38
- ~ Gil Earned : 65,200



~ EXP. Earned : 33,333  
~ Monster Type(s): None.

Treasures:

~ Eye Drops  
~ Elixer  
~ Gold Hourglass  
~ Protect Ring

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Berserk  
- Slowing Petrify  
- Sleep  
- Paralyze  
- Curse  
~ Absorptions: None.

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#155 -- Behemoth

Stats:

~ HP : 23,000  
~ Strength : 154  
~ Defense : 4  
~ Magic : 63  
~ Magic Defense : 254  
~ Gil Earned : 65,000  
~ EXP. Earned : 57,000  
~ Monster Type(s): None.

Treasures:

~ Twist Headband  
~ Power Armlet  
~ Power Sash  
~ Avenger

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify

- Death
  - Confuse
  - Berserk
  - Slowing Petrify
  - Sleep
  - Paralyze
  - Curse
- ~ Absorptions: None.

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#156 -- Wicked Mask

Stats:  
~ HP : 37,000  
~ Strength : 128  
~ Defense : 4  
~ Magic : 18  
~ Magic Defense : 18  
~ Gil Earned : 65,000  
~ EXP. Earned : 50,000  
~ Monster Type(s): None.

Treasures:  
~ Light Curtain  
~ X-Potion  
~ Elixer  
~ Glass Mask

Elemental/Status Data:  
~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Berserk  
- Slowing Petrify  
- Sleep  
- Paralyze  
- Curse  
~ Absorptions: None.

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#157 -- Zemus's Mind

Stats:  
~ HP : 20,000  
~ Strength : 130  
~ Defense : 254  
~ Magic : 99  
~ Magic Defense : 0

~ Gil Earned : 50,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Confuse
- Berserk
- Slowing Petrify
- Sleep
- Paralyze
- Curse

~ Absorptions: None.

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#158 -- Zemus's Breath

Stats:

~ HP : 40,000  
~ Strength : 154  
~ Defense : 0  
~ Magic : 99  
~ Magic Defense : 254  
~ Gil Earned : 50,000  
~ EXP. Earned : 60,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Confuse
- Berserk
- Slowing Petrify
- Sleep
- Paralyze

- Curse  
~ Absorptions: None.

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#159 -- Flan Princess

Stats:

~ HP : 20,000  
~ Strength : 154  
~ Defense : 5  
~ Magic : 127  
~ Magic Defense : 22  
~ Gil Earned : 55,555  
~ EXP. Earned : 10,000  
~ Monster Type(s): Pudding.

Treasures:

~ Dry Ether  
~ Elixer  
~ Fuma Shuriken  
~ Pink Tail

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Confuse  
- Berserk  
- Slowing Petrify  
- Sleep  
- Paralyze  
- Curse  
~ Absorptions: None.

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#160 -- Goblin Prince

Stats:

~ HP : 8,929  
~ Strength : 132  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 1  
~ Gil Earned : 12,000  
~ EXP. Earned : 22,000  
~ Monster Type(s): None.

Treasures:

~ X-Potion

~ Gold Hourglass  
~ Goblin

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Pig  
- Toad  
- Mini  
~ Absorptions: None.

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#161 -- Echidna

Stats:

~ HP : 9,130  
~ Strength : 142  
~ Defense : 4  
~ Magic : 28  
~ Magic Defense : 33  
~ Gil Earned : 24,000  
~ EXP. Earned : 34,000  
~ Monster Type(s): Undead/Insect.

Treasures:

~ X-Potion  
~ Vampire Fang  
~ Kiss of Lilith  
~ Assassin Vest

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#162 -- Lamia Queen

Stats:

~ HP : 10,330  
~ Strength : 144  
~ Defense : 3  
~ Magic : 35  
~ Magic Defense : 32  
~ Gil Earned : 25,000  
~ EXP. Earned : 35,000  
~ Monster Type(s): Insect.

Treasures:

~ Dry Ether  
~ Kiss of Lilith  
~ Rod of Lilith

~ Perseus Arrow

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig
- Mini
- Sleep
- Toad
- Paralyze

~ Absorptions: None.

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#163 -- Sahagin Prince

Stats:

- ~ HP : 12,902
- ~ Strength : 160
- ~ Defense : 4
- ~ Magic : 20
- ~ Magic Defense : 26
- ~ Gil Earned : 28,000
- ~ EXP. Earned : 40,000
- ~ Monster Type(s): Insect.

Treasures:

- ~ X-Potion
- ~ Cottage
- ~ Bestiary
- ~ Battle Gear

Elemental/Status Data:

~ Weaknesses:

- Lightning

~ Resistances:

- Ice

~ Absorptions: None.

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#164 -- King Bomb

Stats:

- ~ HP : 11,000
- ~ Strength : 154
- ~ Defense : 2
- ~ Magic : 27
- ~ Magic Defense : 34
- ~ Gil Earned : 32,000
- ~ EXP. Earned : 40,000
- ~ Monster Type(s): None.

Treasures:

- ~ Bomb Fragment
- ~ Bomb Arm
- ~ Bomb Core
- ~ Bomb

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Poison
  - Toad
  - Mini
  - Pig
- ~ Absorptions: None.

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#165 -- Palace Guard

Stats:

- ~ HP : 10,633
- ~ Strength : 151
- ~ Defense : 4
- ~ Magic : 38
- ~ Magic Defense : 44
- ~ Gil Earned : 28,000
- ~ EXP. Earned : 38,000
- ~ Monster Type(s): None.

Treasures:

- ~ X-Potion
- ~ Fuma Shuriken
- ~ Minerva's Plate
- ~ Golden Apple

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Toad
- ~ Absorptions: None.

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#166 -- Coeurl Regina

Stats:

- ~ HP : 15,935
- ~ Strength : 154
- ~ Defense : 4
- ~ Magic : 36
- ~ Magic Defense : 51
- ~ Gil Earned : 33,000
- ~ EXP. Earned : 51,000
- ~ Monster Type(s): None.

Treasures:

- ~ Unicorn Horn
- ~ Coeurl's Whisker
- ~ Cat Claw
- ~ Tabby Suit

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Silence  
- Pig  
- Toad  
- Mini  
~ Absorptions: None.

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#167 -- Crystal Dragon

Stats:

~ HP : 18,120  
~ Strength : 192  
~ Defense : 4  
~ Magic : 42  
~ Magic Defense : 45  
~ Gil Earned : 34,000  
~ EXP. Earned : 46,000  
~ Monster Type(s): Dragon.

Treasures:

~ White Fang  
~ Dragon Shield  
~ Wyvern Lance  
~ Crystal Ring

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Sleep  
- Paralyze  
~ Absorptions: None.

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#168 -- Magic Dragon

Stats:

~ HP : 20,830  
~ Strength : 160  
~ Defense : 4  
~ Magic : 41  
~ Magic Defense : 48  
~ Gil Earned : 35,000  
~ EXP. Earned : 47,000  
~ Monster Type(s): Dragon.



Treasures:

- ~ White Fang
- ~ Dragon Shield
- ~ Wyvern Lance
- ~ Crystal Ring

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Confuse
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#169 -- Chaotic Knight

Stats:

- ~ HP : 21,019
- ~ Strength : 152
- ~ Defense : 2
- ~ Magic : 68
- ~ Magic Defense : 45
- ~ Gil Earned : 42,000
- ~ EXP. Earned : 50,000
- ~ Monster Type(s): None.

Treasures:

- ~ Remedy
- ~ Cottage
- ~ Assassin Dagger

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Pig
  - Mini
  - Toad
- ~ Absorptions: None.

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#170 -- Stratoavis

Stats:

- ~ HP : 24,458
- ~ Strength : 184
- ~ Defense : 2

~ Magic : 13  
~ Magic Defense : 55  
~ Gil Earned : 50,000  
~ EXP. Earned : 55,000  
~ Monster Type(s): None.

Treasures:

~ Phoenix Down  
~ Cottage  
~ Silver Apple  
~ Chocobo Suit

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#171 -- Golden Flan

Stats:

~ HP : 12,384  
~ Strength : 155  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 245  
~ Gil Earned : 40,000  
~ EXP. Earned : 42,000  
~ Monster Type(s): Pudding.

Treasures:

~ Dry Ether  
~ Stardust  
~ Lunar Curtain  
~ Golden Apple

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Toad  
- Confuse  
~ Absorptions: None.

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#172 -- Dust Mousse

Stats:

~ HP : 10,882  
~ Strength : 155  
~ Defense : 254  
~ Magic : 0  
~ Magic Defense : 254

~ Gil Earned : 40,000  
~ EXP. Earned : 42,000  
~ Monster Type(s): Undead/Pudding.

Treasures:

~ Dry Ether  
~ Elixer  
~ Fuma Shuriken  
~ Soma Drop

Elemental/Status Data:

~ Weaknesses:  
- Holy  
~ Resistances:  
- Toad  
- Confuse  
~ Absorptions:  
- Darkness

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#173 -- Worst Malboro

Stats:

~ HP : 18,428  
~ Strength : 155  
~ Defense : 2  
~ Magic : 22  
~ Magic Defense : 23  
~ Gil Earned : 54,000  
~ EXP. Earned : 50,000  
~ Monster Type(s): None.

Treasures:

~ Remedy  
~ Soma Drop  
~ Ribbon

Elemental/Status Data:

~ Weaknesses:  
- Fire  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Death  
~ Absorptions: None.

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#174 -- Chimerageist

Stats:

~ HP : 24,415  
~ Strength : 164  
~ Defense : 4

~ Magic : 24  
~ Magic Defense : 55  
~ Gil Earned : 57,000  
~ EXP. Earned : 58,000  
~ Monster Type(s): None.

Treasures:

~ Red Fang  
~ White Fang  
~ Blue Fang  
~ Cursed Ring

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig
- Toad
- Mini
- Death
- Paralyze
- Sleep

~ Absorptions:

- Fire
- Ice
- Lightning

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#175 -- Catoblepas

Stats:

~ HP : 30,556  
~ Strength : 198  
~ Defense : 4  
~ Magic : 30  
~ Magic Defense : 54  
~ Gil Earned : 62,000  
~ EXP. Earned : 62,000  
~ Monster Type(s): Insect.

Treasures:

~ Gold Needle  
~ Medusa Arrow  
~ Aegis Shield  
~ Gorgon Blade

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Pig
- Mini

~ Absorptions: None.

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#176 -- Iron Giant

Stats:

~ HP : 29,818  
~ Strength : 171  
~ Defense : 3  
~ Magic : 22  
~ Magic Defense : 60  
~ Gil Earned : 63,000  
~ EXP. Earned : 64,000  
~ Monster Type(s): Giant.

Treasures:

~ OGREKILLER  
~ POISON AXE  
~ RUNE AXE  
~ GIGANT AXE

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Throw
- Slowing Petrify

~ Absorptions: None.

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#177 -- King Behemoth

Stats:

~ HP : 29,834  
~ Strength : 190  
~ Defense : 5  
~ Magic : 10  
~ Magic Defense : 254  
~ Gil Earned : 63,500  
~ EXP. Earned : 64,000  
~ Monster Type(s): None.

Treasures:

~ POWER ARMLET  
~ POWER SASH  
~ AVENGER  
~ TIGER FANG

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison

- Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Holy
  - Slowing Petrify
- ~ Absorptions: None.

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#178 -- Gilgamesh

Stats:

- ~ HP : 30,710
- ~ Strength : 175
- ~ Defense : 6
- ~ Magic : 101
- ~ Magic Defense : 254
- ~ Gil Earned : 62,500
- ~ EXP. Earned : 63,000
- ~ Monster Type(s): Insect.

Treasures:

- ~ X-Potion
- ~ Bestiary
- ~ Lunar Curtain
- ~ Maximilian

Elemental/Status Data:

- ~ Weaknesses:
    - Ice
  - ~ Resistances:
    - Poison
    - Blind
    - Silence
    - Pig
    - Mini
    - Toad
    - Petrify
    - Death
    - Berserk
    - Confuse
    - Sleep
    - Paralyze
    - Curse
    - Slowing Petrify
- ~ Absorptions: None.

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#179 -- Proto Phase

Stats:

~ HP : 31,415  
~ Strength : 169  
~ Defense : 3  
~ Magic : 23  
~ Magic Defense : 24  
~ Gil Earned : 62,000  
~ EXP. Earned : 62,000  
~ Monster Type(s): Mech.

Treasures:

~ Light Curtain  
~ X-Potion  
~ Lunar Curtain  
~ Glass Mask

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

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#180 -- Mist Eagle

Stats:

~ HP : 10,290  
~ Strength : 152  
~ Defense : 3  
~ Magic : 22  
~ Magic Defense : 22  
~ Gil Earned : 12,000  
~ EXP. Earned : 12,000  
~ Monster Type(s): None.

Treasures:

~ Phoenix Down  
~ Gold Needle  
~ Cockatrice

Elemental/Status Data:

~ Weaknesses:  
- Throw

~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#181 -- Mist Kraken

Stats:

~ HP : 12,512  
~ Strength : 157  
~ Defense : 3  
~ Magic : 31  
~ Magic Defense : 30  
~ Gil Earned : 18,000  
~ EXP. Earned : 18,000  
~ Monster Type(s): None.

Treasures:

~ Unicorn Horn  
~ Gold Hourglass  
~ Mind Flayer

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Mini  
- Toad  
- Paralyze  
- Death  
~ Absorptions: None.

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#182 -- Mist Summoner

Stats:

~ HP : 15,920  
~ Strength : 155  
~ Defense : 4  
~ Magic : 54  
~ Magic Defense : 36  
~ Gil Earned : 25,000  
~ EXP. Earned : 25,000  
~ Monster Type(s): Mage.

Treasures:

~ Healing Staff  
~ Rune Armet  
~ Rune Staff  
~ Grimoire

Elemental/Status Data:

~ Weaknesses:  
- Throw



~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#183 -- Metamorpha

Stats:

~ HP : 21,231  
~ Strength : 161  
~ Defense : 4  
~ Magic : 30  
~ Magic Defense : 38  
~ Gil Earned : 30,000  
~ EXP. Earned : 30,000  
~ Monster Type(s): Mage.

Treasures:

~ Perseus Arrow

Elemental/Status Data:

~ Weaknesses:  
- Throw  
~ Resistances:  
- Pig  
- Mini  
- Toad  
~ Absorptions: None.

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#184 -- Specter

Stats:

~ HP : 23,511  
~ Strength : 158  
~ Defense : 4  
~ Magic : 33  
~ Magic Defense : 44  
~ Gil Earned : 0  
~ EXP. Earned : 0  
~ Monster Type(s): Ghoul.

Treasures:

~ Phoenix Down

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad

- Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#185 -- Platinum Toad

Stats:

- ~ HP : 11,111
- ~ Strength : 150
- ~ Defense : 60
- ~ Magic : 123
- ~ Magic Defense : 254
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): Insect.

Treasures:

- ~ Megalixer

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#186 -- Grudge Puppet

Stats:

- ~ HP : 18,929
- ~ Strength : 160
- ~ Defense : 5
- ~ Magic : 32
- ~ Magic Defense : 45
- ~ Gil Earned : 20,000
- ~ EXP. Earned : 32,000

~ Monster Type(s) : None.

Treasures:

~ Decoy

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Berserk
- Confuse
- Sleep

~ Absorptions: None.

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#187 -- Death Puppet

Stats:

- ~ HP : 60,702
- ~ Strength : 185
- ~ Defense : 6
- ~ Magic : 57
- ~ Magic Defense : 92
- ~ Gil Earned : 63,000
- ~ EXP. Earned : 64,000
- ~ Monster Type(s) : None.

Treasures:

~ Potion

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Berserk
- Confuse
- Sleep
- Curse

~ Absorptions: None.

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#188 -- Brachioraidos

Stats:

- ~ HP : 180,000
- ~ Strength : 225

~ Defense : 8  
~ Magic : 212  
~ Magic Defense : 125  
~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): Dragon.

Treasures:

~ Hero's Shield

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#189 -- Soldier Monk

Stats:

~ HP : 6,000  
~ Strength : 140  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 254  
~ Gil Earned : 5,000  
~ EXP. Earned : 15,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse

- Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#190 -- Super Monk

Stats:

- ~ HP : 8,000
- ~ Strength : 145
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 254
- ~ Gil Earned : 8,000
- ~ EXP. Earned : 18,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#191 -- Drillmaster

Stats:

- ~ HP : 10,000
- ~ Strength : 150
- ~ Defense : 3
- ~ Magic : 0
- ~ Magic Defense : 254
- ~ Gil Earned : 10,000
- ~ EXP. Earned : 20,000
- ~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire

~ Resistances:

- Poison

- Blind

- Silence

- Pig

- Mini

- Toad

- Petrify

- Death

- Berserk

- Confuse

- Sleep

- Paralyze

- Curse

- Slowing Petrify

~ Absorptions: None.

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#192 -- Bandit

Stats:

~ HP : 14,651

~ Strength : 144

~ Defense : 4

~ Magic : 22

~ Magic Defense : 33

~ Gil Earned : 0

~ EXP. Earned : 0

~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire

~ Resistances:

- Poison

- Blind

- Silence

- Pig

- Mini

- Toad

- Petrify

- Death

- Berserk

- Confuse

- Sleep

- Paralyze

- Curse

- Slowing Petrify

~ Absorptions: None.

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#193 -- Octomammoth

Stats:

~ HP : 2,350  
~ Strength : 22  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 25  
~ Gil Earned : 500  
~ EXP. Earned : 1,200  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
- Darkness  
~ Resistances  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions:  
- Holy

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#194 -- Antlion

Stats:

~ HP : 1,100  
~ Strength : 11  
~ Defense : 3  
~ Magic : 0  
~ Magic Defense : 11  
~ Gil Earned : 800  
~ EXP. Earned : 1,500  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#195 -- Mom Bomb

Stats:

- ~ HP : 11,000
- ~ Strength : 30
- ~ Defense : 1
- ~ Magic : 5
- ~ Magic Defense : 9
- ~ Gil Earned : 1,200
- ~ EXP. Earned : 1,900
- ~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Darkness

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#196 -- Baigan



Stats:

~ HP : 4,444  
~ Strength : 58  
~ Defense : 1  
~ Magic : 9  
~ Magic Defense : 11  
~ Gil Earned : 3,000  
~ EXP. Earned : 4,800  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#197 -- Right Arm

Stats:

~ HP : 444  
~ Strength : 58  
~ Defense : 2  
~ Magic : 9  
~ Magic Defense : 0  
~ Gil Earned : 0  
~ EXP. Earned : 10  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify

- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#198 -- Left Arm

Stats:

- ~ HP : 444
- ~ Strength : 58
- ~ Defense : 2
- ~ Magic : 9
- ~ Magic Defense : 0
- ~ Gil Earned : 0
- ~ EXP. Earned : 10
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#199 -- Dark Elf

Stats:

- ~ HP : 23,890
- ~ Strength : 18
- ~ Defense : 0
- ~ Magic : 1
- ~ Magic Defense : 254
- ~ Gil Earned : 4,000
- ~ EXP. Earned : 1,000
- ~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Holy

~ Resistances:

- Poison

- Blind

- Silence

- Pig

- Mini

- Toad

- Petrify

- Death

- Berserk

- Confuse

- Sleep

- Paralyze

- Curse

- Slowing Petrify

~ Absorptions: None.

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#200 -- Dark Dragon

Stats:

~ HP : 3,927

~ Strength : 80

~ Defense : 1

~ Magic : 15

~ Magic Defense : 254

~ Gil Earned : 5,000

~ EXP. Earned : 6,000

~ Monster Type(s): Dragon.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Holy

~ Resistances:

- Blind

- Silence

- Pig

- Mini

- Toad

- Petrify

- Death

- Berserk

- Confuse

- Sleep

- Paralyze

- Curse

- Slowing Petrify

~ Absorptions: None.

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#201 -- Sandy

Stats:

~ HP : 2,591  
~ Strength : 30  
~ Defense : 1  
~ Magic : 11  
~ Magic Defense : 11  
~ Gil Earned : 3,000  
~ EXP. Earned : 2,500  
~ Monster Type(s): Mage.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#202 -- Cindy

Stats:

~ HP : 4,599  
~ Strength : 36  
~ Defense : 2  
~ Magic : 11  
~ Magic Defense : 11  
~ Gil Earned : 3,000  
~ EXP. Earned : 2,500  
~ Monster Type(s): Mage.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison

- Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#203 -- Mindy

Stats:

- ~ HP : 2,590
- ~ Strength : 30
- ~ Defense : 1
- ~ Magic : 10
- ~ Magic Defense : 0
- ~ Gil Earned : 3,000
- ~ EXP. Earned : 2,500
- ~ Monster Type(s): Mage.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#204 -- Calco

Stats:

- ~ HP : 1,369
- ~ Strength : 54

~ Defense : 0  
~ Magic : 31  
~ Magic Defense : 11  
~ Gil Earned : 500  
~ EXP. Earned : 1,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances: None.  
~ Absorptions: None

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#205 -- Brina

Stats:

~ HP : 369  
~ Strength : 54  
~ Defense : 1  
~ Magic : 31  
~ Magic Defense : 11  
~ Gil Earned : 500  
~ EXP. Earned : 1,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

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#206 -- Calcobrena

Stats:

~ HP : 5,315  
~ Strength : 106

~ Defense : 2  
~ Magic : 41  
~ Magic Defense : 25  
~ Gil Earned : 5,000  
~ EXP. Earned : 12,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#207 -- Golbez

Stats:

~ HP : ???  
~ Strength : ???  
~ Defense : ???  
~ Magic : ???  
~ Magic Defense : ???  
~ Gil Earned : ???  
~ EXP. Earned : ???  
~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses:

- ???

~ Resistances:

- ???

~ Absorptions:

- ???

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#208 -- Shadow Dragon

Stats:

~ HP : ???  
~ Strength : ???  
~ Defense : ???  
~ Magic : ???  
~ Magic Defense : ???  
~ Gil Earned : ???  
~ EXP. Earned : ???  
~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses:  
- ???  
~ Resistances:  
- ???  
~ Absorptions:  
- ???

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#209 -- Doctor

Stats:

~ HP : 4,936  
~ Strength : 18  
~ Defense : 0  
~ Magic : 0  
~ Magic Defense : 11  
~ Gil Earned : 2,000  
~ EXP. Earned : 5,500  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

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#210 -- Barnabas

Stats:

~ HP : 4,832  
~ Strength : 86  
~ Defense : 0  
~ Magic : 31  
~ Magic Defense : 11  
~ Gil Earned : 2,500  
~ EXP. Earned : 5,500  
~ Monster Type(s): Mech.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#211 -- Dr. Lugae

Stats:

~ HP : 9,321  
~ Strength : 86  
~ Defense : 1  
~ Magic : 7  
~ Magic Defense : 11  
~ Gil Earned : 4,000  
~ EXP. Earned : 10,101  
~ Monster Type(s): Mech.

Treasures:

~ Dr. Lugae's Key

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini

- Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#212 -- Barnabas-Z

Stats:

- ~ HP : 4,518
- ~ Strength : 114
- ~ Defense : 1
- ~ Magic : 0
- ~ Magic Defense : 5
- ~ Gil Earned : 2,500
- ~ EXP. Earned : 20
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#213 -- Scarmiglione

Stats:

- ~ HP : 3,500
- ~ Strength : 19
- ~ Defense : 2
- ~ Magic : 15
- ~ Magic Defense : 0
- ~ Gil Earned : 2,000

~ EXP. Earned : 3,200  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#214 -- Scarmiglione

Stats:

~ HP : 3,523  
~ Strength : 46  
~ Defense : 1  
~ Magic : 31  
~ Magic Defense : 22  
~ Gil Earned : 2,500  
~ EXP. Earned : 3,600  
~ Monster Type(s): Undead.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire
- Holy
- Throw

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep

- Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions:
- Ice

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#215 -- Cagnazzo

Stats:

- ~ HP : 5,312
- ~ Strength : 44
- ~ Defense : 2
- ~ Magic : 29
- ~ Magic Defense : 48
- ~ Gil Earned : 4,000
- ~ EXP. Earned : 5,500
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#216 -- Barbariccia

Stats:

- ~ HP : 8,636
- ~ Strength : 82
- ~ Defense : 0
- ~ Magic : 63
- ~ Magic Defense : 12
- ~ Gil Earned : 5,500
- ~ EXP. Earned : 9,000
- ~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#217 -- Rubicante

Stats:

- ~ HP : 34,000
- ~ Strength : 80
- ~ Defense : 3
- ~ Magic : 16
- ~ Magic Defense : 37
- ~ Gil Earned : 7,000
- ~ EXP. Earned : 18,000
- ~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions:

- Fire

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#218 -- Demon Wall

Stats:

~ HP : 28,000  
~ Strength : 84  
~ Defense : 3  
~ Magic : 79  
~ Magic Defense : 29  
~ Gil Earned : 8,000  
~ EXP. Earned : 23,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None.

#####  
#####  
#219 -- Defense Node

Stats:

~ HP : 3,000  
~ Strength : 116  
~ Defense : 5  
~ Magic : 47  
~ Magic Defense : 11  
~ Gil Earned : 0  
~ EXP. Earned : 0  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind

- Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

++++  
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#220 -- Attack Node

Stats:

- ~ HP : 3,000
- ~ Strength : 116
- ~ Defense : 5
- ~ Magic : 47
- ~ Magic Defense : 11
- ~ Gil Earned : 5,500
- ~ EXP. Earned : 9,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#221 -- CPU

Stats:

- ~ HP : 30,000
- ~ Strength : 174
- ~ Defense : 4

~ Magic : 127  
~ Magic Defense : 38  
~ Gil Earned : 10,333  
~ EXP. Earned : 50,000  
~ Monster Type(s):

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#222 -- Storm Dragon

Stats:

~ HP : 40,000  
~ Strength : 139  
~ Defense : 4  
~ Magic : 22  
~ Magic Defense : 33  
~ Gil Earned : 0  
~ EXP. Earned : 32,000  
~ Monster Type(s): Dragon.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse



- Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions:
- Fire

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#223 -- Gigas Worm

Stats:

- ~ HP : 55,000
- ~ Strength : 155
- ~ Defense : 4
- ~ Magic : 34
- ~ Magic Defense : 44
- ~ Gil Earned : 0
- ~ EXP. Earned : 32,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#224 -- Master Flan

Stats:

- ~ HP : 35,000
- ~ Strength : 130
- ~ Defense : 4
- ~ Magic : 34
- ~ Magic Defense : 38
- ~ Gil Earned : 0
- ~ EXP. Earned : 32,000
- ~ Monster Type(s): Mage.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#225 -- T-Rex

Stats:

- ~ HP : 60,000
- ~ Strength : 148
- ~ Defense : 3
- ~ Magic : 34
- ~ Magic Defense : 54
- ~ Gil Earned : 0
- ~ EXP. Earned : 32,000
- ~ Monster Type(s): Insect.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#226 -- Death Mech

Stats:

~ HP : 50,000  
~ Strength : 135  
~ Defense : 4  
~ Magic : 34  
~ Magic Defense : 54  
~ Gil Earned : 0  
~ EXP. Earned : 32,000  
~ Monster Type(s): Mech.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#227 -- Lunasaur

Stats:

~ HP : 23,000  
~ Strength : 144  
~ Defense : 4  
~ Magic : 54  
~ Magic Defense : 254  
~ Gil Earned : 0  
~ EXP. Earned : 29,500  
~ Monster Type(s): Undead/Dragon.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:

- Fire

~ Resistances:

- Poison
- Blind
- Silence

- Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#228 -- Plague

Stats:

- ~ HP : 32,700
- ~ Strength : 156
- ~ Defense : 5
- ~ Magic : 31
- ~ Magic Defense : 48
- ~ Gil Earned : 0
- ~ EXP. Earned : 55,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses:
  - Throw
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions:
  - Fire
  - Ice
  - Lightning

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#229 -- White Dragon

Stats:

- ~ HP : 55,000

~ Strength : 155  
~ Defense : 4  
~ Magic : 34  
~ Magic Defense : 44  
~ Gil Earned : 0  
~ EXP. Earned : 32,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#230 -- Ogopogo

Stats:

~ HP : 50,000  
~ Strength : 150  
~ Defense : 4  
~ Magic : 127  
~ Magic Defense : 40  
~ Gil Earned : 0  
~ EXP. Earned : 61,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk

- Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

+++++

#231 -- Dark Bahamut

Stats:

- ~ HP : 60,000
- ~ Strength : 160
- ~ Defense : 5
- ~ Magic : 8
- ~ Magic Defense : 52
- ~ Gil Earned : 0
- ~ EXP. Earned : 64,000
- ~ Monster Type(s): Dragon.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#232 -- Zemus

Stats:

- ~ HP : ???
- ~ Strength : ???
- ~ Defense : ???
- ~ Magic : ???
- ~ Magic Defense : ???
- ~ Gil Earned : ???
- ~ EXP. Earned : ???
- ~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses:

- ???

~ Resistances:

- ???

~ Absorptions:

- ???

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++++

#233 -- Zeromus

Stats:

~ HP : ???

~ Strength : ???

~ Defense : ???

~ Magic : ???

~ Magic Defense : ???

~ Gil Earned : ???

~ EXP. Earned : ???

~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses:

- ???

~ Resistances:

- ???

~ Absorptions:

- ???

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++++

#234 -- Zeromus

Stats:

~ HP : ???

~ Strength : ???

~ Defense : ???

~ Magic : ???

~ Magic Defense : ???

~ Gil Earned : ???

~ EXP. Earned : ???

~ Monster Type(s): ???

Treasures:

~ ???

Elemental/Status Data:

~ Weaknesses:

- ???

~ Resistances:

- ???

~ Absorptions:

- ???

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#235 -- Mist Dragon

Stats:

~ HP : 465  
~ Strength : 16  
~ Defense : 2  
~ Magic : 10  
~ Magic Defense : 31  
~ Gil Earned : 200  
~ EXP. Earned : 700  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions:

- Holy

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#236 -- Ifrit

Stats:

~ HP : 70,000  
~ Strength : 177  
~ Defense : 5  
~ Magic : 36  
~ Magic Defense : 44  
~ Gil Earned : 45,000  
~ EXP. Earned : 50,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:



- Ice
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
  - Fire
- ~ Absorptions: None.

+++++

#237 -- Shiva

Stats:

- ~ HP : 64,000
- ~ Strength : 172
- ~ Defense : 5
- ~ Magic : 50
- ~ Magic Defense : 52
- ~ Gil Earned : 45,000
- ~ EXP. Earned : 50,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
  - Ice
- ~ Absorptions: None.

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#238 -- Titan

Stats:

~ HP : 75,000  
~ Strength : 180  
~ Defense : 5  
~ Magic : 28  
~ Magic Defense : 48  
~ Gil Earned : 45,000  
~ EXP. Earned : 50,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#239 -- Ramuh

Stats:

~ HP : 60,000  
~ Strength : 170  
~ Defense : 5  
~ Magic : 41  
~ Magic Defense : 54  
~ Gil Earned : 45,000  
~ EXP. Earned : 50,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini

- Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
  - Lightning
- ~ Absorptions: None.

+++++

#240 -- Odin

Stats:

- ~ HP : 20,001
- ~ Strength : 116
- ~ Defense : 5
- ~ Magic : 95
- ~ Magic Defense : 38
- ~ Gil Earned : 0
- ~ EXP. Earned : 18,000
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses:
    - Lightning
  - ~ Resistances:
    - Poison
    - Blind
    - Silence
    - Pig
    - Mini
    - Toad
    - Petrify
    - Death
    - Berserk
    - Confuse
    - Sleep
    - Paralyze
    - Curse
    - Slowing Petrify
- ~ Absorptions: None.

+++++

#241 -- Leviathan

Stats:

- ~ HP : 50,001
- ~ Strength : 174
- ~ Defense : 5
- ~ Magic : 34

~ Magic Defense : 54  
~ Gil Earned : 0  
~ EXP. Earned : 28,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses:  
- Lightning  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep  
- Paralyze  
- Curse  
- Slowing Petrify  
~ Absorptions: None

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#242 -- Bahamut

Stats:

~ HP : 45,001  
~ Strength : 174  
~ Defense : 1  
~ Magic : 17  
~ Magic Defense : 4  
~ Gil Earned : 0  
~ EXP. Earned : 35,000  
~ Monster Type(s): None.

Treasures:

~ None.

Elemental/Status Data:

~ Weaknesses: None.  
~ Resistances:  
- Poison  
- Blind  
- Silence  
- Pig  
- Mini  
- Toad  
- Petrify  
- Death  
- Berserk  
- Confuse  
- Sleep

- Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#243 -- Asura

Stats:

- ~ HP : 31,005
- ~ Strength : 134
- ~ Defense : 3
- ~ Magic : 69
- ~ Magic Defense : 37
- ~ Gil Earned : 0
- ~ EXP. Earned : 20,000
- ~ Monster Type(s): Mage.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#244 -- Lunar Bahamut

Stats:

- ~ HP : 50,000
- ~ Strength : 213
- ~ Defense : 2
- ~ Magic : 18
- ~ Magic Defense : 24
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): None.

Treasures:

- ~ Grimoire LB

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#245 -- Lunar Leviathan

Stats:

- ~ HP : 135,000
- ~ Strength : 205
- ~ Defense : 3
- ~ Magic : 38
- ~ Magic Defense : 51
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): None.

Treasures:

~ Grimoire LL

Elemental/Status Data:

~ Weaknesses:

- Lightning

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions: None.

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#246 -- Lunar Odin

Stats:

~ HP : 95,000  
~ Strength : 191  
~ Defense : 2  
~ Magic : 95  
~ Magic Defense : 48  
~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): None.

Treasures:

~ Grimoire LO

Elemental/Status Data:

~ Weaknesses:

- Lightning

~ Resistances:

- Poison

- Blind

- Silence

- Pig

- Mini

- Toad

- Petrify

- Death

- Berserk

- Confuse

- Sleep

- Paralyze

- Curse

- Slowing Petrify

~ Absorptions: None.

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#247 -- Lunar Asura

Stats:

~ HP : 130,000  
~ Strength : 183  
~ Defense : 3  
~ Magic : 55  
~ Magic Defense : 40  
~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): None.

Treasures:

~ Grimoire LA

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison

- Blind

- Silence

- Pig

- Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#248 -- Lunar Titan

Stats:

- ~ HP : 120,000
- ~ Strength : 196
- ~ Defense : 2
- ~ Magic : 35
- ~ Magic Defense : 37
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): None.

Treasures:

- ~ Grimoire LT

Elemental/Status Data:

- ~ Weaknesses: None.
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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#249 -- Lunar Dragon

Stats:

- ~ HP : 105,000
- ~ Strength : 180
- ~ Defense : 2
- ~ Magic : 254
- ~ Magic Defense : 44



~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): None.

Treasures:

~ Grimoire LD

Elemental/Status Data:

~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

~ Absorptions:

- Holy

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#250 -- Lunar Ifrit

Stats:

~ HP : 110,000  
~ Strength : 198  
~ Defense : 2  
~ Magic : 40  
~ Magic Defense : 35  
~ Gil Earned : 65,000  
~ EXP. Earned : 65,000  
~ Monster Type(s): None.

Treasures:

~ Grimoire LI

Elemental/Status Data:

~ Weaknesses:

- Ice

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep

- Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions:
- Fire

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#251 -- Lunar Ramuh

Stats:

- ~ HP : 90,000
- ~ Strength : 178
- ~ Defense : 2
- ~ Magic : 44
- ~ Magic Defense : 48
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): None.

Treasures:

- ~ Grimoire LR

Elemental/Status Data:

- ~ Weaknesses: None.

~ Resistances:

- Poison
- Blind
- Silence
- Pig
- Mini
- Toad
- Petrify
- Death
- Berserk
- Confuse
- Sleep
- Paralyze
- Curse
- Slowing Petrify

- ~ Absorptions: None.

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#252 -- Lunar Shiva

Stats:

- ~ HP : 100,000
- ~ Strength : 173
- ~ Defense : 2
- ~ Magic : 36
- ~ Magic Defense : 55
- ~ Gil Earned : 65,000
- ~ EXP. Earned : 65,000
- ~ Monster Type(s): None.

Treasures:

- ~ Grimoire LS

Elemental/Status Data:

- ~ Weaknesses:
  - Fire
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions:
  - Ice

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#253 -- Zeromus EG

Stats:

- ~ HP : 200,000
- ~ Strength : 225
- ~ Defense : 3
- ~ Magic : 45
- ~ Magic Defense : 202
- ~ Gil Earned : 0
- ~ EXP. Earned : 0
- ~ Monster Type(s): None.

Treasures:

- ~ None.

Elemental/Status Data:

- ~ Weaknesses:
  - None.
- ~ Resistances:
  - Poison
  - Blind
  - Silence
  - Pig
  - Mini
  - Toad
  - Petrify
  - Death
  - Berserk
  - Confuse
  - Sleep
  - Paralyze
  - Curse
  - Slowing Petrify
- ~ Absorptions: None.

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6. Boss FAQ/Walkthrough\*\*\*\*\*FF6\*\*\*\*\*

This section was designed solely for boss walkthroughs. You will find basically the generalized boss data (the specifics are in the Enemy Bestiary), and a method to beat the boss. The method is appropriate for the time of first encountering the boss, and not designed for those hacking, for good or bad. The bosses are arranged in a semi-chronological order based on the walkthrough.

I guess it would be more appropriate to actually list the order, so here it is. Note that a "+" means these are multiple separate bosses just listed together because one can immediately go to the other.

- Mist Dragon
- General, Baron Soldier (x3)
- Octomammoth
- Antlion
- Mom Bomb, Bomb (x3), Gray Bomb (x3)
- Scarmiglione, Skullnant (x4)
- Scarmiglione
- Baigan, Left Arm, Right Arm
- Cagnazzo
- Dark Elf
- Dark Dragon
- Sandy, Cindy, Mindy
- Barbariccia
- Calco (x3), Brina (x3) + Calcobrena
- Golbez, Shadow Dragon
- Doctor, Barnabas + Barnabas-Z + Doctor Lugae
- Rubincante
- Asura
- Leviathan
- Demon Wall
- Odin
- Behemoth
- Bahamut
- The Elemental Lords
- CPU, Attack Node, Defense Node
- T-Rex
- Death Mech
- Storm Dragon
- Gigas Worm
- Master Flan
- White Dragon
- Dark Bahamut
- Plague
- Lunasaur (x2)
- Ogopogo
- Zeromus
- Lunar Titan
- Lunar Shiva
- Titan
- Ifrit
- Shiva
- Ramuh
- Lunar Dragon
- Lunar Odin
- Lunar Asura
- Lunar Ifrit

- Lunar Bahamut
- Lunar Ramuh
- Lunar Leviathan
- Brachioraidos
- Zeromus EG

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| BOSS: Mist Dragon |       | Location: Mist Cave |                    |
|-------------------|-------|---------------------|--------------------|
| HP                | - 465 | Weaknesses:         | Treasures Awarded: |
| Strength          | - 16  | - None              | - None.            |
| Defense           | - 5   |                     |                    |
| Magic             | - 10  | Absorptions:        |                    |
| Magic Defense     | - 31  | - None              |                    |
| Gil Earned        | - 200 |                     |                    |
| EXP. Earned       | - 700 | Type: None          |                    |

=====

The Mist Dragon will only attack with two moves - a physical attack and Cold Mist. For most turns, it will use its physical attack, and that is weaker than all of the generic monsters you've seen thus far.

The real problem, though, will be noticeable when the Mist Dragon turns into its mist form. During this, it will use Cold Mist as a counterattack, a fairly powerful one at that, but ONLY as a counterattack resulting from one of your attacks.

In short, attack for all turns while the boss is in its dragon form, and use the mist form turns for healing or defensive maneuvers.

#####  
#####

| BOSS: General, Baron Soldier (x3) |       | Location: Kaipo |                    |
|-----------------------------------|-------|-----------------|--------------------|
| General Bestiary                  |       |                 |                    |
| >-----+-----+-----<               |       |                 |                    |
| HP                                | - 221 | Weaknesses:     | Treasures Awarded: |
| Strength                          | - 26  | - None          | - None.            |
| Defense                           | - 2   |                 |                    |
| Magic                             | - 0   | Absorptions:    |                    |
| Magic Defense                     | - 12  | - None          |                    |
| Gil Earned                        | - 80  |                 |                    |
| EXP. Earned                       | - 398 | Type: None      |                    |
| >-----+-----+-----<               |       |                 |                    |
| Baron Soldier Bestiary            |       |                 |                    |
| >-----+-----+-----<               |       |                 |                    |
| HP                                | - 27  | Weaknesses:     | Treasures Awarded: |
| Strength                          | - 20  | - None          | - None.            |
| Defense                           | - 0   |                 |                    |
| Magic                             | - 0   | Absorptions:    |                    |
| Magic Defense                     | - 4   | - None          |                    |
| Gil Earned                        | - 54  |                 |                    |
| EXP. Earned                       | - 157 | Type: None      |                    |

```

=====
| As you can quite well tell, the three Baron Soldiers are very weak, like
| one-hit kill weak. Should you kill them first? ..... NO.
|
| Why? Well, the General retreats if his crew is dead. You'll only get about
| HALF of the usual EXP. and only about 65% of the usual Gil. The Baron
| Soldiers are still weak, nevertheless. You'll want to avoid the Dark
| command, as well.
|
| So, basically, kill two Baron Soldiers and then wail on the General. If
| you keep up with the numbers, you might be able to try taking down the
| last Baron Soldier and the General (with low HP) in the same Dark move.
|
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| BOSS: Octomammoth |         | Location: Sunken Cave |                    |
|-------------------|---------|-----------------------|--------------------|
| HP                | - 2,350 | Weaknesses:           | Treasures Awarded: |
| Strength          | - 22    | - Lightning           | - None.            |
| Defense           | - 0     | - Darkness            |                    |
| Magic             | - 0     |                       |                    |
| Magic Defense     | - 25    | Absorptions:          |                    |
| Gil Earned        | - 500   | - Holy                |                    |
| EXP. Earned       | - 1,200 |                       |                    |
|                   |         | Type: None            |                    |

```

=====
| The Octomammoth actually only has one attack, its physical attack. This
| still can become a problem, as it has the highest Strength stat in this
| area (unless you count the tie with Alligators). It is also rather fast.
|
| The general strategy lies along Tellah and Rydia using Thunder, or Cure
| when needed, and Cecil simply dicing this beast up. Fairly simple.
|
=====

```

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| BOSS: Antlion |         | Location: Antlion Cave |                    |
|---------------|---------|------------------------|--------------------|
| HP            | - 1,100 | Weaknesses:            | Treasures Awarded: |
| Strength      | - 11    | - None                 | - None.            |
| Defense       | - 3     |                        |                    |
| Magic         | - 0     | Absorptions:           |                    |
| Magic Defense | - 11    | - None                 |                    |
| Gil Earned    | - 800   |                        |                    |
| EXP. Earned   | - 1,500 | Type: None             |                    |

```

=====
| The Antlion is by no means powerful at all - especially versus some of the
| generic enemies from recent dungeons. Its Defenses are fairly average.
| The only thing worth mentioning, attack-wise, is that it will counter by
| using Counter Horn on a random character, regardless of the attacker.
|
| Now, Cecil's Dark Wave will not trigger a counter, nor will Rydia's
| Chocobo Summon. Since you will be using Dark Wave a few times, you may
|
=====

```

| prefer to use "the spooony bard" as your healer (via Potions or Heal), with |  
| him also attacking in the meantime. |

#####  
#####

| BOSS: Mom Bomb, Bomb (x3), Gray Bomb (x3) \ Location: Mt. Hobs \ |

| Mom Bomb Bestiary |

>-----+-----+-----<  
| HP - 11,000 | Weaknesses: | Treasures Awarded:  
| Strength - 30 | - Darkness | - None.  
| Defense - 1 | |  
| Magic - 5 | Absorptions: |  
| Magic Defense - 9 | - None |  
| Gil Earned - 1,200 | |  
| EXP. Earned - 1,900 | Type: None |

| Bomb Bestiary |

>-----+-----+-----<  
| HP - 55 | Weaknesses: | Treasures Awarded:  
| Strength - 19 | - None | - None.  
| Defense - 2 | |  
| Magic - 0 | Absorptions: |  
| Magic Defense - 15 | - None |  
| Gil Earned - 76 | |  
| EXP. Earned - 361 | Type: None |

| Gray Bomb Bestiary |

>-----+-----+-----<  
| HP - 111 | Weaknesses: | Treasures Awarded:  
| Strength - 36 | - None | - None.  
| Defense - 4 | |  
| Magic - 0 | Absorptions: |  
| Magic Defense - 25 | - None |  
| Gil Earned - 105 | |  
| EXP. Earned - 445 | Type: None |

=====  
| For the most part, the Mom Bomb (the only enemy at the start) has a fairly |  
| powerful physical attack, easily get 50+ damage on you per hit. |

| Cecil should be flat-out physically attacking. Yang should use his Power |  
| ability for the double damage. Rydia should use her Chocobo Summon. Rosa |  
| and Edward should be the primary healers; otherwise, they should attack. |  
| Note that Edward's Sing is worthless here. |

| After a while, the Mom Bomb will explode, heavily damaging you and leaving |  
| three Bombs and three Gray Bombs behind. The above strategy should still |  
| apply, although Cecil's Dark Wave would help out some here. |

#####  
#####

| BOSS: Scarmiglione, Skullnant (x4) \ Location: Mount Ordeals \ |

\ \

Scarmiglione Bestiary

|                     |         |              |                    |
|---------------------|---------|--------------|--------------------|
| >-----+-----+-----< |         |              |                    |
| HP                  | - 3,500 | Weaknesses:  | Treasures Awarded: |
| Strength            | - 19    | - None       | - None.            |
| Defense             | - 2     |              |                    |
| Magic               | - 15    | Absorptions: |                    |
| Magic Defense       | - 0     | - None       |                    |
| Gil Earned          | - 2,000 |              |                    |
| EXP. Earned         | - 3,200 | Type: None   |                    |
| >-----+-----+-----< |         |              |                    |

Skullnant Bestiary

|                     |       |              |                    |
|---------------------|-------|--------------|--------------------|
| >-----+-----+-----< |       |              |                    |
| HP                  | - 200 | Weaknesses:  | Treasures Awarded: |
| Strength            | - 42  | - Fire       | - None.            |
| Defense             | - 1   | - Holy       |                    |
| Magic               | - 0   |              |                    |
| Magic Defense       | - 5   | Absorptions: |                    |
| Gil Earned          | - 100 | - None       |                    |
| EXP. Earned         | - 50  |              |                    |
|                     |       |              |                    |
|                     |       | Type: Undead |                    |

=====

Scarmiglione mainly will use Thunder to damage you, and it can be either as regular attack or in an attempt to counter. He can also yell at the Skullnants to attack you viciously.

Now, seeing as the Skullnants are weak to Fire, make Tellah and Palom scorch them with Fire/Fira. After the four Skullnants are dead, Tellah and Palom should continue this fiery rain against Scarmiglione.

Cecil should simply use his physical attack against Scarmiglione. Porom should be the healer for this battle.

#####

#####

BOSS: Scarmiglione \ Location: Mount Ordeals \

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
|               |         |              |                    |
| HP            | - 3,523 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 46    | - Fire       | - None.            |
| Defense       | - 1     | - Holy       |                    |
| Magic         | - 31    | - Throw      |                    |
| Magic Defense | - 22    |              |                    |
| Gil Earned    | - 2,500 | Absorptions: |                    |
| EXP. Earned   | - 3,600 | - Ice        |                    |
|               |         |              |                    |
|               |         | Type: Undead |                    |

=====

You start this battle in the "back attack" formation, which basically will switch the rows of your characters. Therefore, if you switched before the battle, you'll be in the more desirable position.

Anyhow, Scarmiglione has a physical attack that has a chance of poisoning whoever it hits, so I hope you have some Antidotes. You'll probably also need some Potions - he is more than 2.42x stronger physically than before!

As per usual, keep Palom using Fire/Fira. Tellah should be used primarily



| for Esuna if you lack Antidotes; otherwise, keep his flame burning strong. |  
 | When not healing, Porom can also use Cure/Cura AGAINST Scarmiglione (the |  
 | Undead get damaged from restorative spells), but only when everyone is in |  
 | good health. Cecil, as before, should physically attack. |

#####  
 #####

| BOSS: Baigan, Left Arm, Right Arm \ Location: Baron Castle \ |  
 | | | | |

| Baigan Bestiary |         |              |                    |
|-----------------|---------|--------------|--------------------|
| HP              | - 4,444 | Weaknesses:  | Treasures Awarded: |
| Strength        | - 58    | - None       | - None.            |
| Defense         | - 1     |              |                    |
| Magic           | - 9     | Absorptions: |                    |
| Magic Defense   | - 11    | - None       |                    |
| Gil Earned      | - 3,000 |              |                    |
| EXP. Earned     | - 4,800 | Type: None   |                    |

| Left Arm Bestiary |       |              |                    |
|-------------------|-------|--------------|--------------------|
| HP                | - 444 | Weaknesses:  | Treasures Awarded: |
| Strength          | - 58  | - None       | - None.            |
| Defense           | - 2   |              |                    |
| Magic             | - 9   | Absorptions: |                    |
| Magic Defense     | - 0   | - None       |                    |
| Gil Earned        | - 0   |              |                    |
| EXP. Earned       | - 10  | Type: None   |                    |

| Right Arm Bestiary |       |              |                    |
|--------------------|-------|--------------|--------------------|
| HP                 | - 444 | Weaknesses:  | Treasures Awarded: |
| Strength           | - 58  | - None       | - None.            |
| Defense            | - 2   |              |                    |
| Magic              | - 9   | Absorptions: |                    |
| Magic Defense      | - 0   | - None       |                    |
| Gil Earned         | - 0   |              |                    |
| EXP. Earned        | - 10  | Type: None   |                    |

| The Left and Right Arms will do most of the dirty work (and shut up, I |  
 | know what you're thinking) as far as damaging goes. Baigan can also do a |  
 | bit of attacking, and will cast Reflect on himself after being hit with |  
 | magic. |

| You should begin by focusing on Baigan. Cecil and Yang should simply |  
 | attack, with the latter using Power. Tellah and Porom should be the |  
 | healers. Palom should charge Bluff a few times and hit Baigan with Bio. |  
 | After that, Palom also should remain in healing duty (remember, the "Twin" |  
 | ability WILL ALSO BE REFLECTED). |

| After this, simply switch over to the extremely weak Arms and you're done. |

#####  
 #####

| BOSS: Cagnazzo |         | Location: Baron Castle |                    |
|----------------|---------|------------------------|--------------------|
| HP             | - 5,312 | Weaknesses:            | Treasures Awarded: |
| Strength       | - 44    | - Ice                  | - None.            |
| Defense        | - 2     |                        |                    |
| Magic          | - 29    | Absorptions:           |                    |
| Magic Defense  | - 48    | - None                 |                    |
| Gil Earned     | - 4,000 |                        |                    |
| EXP. Earned    | - 5,500 | Type: None             |                    |

Cagnazzo can use the basic physical attack, one that is somewhat strong. He can also create torrents of water from the ground to guard himself, soon after which he'll use Tsunami, which can hit for 250+ damage with ease. Finally, he can also use Haste.

Whenever the water torrents appear, you'll need to use a Thunder spell (regular Thunder is preferred to MP conservation; Thunder Claws will NOT work). After this, you'll want Palom and Tellah to use their strongest Blizzard-based spells (when there are no torrents). Cecil should do his basic physical attacks; Yang, Power; and Porom should be on healing duty.

#####

| BOSS: Dark Elf |          | Location: Magnetic Cave |                    |
|----------------|----------|-------------------------|--------------------|
| HP             | - 23,890 | Weaknesses:             | Treasures Awarded: |
| Strength       | - 18     | - Holy                  | - None.            |
| Defense        | - 0      |                         |                    |
| Magic          | - 1      | Absorptions:            |                    |
| Magic Defense  | - 254    | - None                  |                    |
| Gil Earned     | - 4,000  |                         |                    |
| EXP. Earned    | - 1,000  | Type: None              |                    |

The Dark Elf can put a Pig status on you and use Tornado, in addition to a physical attack, I think. The strategy here is fairly simple - avoid using MP; just use physical attacks and Power until the next fight. You'll need it.

#####

| BOSS: Dark Dragon |         | Location: Magnetic Cave |                    |
|-------------------|---------|-------------------------|--------------------|
| HP                | - 3,926 | Weaknesses:             | Treasures Awarded: |
| Strength          | - 80    | - Holy                  | - None.            |
| Defense           | - 1     |                         |                    |
| Magic             | - 15    | Absorptions:            |                    |
| Magic Defense     | - 254   | - None                  |                    |
| Gil Earned        | - 5,000 |                         |                    |
| EXP. Earned       | - 6,000 | Type: None              |                    |

This boss can hit fairly hard, being 1.3x as strong as the strongest enemy in the Magnetic Cave, with its physical attack. It also has a team-wide Dark Breath that is quite powerful, usually dealing 150 ~ 200 damage.

Cecil and Cid, as per usual, should use their basic physical attacks, with Yang using Power. As for Tellah, it is tough to say. The Dark Dragon's Magic Defense is far too high, probably, so I guess you should stick him to simply healing.

Of course, the Tornado spell from Tellah is also a good way to start to finish it fast. :)

#####

BOSS: Sandy, Cindy, Mindy \ Location: Tower of Zot \

| Sandy Bestiary |         |              |                    |
|----------------|---------|--------------|--------------------|
| HP             | - 2,591 | Weaknesses:  | Treasures Awarded: |
| Strength       | - 30    | - None       | - None.            |
| Defense        | - 1     |              |                    |
| Magic          | - 11    | Absorptions: |                    |
| Magic Defense  | - 11    | - None       |                    |
| Gil Earned     | - 3,000 |              |                    |
| EXP. Earned    | - 2,500 | Type: Mage   |                    |

| Cindy Bestiary |         |              |                    |
|----------------|---------|--------------|--------------------|
| HP             | - 4,599 | Weaknesses:  | Treasures Awarded: |
| Strength       | - 36    | - None       | - None.            |
| Defense        | - 2     |              |                    |
| Magic          | - 11    | Absorptions: |                    |
| Magic Defense  | - 11    | - None       |                    |
| Gil Earned     | - 3,000 |              |                    |
| EXP. Earned    | - 2,500 | Type: Mage   |                    |

| Mindy Bestiary |         |              |                    |
|----------------|---------|--------------|--------------------|
| HP             | - 2,590 | Weaknesses:  | Treasures Awarded: |
| Strength       | - 30    | - None       | - None.            |
| Defense        | - 1     |              |                    |
| Magic          | - 10    | Absorptions: |                    |
| Magic Defense  | - 0     | - None       |                    |
| Gil Earned     | - 3,000 |              |                    |
| EXP. Earned    | - 2,500 | Type: Mage   |                    |

Sandy will begin by casting Reflect on Cindy, with Mindy then using a "-ara" spell on Cindy, thereby Reflecting it onto you. Next turn, a Reflect will hit Cindy, thereby Reflecting it onto you, thereby making healing via magic a true pain. Also note that Cindy can revive her allies.

As such, your main target should start by being Cindy. If you can manage, try to have Tellah squeeze off a Firaga against Cindy before the Reflect hits. After that, though, it should all be physical attacking against Cindy - Tellah needs to remain as healer (whether it be through magic or items). After Cindy falls, just finish the other two off as before, but

| Tellah can use offensive magic on the opponents, so long as they are not  
| Reflected yet.  
|

#####  
#####

| BOSS: Barbariccia |         | Location: Tower of Zot |                    |
|-------------------|---------|------------------------|--------------------|
| HP                | - 8,636 | Weaknesses:            | Treasures Awarded: |
| Strength          | - 82    | - None                 | - None.            |
| Defense           | - 0     |                        |                    |
| Magic             | - 63    | Absorptions:           |                    |
| Magic Defense     | - 12    | - None                 |                    |
| Gil Earned        | - 5,500 |                        |                    |
| EXP. Earned       | - 9,000 | Type: None             |                    |

=====  
| Barbariccia is fairly basic in her normal form, similar to Cagnazzo. Also  
| like him, she can create a protective whirlwind. During this time, she can  
| use Tornado, Ray (Slow Petrification), or both. This is only dispelled by  
| Kain's Jump (miss or hit).  
|

| During the time Barbariccia is not in her whirlwind form, have Cecil and  
| Cid attack normally, and Yang should use Power. (Wow, so new. </sarcasm>)  
| As for Kain, he should use Jump. Rosa should be on healing duty.  
|

#####  
#####

| BOSS: Calco (x3), Brina (x3) |         | Location: Dwarf Castle |                    |
|------------------------------|---------|------------------------|--------------------|
| Calco Bestiary               |         |                        |                    |
| -----+-----+-----<           |         |                        |                    |
| HP                           | - 1,369 | Weaknesses:            | Treasures Awarded: |
| Strength                     | - 54    | - None                 | - None.            |
| Defense                      | - 0     |                        |                    |
| Magic                        | - 31    | Absorptions:           |                    |
| Magic Defense                | - 11    | - None                 |                    |
| Gil Earned                   | - 500   |                        |                    |
| EXP. Earned                  | - 1,000 | Type: None             |                    |
| -----+-----+-----<           |         |                        |                    |

|                    |         |              |                    |
|--------------------|---------|--------------|--------------------|
| Brina Bestiary     |         |              |                    |
| -----+-----+-----< |         |              |                    |
| HP                 | - 369   | Weaknesses:  | Treasures Awarded: |
| Strength           | - 54    | - None       | - None.            |
| Defense            | - 1     |              |                    |
| Magic              | - 31    | Absorptions: |                    |
| Magic Defense      | - 11    | - None       |                    |
| Gil Earned         | - 500   |              |                    |
| EXP. Earned        | - 1,000 | Type: None   |                    |
| -----+-----+-----< |         |              |                    |

=====  
| Okay, fair enough - more of a miniboss than anything. The general idea is  
| to have everyone, except Rosa, attack. Yang should be specifically using  
| Power; Kain, Jump if he is still in the back row; Rosa, healing duty, with  
| intermittent attacks.  
|

If you don't beat all six - in other words, you defeat all of a doll type, or five altogether - your next boss...

BOSS: Calcobrena \ Location: Dwarf Castle \

|               |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 5,315  | Weaknesses:  | Treasures Awarded: |
| Strength      | - 106    | - None       | - None.            |
| Defense       | - 2      |              |                    |
| Magic         | - 41     | Absorptions: |                    |
| Magic Defense | - 25     | - None       |                    |
| Gil Earned    | - 5,000  |              |                    |
| EXP. Earned   | - 12,000 | Type: None   |                    |

For a doll, this thing can really hit hard - very hard, being about 1.2x as strong as Barbariccia. These attacks can also Confuse and Paralyze you, so keep at eye on the statuses and your HP.

Cecil should do his regular attack; Yang, Power; Kain, normal attack (or Jump from back row); and Rosa, healing duty with intermittent offense. It wouldn't be too bad an idea to use Hi-Potions for healing, too.

#####  
#####

BOSS: Golbez, Shadow Dragon \ Location: Dwarf Castle \

Golbez Bestiary

|               |       |              |                    |
|---------------|-------|--------------|--------------------|
| HP            | - ??? | Weaknesses:  | Treasures Awarded: |
| Strength      | - ??? | - ???        | - ???              |
| Defense       | - ??? |              |                    |
| Magic         | - ??? | Absorptions: |                    |
| Magic Defense | - ??? | - ???        |                    |
| Gil Earned    | - ??? |              |                    |
| EXP. Earned   | - ??? | Type: ???    |                    |

Shadow Dragon Bestiary

|               |       |              |                    |
|---------------|-------|--------------|--------------------|
| HP            | - ??? | Weaknesses:  | Treasures Awarded: |
| Strength      | - ??? | - ???        | - ???              |
| Defense       | - ??? |              |                    |
| Magic         | - ??? | Absorptions: |                    |
| Magic Defense | - ??? | - ???        |                    |
| Gil Earned    | - ??? |              |                    |
| EXP. Earned   | - ??? | Type: ???    |                    |

This fight will begin with your previous party, except that all, save for Cecil, are KO'ed. You don't actually have to do any reviving - but you can if you're on a low-level playthrough or something. Obviously, Rosa is the first you should bring back.

Soon enough, a dramatically-different Rydia shows up. She has lost all of her White Magic, but now has more Summons. Anyhow, have Cecil Attack; Yang, Power; Kain, Jump/Attack; Rosa, healing duty; Rydia, Bio.

#####  
#####

BOSS: Doctor, Barnabas \ Location: Tower of Babel \

Doctor Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 4,936 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 18    | - None       | - None.            |
| Defense       | - 0     |              |                    |
| Magic         | - 0     | Absorptions: |                    |
| Magic Defense | - 11    | - None       |                    |
| Gil Earned    | - 2,000 |              |                    |
| EXP. Earned   | - 5,500 | Type: None   |                    |

Barnabas Bestiary

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 4,832 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 86    | - None       | - None.            |
| Defense       | - 0     |              |                    |
| Magic         | - 31    | Absorptions: |                    |
| Magic Defense | - 11    | - None       |                    |
| Gil Earned    | - 2,500 |              |                    |
| EXP. Earned   | - 5,500 | Type: Mech   |                    |

Begin the battle by focusing on Barnabas. This is because of his brute strength, as well as the fact that taking out the Doctor will yield no Gil, EXP., or Bestiary entries.

Begin by fighting Barnabas. Cecil and Kain should attack normally; Yang, Power; Rydia, Bio (just go with it); and Rosa, healing with intermittent offense. After defeating Barnabas, leave the Doctor alone for a bit...

BOSS: Barnabas-Z \ Location: Tower of Babel \

|               |         |              |                    |
|---------------|---------|--------------|--------------------|
| HP            | - 4,518 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 114   | - None       | - None.            |
| Defense       | - 1     |              |                    |
| Magic         | - 0     | Absorptions: |                    |
| Magic Defense | - 5     | - None       |                    |
| Gil Earned    | - 2,500 |              |                    |
| EXP. Earned   | - 20    | Type: None   |                    |

For this opponent, go all-out. Barnabas-Z will eventually use Self-Destruct to very heavily damage a character. Everyone should attack (except Rydia - she needs Bio) - don't even worry about healing.

Eventually, you'll finally finish this boss chain...

BOSS: Dr. Lugae \ Location: Tower of Babel \

|          |         |              |                    |
|----------|---------|--------------|--------------------|
| HP       | - 9,321 | Weaknesses:  | Treasures Awarded: |
| Strength | - 86    | - None       | - Dr. Lugae's Key. |
| Defense  | - 1     |              |                    |
| Magic    | - 7     | Absorptions: |                    |

|               |          |  |            |  |
|---------------|----------|--|------------|--|
| Magic Defense | - 11     |  | - None     |  |
| Gil Earned    | - 4,000  |  |            |  |
| EXP. Earned   | - 10,101 |  | Type: Mech |  |

And so, Dr. Lugae shows his true self. He can use Sleeping Gas and Poison Gas to affect members of your party with the respective status. He'll also use Beam for moderate damage to one person, Flame Thrower for moderate damage to all, and Laser for heavy damage to one. Amazingly, he actually can use "Panacea" to heal your team's statuses! O\_O

As per usual, have Cecil and Kain attack; Yang use Power; Rosa as healer with intermittent offense; and Rydia for Bio.

#####

|                 |          |                          |                    |
|-----------------|----------|--------------------------|--------------------|
| BOSS: Rubicante |          | Location: Tower of Babel |                    |
| HP              | - 34,000 | Weaknesses:              | Treasures Awarded: |
| Strength        | - 80     | - None                   | - None.            |
| Defense         | - 3      |                          |                    |
| Magic           | - 16     | Absorptions:             |                    |
| Magic Defense   | - 37     | - Fire                   |                    |
| Gil Earned      | - 4,000  |                          |                    |
| EXP. Earned     | - 10,101 | Type: None               |                    |

Rubicante's magic attacks are just absolutely disgraceful. His Fira, for example, will be lucky to get above 75 damage. His physical attack is a BIT more problematic, as it will hurt some more.

The general strategy is to have Cecil and Kain attack normally (hopefully with their Ice Brand/Lance); Edge with Flood; Rydia attack with Blizzara/Blizzaga; and Rosa should, as usual, be the healer, with some intermittent offense.

Please note that the spells should be cast with the cloak open - it will heal him otherwise.

#####

|               |          |                           |                    |
|---------------|----------|---------------------------|--------------------|
| BOSS: Asura   |          | Location: Land of Summons |                    |
| HP            | - 31,005 | Weaknesses:               | Treasures Awarded: |
| Strength      | - 134    | - None                    | - None.            |
| Defense       | - 3      |                           |                    |
| Magic         | - 69     | Absorptions:              |                    |
| Magic Defense | - 37     | - None                    |                    |
| Gil Earned    | - 0      |                           |                    |
| EXP. Earned   | - 20,000 | Type: Mage                |                    |

Asura has several different heads that can cast several different spells. The blue one, Life; the red one, Protect; the tan-ish one, Cure or such. You'll want to therefore put Reflect on her - please note, though, that

this prevents your offensive magic from working. Nevertheless, Asura can also attack physically, often via countering, so keep Rosa on healing duty. When she isn't healing, have her "Blink" the various members of your party.

What if you lack Reflect? Well, I hope you have the Mage Masher or some Mute Arrows to try and induce a Silence. This can be preferable to the above if you want offensive magic.

Cecil and Edge should attack as normal; Kain should Jump or attack; Rosa should remain on defensive duty with intermittent offense AFTER casting Blink on everyone; Rydia should also help with the healing. You can also have Rosa Reflect a party member so Rydia can cast magic onto the party member to Reflect it to Asura. Just FYI.

#####

| BOSS: Leviathan |          | Location: Land of Summons |                    |
|-----------------|----------|---------------------------|--------------------|
| HP              | - 50,001 | Weaknesses:               | Treasures Awarded: |
| Strength        | - 174    | - Lightning               | - None.            |
| Defense         | - 5      |                           |                    |
| Magic           | - 34     | Absorptions:              |                    |
| Magic Defense   | - 54     | - None                    |                    |
| Gil Earned      | - 0      |                           |                    |
| EXP. Earned     | - 28,000 | Type: None                |                    |

Leviathan is significantly easier than Asura. He can use Blizzara, which will deal a mere 200 ~ 400 damage. He can also physically attack, and use a party-wide Tidal Wave, which might require a Curaga for the weaker members of your party.

Cecil and Edge should attack; Kain should Jump (it lets him avoid the Tidal Wave); Rydia should use Thundaga; and Rosa should be on healing duty with, as usual, intermittent offense.

#####

| BOSS: Demon Wall |          | Location: Sealed Cavern |                    |
|------------------|----------|-------------------------|--------------------|
| HP               | - 28,000 | Weaknesses:             | Treasures Awarded: |
| Strength         | - 84     | - None                  | - None.            |
| Defense          | - 3      |                         |                    |
| Magic            | - 79     | Absorptions:            |                    |
| Magic Defense    | - 20     | - None                  |                    |
| Gil Earned       | - 8,000  |                         |                    |
| EXP. Earned      | - 23,000 | Type: None              |                    |

This battle is simply a race against time, more or less. Everyone, even Rosa, should primarily be on the offensive (Rosa is more like partially). Cecil and Edge should attack; Kain, Jump or attack; Rydia, "-aga" spells; and Rosa should first speed up the team, slow down the boss, heal when it



is ONLY ABSOLUTELY needed, and attack when there's nothing left to do.  
 ヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽ  
 The Demon Wall only can hit for very low damage, and may attack with a Slowing Petrify status. However, if you actually manage to let it go too long alive, it will use Crush (instant-KO). So, yeah, work fast.

#####  
 #####

| BOSS: Odin    |          | Location: Baron Castle |                    |
|---------------|----------|------------------------|--------------------|
| HP            | - 20,001 | Weaknesses:            | Treasures Awarded: |
| Strength      | - 116    | - Lightning            | - None.            |
| Defense       | - 5      |                        |                    |
| Magic         | - 95     | Absorptions:           |                    |
| Magic Defense | - 38     | - None                 |                    |
| Gil Earned    | - 0      |                        |                    |
| EXP. Earned   | - 18,000 | Type: None             |                    |

Odin is very powerful, yet not as powerful as Leviathan, who you beat earlier. So, should you be worried? Very much so. When Odin raises his weapon, he is about to use Zantetsuken. This move is extremely powerful, and will often deal over 5,000 damage to you at even the highest levels. In other words, you want to kill Odin as soon as bloody possible.

So, this is how it goes. Cecil should attack normally, as should Edge. Rydia should be using Thundaga by now. Rosa should heal ONLY when someone is KO'ed. Only then. If you get in trouble, come back later with FuSoYa.

#####  
 #####

| BOSS: Behemoth |          | Location: Cave of Bahamut & some random encounters |                    |
|----------------|----------|----------------------------------------------------|--------------------|
| HP             | - 23,000 | Weaknesses:                                        | Treasures Awarded: |
| Strength       | - 154    | - None                                             | - None.            |
| Defense        | - 4      |                                                    |                    |
| Magic          | - 63     | Absorptions:                                       |                    |
| Magic Defense  | - 254    | - None                                             |                    |
| Gil Earned     | - 65,000 |                                                    |                    |
| EXP. Earned    | - 57,000 | Type: None                                         |                    |

Ohhh... This is so fun. </sarcasm>

But, in all honesty, this can be easily handled. For the first turns of the fight, have Rosa and FuSoYa use Blink, and Edge use Image if possible, to raise your evasion. Attack as you wish at this point. However, please note the massive Magic Defense of this beast - no one really has any point to try to cast magic at it. So, yes, Rydia is useless. Keep Cecil and Edge dealing damage; Rosa and FuSoYa can heal and maintain Blink via magic, and Rydia heals with items, all of them attacking when there is nothing else to do.

#####  
#####

| BOSS: Bahamut |          | Location: Cave of Bahamut |                    |
|---------------|----------|---------------------------|--------------------|
| HP            | - 45,001 | Weaknesses:               | Treasures Awarded: |
| Strength      | - 174    | - None                    | - None.            |
| Defense       | - 1      |                           |                    |
| Magic         | - 17     | Absorptions:              |                    |
| Magic Defense | - 4      | - None                    |                    |
| Gil Earned    | - 0      |                           |                    |
| EXP. Earned   | - 35,000 | Type: None                |                    |

=====  
 This battle can be very easily handled. As is obvious, Bahamut has a countdown from 5 to 1; after it hits one, he'll fire Mega Flare on the next turn, much like that boss from FFX. This attack is very powerful and can easily kill the majority of your party, if not all of them.

So, how does one counter this? Put Reflect on each member of your party during the countdown. This can be done via spells (Rosa and FuSoYa), or through Light/Lunar Curtains (items). This will Reflect the Mega Flare for the Reflected person back at Bahamut, which often results in major pain, especially if you got in all five Reflects.

After this, use Phoenix Downs, Life, or Full-Life on those who got KO'ed and put Reflect on those who lack it. Then have everyone attack - Rydia probably can attack with magic this whole time, with Cecil and Edge using normal attacks. Rosa should be your full-time healer, with FuSoYa being the intermittent healer-offensive (via magic) person.

#####  
#####

| BOSS: The Elemental Lords |                    | Location: Giant of Babel  |  |
|---------------------------|--------------------|---------------------------|--|
| Boss Weaknesses:          |                    | HP Totals                 |  |
| - Scarmiglione:           | - Cagnazzo:        | Scarmiglione & Rubicante: |  |
| - Fire                    | - Lightning        | - 60,000 HP               |  |
| - Holy (not the spell)    |                    |                           |  |
| - Rubicante:              | - Barbariccia:     | Cagnazzo & Barbariccia:   |  |
| - Ice                     | - Holy (the spell) | - 50,000 HP               |  |

=====  
 As you can guess, there is no Bestiary section for this boss. Therefore, I was limited to what the Bestiary (the item) yielded - this is the above.

Anyhow, you will have to defeat all four Lords sequentially: Scarmiglione, Rubicante, Cagnazzo, and Barbariccia. There are no breaks in-between the fights. The battle totals 110,000 HP, just so you know.

First is Scarmiglione. Blast him with Firaga and Curaga/Curaja from Rydia, Rosa, and/or FuSoYa. DO NOT USE THE SPELL "HOLY" - it will heal him.

Next is Rubicante. Blast him with Blizzaga and move on.

Then there is Cagnazzo. Zap him with Thundaga and continue.

Barbariccia will be most trouble, being able to use Ray to cause Slowing Petrification, as well as Maelstrom (all characters go to very low HP). If you have the MP remaining, try to cast Holy a few times to rid yourself of her. Otherwise, use your most powerful "-aga" spells or Flare or such.

#####

BOSS: CPU, Attack Node, Defense Node \ Location: Giant of Babel \

| CPU Bestiary  |          |              |                    |
|---------------|----------|--------------|--------------------|
| HP            | - 30,000 | Weaknesses:  | Treasures Awarded: |
| Strength      | - 174    | - None       | - None.            |
| Defense       | - 4      |              |                    |
| Magic         | - 127    | Absorptions: |                    |
| Magic Defense | - 38     | - None       |                    |
| Gil Earned    | - 10,333 |              |                    |
| EXP. Earned   | - 50,000 | Type: None   |                    |

| Attack Node Bestiary |         |              |                    |
|----------------------|---------|--------------|--------------------|
| HP                   | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength             | - 116   | - None       | - None.            |
| Defense              | - 5     |              |                    |
| Magic                | - 47    | Absorptions: |                    |
| Magic Defense        | - 11    | - None       |                    |
| Gil Earned           | - 0     |              |                    |
| EXP. Earned          | - 0     | Type: None   |                    |

| Defense Node Bestiary |         |              |                    |
|-----------------------|---------|--------------|--------------------|
| HP                    | - 3,000 | Weaknesses:  | Treasures Awarded: |
| Strength              | - 116   | - None       | - None.            |
| Defense               | - 5     |              |                    |
| Magic                 | - 47    | Absorptions: |                    |
| Magic Defense         | - 11    | - None       |                    |
| Gil Earned            | - 0     |              |                    |
| EXP. Earned           | - 0     | Type: None   |                    |

The Defense Node will be healing the CPU, making it your primary target. You'd then probably try to go against the Attack Node next - don't or the CPU will use an instant-KO move (Globe 199) and restore BOTH nodes.

Long story short, defeat the Defense Node, the CPU, and the Attack Node in that order. Stick strictly to physical attacks unless you KNOW that the target lacks Reflect, because it can occur. Cecil and Edge should be your main attackers. Rosa and FuSoYa should be the main supports, with them and Rydia attacking whenever there is nothing to do at the time. Otherwise, Rydia can either wait around or help with the supporting process.

#####

| BOSS: T-Rex   |          | Location: Cave of Trials |                    |
|---------------|----------|--------------------------|--------------------|
| HP            | - 60,000 | Weaknesses:              | Treasures Awarded: |
| Strength      | - 148    | - None                   | - Seraphim's Mace  |
| Defense       | - 3      |                          |                    |
| Magic         | - 34     | Absorptions:             |                    |
| Magic Defense | - 54     | - None                   |                    |
| Gil Earned    | - 0      |                          |                    |
| EXP. Earned   | - 32,000 | Type: Insect             |                    |

It would be a nice idea to have Float upon your entire team before the battle begins to avoid the T-Rex's powerful Earthquake move. It has a mean physical and magical repertoire, and will counter ELEMENTAL spells with Flame, Lightning, or Ice Storm.

Cecil and Cid should attack normally; Yang should use Power; Porom should be your main healer; Palom should be using powerful, non-elemental (if at all possible) spells. Note that, whatever you may think, the T-Rex is not at all Undead, and WILL BE HEALED by any Cure-based spells that are cast upon it.

#####

| BOSS: Death Mech |          | Location: Cave of Trials |                    |
|------------------|----------|--------------------------|--------------------|
| HP               | - 50,000 | Weaknesses:              | Treasures Awarded: |
| Strength         | - 135    | - None                   | - Thor's Hammer    |
| Defense          | - 4      |                          |                    |
| Magic            | - 34     | Absorptions:             |                    |
| Magic Defense    | - 54     | - None                   |                    |
| Gil Earned       | - 0      |                          |                    |
| EXP. Earned      | - 32,000 | Type: Mech               |                    |

The Death Mech can become quite the powerful adversary. It can use the instant-KO attacks Laser and Globe 199, as well as the party-wide Flame Piercing Laser.

For this, Cecil and Cid should attack regularly; Yang with Power; Palom should be using his most powerful spells; Porom should, if possible, cast Berserk on Cid, then remain on healing duty.

#####

| BOSS: Storm Dragon |          | Location: Cave of Trials |                    |
|--------------------|----------|--------------------------|--------------------|
| HP                 | - 40,000 | Weaknesses:              | Treasures Awarded: |
| Strength           | - 139    | - Ice                    | - Hand of the Gods |
| Defense            | - 4      |                          |                    |
| Magic              | - 22     | Absorptions:             |                    |
| Magic Defense      | - 33     | - Fire                   |                    |

```

| Gil Earned      - 0          |           |
| EXP. Earned    - 32,000    | Type: Dragon |
|=====|
| The Storm Dragon is rather strong, being able to hit twice for decent
| pain. It can also use the moves Maelstrom and Tornado, which will easily
| bring you into the critical-HP levels.
|
| Cecil and Cid should be physically attacking; Yang needs Power; Palom
| should be constantly using Blizzaga; and Porom is on permanent healing
| duty.
|

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|-----|
| BOSS: Gigas Worm \ Location: Cave of Trials \
|-----|
| HP          - 55,000 | Weaknesses:   | Treasures Awarded:
| Strength    - 155   | - None        | - Apollo's Harp
| Defense     - 4     |               |
| Magic       - 34   | Absorptions:  |
| Magic Defense - 44 | - None        |
| Gil Earned  - 0    |               |
| EXP. Earned - 32,000 | Type: None    |
|=====|

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```

| The Gigas Worm has a few powerful physical attacks, among which you'll
| find Vampire, but often sticks with its generic physical attack.
|
| Have Cecil and Kain be your main physical attackers; Edward and Rosa need
| to be healing with intermittent offense; and Rydia should be using her
| Summons/Black Magic (take your pick).
|

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|-----|
| BOSS: Master Flan \ Location: Cave of Trials \
|-----|
| HP          - 35,000 | Weaknesses:   | Treasures Awarded:
| Strength    - 135   | - None        | - Triton's Dagger
| Defense     - 4     |               |
| Magic       - 34   | Absorptions:  |
| Magic Defense - 54 | - None        |
| Gil Earned  - 0    |               |
| EXP. Earned - 32,000 | Type: None    |
|=====|

```

```

| Just so you know, the Master Flan is accompanied by two Black Flans and
| two White Mousses, which are truly generic and basic enemies by this point
| in the game. You will want to take out THREE of the enemies (not all four)
| so they won't regenerate. Additionally, remember that the Master Flan has
| a wide variety of high-level spells (ie. Flare) and will constantly be in
| a Reflect state.
|
| For this battle, Cecil and Cid should regularly attack; Yang needs to use
| Power; Palom and Porom should be your healers (with the former using items
| to do so) while being intermittently offensive.
|

```

#####  
#####

| BOSS: White Dragon |          | Location: Lunar Subterrane |                    |
|--------------------|----------|----------------------------|--------------------|
| HP                 | - 32,700 | Weaknesses:                | Treasures Awarded: |
| Strength           | - 156    | - None                     | - Murasame         |
| Defense            | - 5      |                            |                    |
| Magic              | - 31     | Absorptions:               |                    |
| Magic Defense      | - 48     | - Fire                     |                    |
| Gil Earned         | - 0      | - Ice                      |                    |
| EXP. Earned        | - 55,000 | - Lightning                |                    |
|                    |          |                            |                    |
|                    |          | Type: Dragon               |                    |

=====  
The White Dragon has a fairly wide repertoire of attacks, mostly using in countering. If you use a physical attack, it uses Slow. If you use a magic spell, it uses Glare. As for Summons, it uses Earthquake. It also uses Maelstrom and Glare for quick critical-HP in addition to its basic attack.  
For this, you'll need Kain to Jump as much as possible. Cecil and Edge should execute their regular attacks. Rosa should be healing every single turn; if there is no need to, she should maintain Float and Blink spells. Rydia needs to be summoning Bahamut (which results in Earthquake, which is nullified by Float).

#####  
#####

| BOSS: Dark Bahamut |          | Location: Lunar Subterrane |                    |
|--------------------|----------|----------------------------|--------------------|
| HP                 | - 60,000 | Weaknesses:                | Treasures Awarded: |
| Strength           | - 160    | - None                     | - Ragnarok         |
| Defense            | - 5      |                            |                    |
| Magic              | - 8      | Absorptions:               |                    |
| Magic Defense      | - 52     | - None                     |                    |
| Gil Earned         | - 0      |                            |                    |
| EXP. Earned        | - 64,000 | Type: Dragon               |                    |

=====  
At the very start of the battle, Dark Bahamut will unleash a Mega Flare on you. If you are that badly under-leveled, you just had a Game Over.  
After this, he can resort to a physical attack, a self-Reflect with a later Flare, and the Mega Flare countdown.  
Right after the initial Mega Flare, revive the survivors while Rosa (once revived, if needed) starts to put Reflect on everyone. Once Rydia is revived, keep her on Asura for healing (but it IS chancy). You'll need to be able to heal with items, as well. Make sure everyone is Reflected - as such, Mega Flare will be Reflected to Dark Bahamut for mass damage. All of party should be ready to heal at any moment; otherwise, keep them attacking Dark Bahamut - Rydia, ironically, should use Bahamut.

#####  
#####

| BOSS: Plague  |          | Location: Lunar Subterrane |                    |
|---------------|----------|----------------------------|--------------------|
| HP            | - 33,333 | Weaknesses:                | Treasures Awarded: |
| Strength      | - 146    | - Throw                    | - Holy Lance       |
| Defense       | - 5      |                            |                    |
| Magic         | - 0      | Absorptions:               |                    |
| Magic Defense | - 38     | - None                     |                    |
| Gil Earned    | - 550    |                            |                    |
| EXP. Earned   | - 31,108 | Type: Dragon               |                    |

=====  
The Plague has a fairly small repertoire of magic at its disposal, but what it can use will be fatal - for example, a PARTY-WIDE Doom! It often uses this, making the battle a race against the clock.

So, how to do this... Well, weirdly enough, coming into the battle with a KO'ed member, then reviving said member after the Doom count is low, is a fair idea. Then let that member (or members, if you prefer) work on reviving everyone else while those just-revived attack. This cycle can easily continue fairly well.

Cecil, Kain, and Edge should use their regular attacks; Rydia should be blasting her most powerful spells; Rosa should probably be the KO'ed member with one of the others. By the way, Edge's Throw is pretty much unneeded in this battle - you can use it if you need to, though.

#####  
#####

| BOSS: Lunasaur (x2) |          | Location: Lunar Subterrane |                    |
|---------------------|----------|----------------------------|--------------------|
| HP                  | - 23,000 | Weaknesses:                | Treasures Awarded: |
| Strength            | - 144    | - Fire                     | - Ribbon (x2)      |
| Defense             | - 4      |                            |                    |
| Magic               | - 54     | Absorptions:               |                    |
| Magic Defense       | - 254    | - None                     |                    |
| Gil Earned          | - 0      |                            |                    |
| EXP. Earned         | - 29,500 | Type: Undead<br>Dragon     |                    |

=====  
The Lunasaurs are quite annoying. One will cast Reflect on the both of them, and then use a spell off of them onto you via Reflect. They have a fair set of spells, Bad Breath (multi-statusing move), and Flame. They can Restore some HP to each other, and use a basic, powerful physical attack.

Begin by having Rosa put Reflect on your strongest party member (because he/she won't be magically healed afterwards). With this, Rydia and Rosa can cast their spells (remember, Rosa can use Curaja for damage!) onto a Lunasaur for damage. Be sure to keep this up for the whole fight.

Aside from that, Cecil, Edge, and Kain should remain as regular attackers. Rydia should be Reflecting Firaga or using Bahamut, and Rosa should be

| healing while intermittently Reflecting Curaja. |  
|\_\_\_\_\_|

#####  
#####

| BOSS: Ogopogo |          | Location: Lunar Subterrane |                    |
|---------------|----------|----------------------------|--------------------|
| HP            | - 50,000 | Weaknesses:                | Treasures Awarded: |
| Strength      | - 150    | - None                     | - Masamune         |
| Defense       | - 4      |                            |                    |
| Magic         | - 127    | Absorptions:               |                    |
| Magic Defense | - 40     | - None                     |                    |
| Gil Earned    | - 0      |                            |                    |
| EXP. Earned   | - 61,000 | Type: None                 |                    |

=====

Ogopogo is capable of double-attacking. In this, it can use a devastating double Tidal Wave, which is more often than not devastating. It can also counter magic with its own, often using Blaze and Whirl. As per usual, it also can use a basic, but powerful, physical attack.

Cecil and Edge should be constantly attacking; Kain should Jump a bunch to avoid any Tidal Waves; Rydia should be casting Bahamut; and Rosa should be casting Curaja almost every turn - yes, Ogopogo can hurt you that bad.

#####  
#####

| BOSS: Zeromus |       | Location: Lunar Subterrane |                    |
|---------------|-------|----------------------------|--------------------|
| HP            | - ??? | Weaknesses:                | Treasures Awarded: |
| Strength      | - ??? | - ???                      | - ???              |
| Defense       | - ??? |                            |                    |
| Magic         | - ??? | Absorptions:               |                    |
| Magic Defense | - ??? | - ???                      |                    |
| Gil Earned    | - ??? |                            |                    |
| EXP. Earned   | - ??? | Type: ???                  |                    |

=====

Zeromus has a bunch of nasty attacks under his belt. Most notable is the Big Bang, which, as per the astronomical idea, will heavily damage you for ~2,500 HP each. Unfortunately, a glitch in the game might let him somehow "loop" it for about half a dozen times. o\_o;; He also can use Black Hole, which thankfully does NOT stick to reality, as it only removes positive status effects from the team.

Additionally, he has many counterattacks. Notable are those against any Black Magic/Ninjitsu (Flare), Holy (Whirl), and Summons (Bio for the whole party). He may use a basic attack, but that's rather rare (for me). And, lastly, he'll use the deadly party-wide Meteor occasionally when he is near death.

So, how to go about THIS... Cecil should be mainly attacking. Kain can do better as a Jumper. Let Edge throw all of his Fuma Shurikens and such, but only the Knife if you ABSOLUTELY NEED to, before mainly attacking. Rydia should be Summoning Bahamut/Asura/Sylph, depending on whether you want to



do damage but have it on yourself, or just for healing. Rosa should be basically casting Curaja practically every round.

Some final notes. Do not be afraid to use those Megalixers you've found throughout your journey - the same goes with the other items, as long as the situation is appropriate (ie. don't use a Dry Ether when a regular Ether, or Osmose even, could properly do the job). Whenever a need for an item arises, let the next character in the ATB turn system use it - odds are, it is quite the immediate need.

#####

| BOSS: Lunar Titan |           | Location: Lunar Ruins, Yang's Trial |                    |
|-------------------|-----------|-------------------------------------|--------------------|
| HP                | - 120,000 | Weaknesses:                         | Treasures Awarded: |
| Strength          | - 196     | - None                              | - Grimoire LT      |
| Defense           | - 2       |                                     |                    |
| Magic             | - 35      | Absorptions:                        |                    |
| Magic Defense     | - 37      | - None                              |                    |
| Gil Earned        | - 65,000  |                                     |                    |
| EXP. Earned       | - 65,000  | Type: None                          |                    |

=====  
 The Lunar Titan (obviously) has a painful physical attack. He can also use Earthquake (the reason for the Float prior to the fights), Gaze (for a Slow Petrify), Stone Gaze (instant Petrify), and Crush (instant-KO).

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Flare or Bahamut (for Rydia, if you wish).

#####

| BOSS: Lunar Shiva |           | Location: Lunar Ruins, Edward's Trial |                    |
|-------------------|-----------|---------------------------------------|--------------------|
| HP                | - 100,000 | Weaknesses:                           | Treasures Awarded: |
| Strength          | - 173     | - Fire                                | - Grimoire LS      |
| Defense           | - 2       |                                       |                    |
| Magic             | - 36      | Absorptions:                          |                    |
| Magic Defense     | - 55      | - Ice                                 |                    |
| Gil Earned        | - 65,000  |                                       |                    |
| EXP. Earned       | - 65,000  | Type: None                            |                    |

=====  
 Lunar Shiva has some basic Blizzard-based attacks: Blizzaga, Ice Storm, and Blaze among them. She, in fact, may use Blizzaga for self-healing (one of my favorite techniques in FFX). Lunar Shiva also has a powerful basic attack.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Firaga.

#####  
#####

|               |          |                                      |                    |
|---------------|----------|--------------------------------------|--------------------|
| BOSS: Titan   |          | Location: Lunar Ruins, Rydia's Trial |                    |
| HP            | - 75,000 | Weaknesses:                          | Treasures Awarded: |
| Strength      | - 180    | - None                               | - None             |
| Defense       | - 5      |                                      |                    |
| Magic         | - 28     | Absorptions:                         |                    |
| Magic Defense | - 48     | - None                               |                    |
| Gil Earned    | - 45,000 |                                      |                    |
| EXP. Earned   | - 50,000 | Type: None                           |                    |

=====

Titan has a few attacks. He can use Quake and Earthquake for a fair bit of damage if you forgot to use Float - otherwise, it will do nothing. He also has a powerful physical attack, but it's nothing that a quick Curaja from Rosa can't handle.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

#####  
#####

|               |          |                                      |                    |
|---------------|----------|--------------------------------------|--------------------|
| BOSS: Ifrit   |          | Location: Lunar Ruins, Rydia's Trial |                    |
| HP            | - 70,000 | Weaknesses:                          | Treasures Awarded: |
| Strength      | - 177    | - Ice                                | - None             |
| Defense       | - 5      |                                      |                    |
| Magic         | - 36     | Absorptions:                         |                    |
| Magic Defense | - 44     | - Fire                               |                    |
| Gil Earned    | - 45,000 |                                      |                    |
| EXP. Earned   | - 50,000 | Type: None                           |                    |

=====

Ifrit can use Fira, which is a fairly weak spell by now. He can use a painful physical attack that may deal upwards of 1,000 damage. When he glows red, he'll be casting Flame soon, which hits the party for about 600 or more HP a piece.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Blizzaga.

#####  
#####

|             |          |                                      |                    |
|-------------|----------|--------------------------------------|--------------------|
| BOSS: Shiva |          | Location: Lunar Ruins, Rydia's Trial |                    |
| HP          | - 64,000 | Weaknesses:                          | Treasures Awarded: |
| Strength    | - 172    | - Fire                               | - None             |

|               |          |              |  |
|---------------|----------|--------------|--|
| Defense       | - 5      |              |  |
| Magic         | - 50     | Absorptions: |  |
| Magic Defense | - 52     | - Ice        |  |
| Gil Earned    | - 45,000 |              |  |
| EXP. Earned   | - 50,000 | Type: None   |  |

Shiva has the basic, but very powerful, physical attack. She also has a standard Blizzard - not exactly painful (~750 damage). But the real issue lies with Ice Storm. It can very easily do over 1,500 damage to each member of your party.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Firaga.

#####

|                                                      |          |              |                    |
|------------------------------------------------------|----------|--------------|--------------------|
| BOSS: Ramuh \ Location: Lunar Ruins, Rydia's Trial \ |          |              |                    |
| HP                                                   | - 60,000 | Weaknesses:  | Treasures Awarded: |
| Strength                                             | - 170    | - None       | - None             |
| Defense                                              | - 5      |              |                    |
| Magic                                                | - 41     | Absorptions: |                    |
| Magic Defense                                        | - 54     | - None       |                    |
| Gil Earned                                           | - 45,000 |              |                    |
| EXP. Earned                                          | - 50,000 | Type: None   |                    |

Ramuh is probably the weakest of the bunch. His Thundara, Blitz, and Lightning (only the last is party-wide) deal some paltry damage. Your only threat would be he rather powerful, but not excessively, physical attack.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

#####

|                                                             |           |              |                    |
|-------------------------------------------------------------|-----------|--------------|--------------------|
| BOSS: Lunar Dragon \ Location: Lunar Ruins, Rydia's Trial \ |           |              |                    |
| HP                                                          | - 105,000 | Weaknesses:  | Treasures Awarded: |
| Strength                                                    | - 180     | - None       | - Grimoire LD      |
| Defense                                                     | - 2       |              |                    |
| Magic                                                       | - 254     | Absorptions: |                    |
| Magic Defense                                               | - 44      | - Holy       |                    |
| Gil Earned                                                  | - 65,000  |              |                    |
| EXP. Earned                                                 | - 65,000  | Type: None   |                    |

The Lunar Dragon is somewhat reminiscent of the Mist Dragon. It can change from a Mist to Dragon form rather quickly. It can hit the team with Poison Gas to Poison them. In the Mist form, it can also use Slow. It has a harsh physical attack, and can use Restore to heal 9,999 of its HP.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

#####  
#####

---

|                      |  |                                        |                    |
|----------------------|--|----------------------------------------|--------------------|
| BOSS: Lunar Odin \   |  | Location: Lunar Ruins, Cecil's Trial \ |                    |
| HP - 95,000          |  | Weaknesses:                            | Treasures Awarded: |
| Strength - 172       |  | - Lightning                            | - Grimoire LO      |
| Defense - 5          |  |                                        |                    |
| Magic - 50           |  | Absorptions:                           |                    |
| Magic Defense - 52   |  | - None                                 |                    |
| Gil Earned - 65,000  |  |                                        |                    |
| EXP. Earned - 65,000 |  | Type: None                             |                    |

---

A user, divinedragonslayer, has an incredibly simple strategy for this.

Begin by using Slow as soon as you can. If your White Mage dies from the initial Zantetsuken, revive her and then cast Slow. Keep Cecil healed to protect the weakened characters. Continue to keep up Curaja so at least three are alive after the second Zantetsuken on Lunar Odin's fourth turn. Two turns later, he will cast Holy. Begin to have your Black Mage, be it Rydia or Palom, cast a Thunder-based spell on him. With good timing, you will hit him when the message "Lightning courses through Odin!" appears on the screen. If he is hit with a Thunder-based spell, it is an instant win.

#####  
#####

---

|                      |  |                                       |                    |
|----------------------|--|---------------------------------------|--------------------|
| BOSS: Lunar Asura \  |  | Location: Lunar Ruins, Rosa's Trial \ |                    |
| HP - 130,000         |  | Weaknesses:                           | Treasures Awarded: |
| Strength - 183       |  | - None                                | - Grimoire LA      |
| Defense - 3          |  |                                       |                    |
| Magic - 55           |  | Absorptions:                          |                    |
| Magic Defense - 40   |  | - None                                |                    |
| Gil Earned - 65,000  |  |                                       |                    |
| EXP. Earned - 65,000 |  | Type: None                            |                    |

---

Lunar Asura enjoys casting the "-aga" spells a lot. Of course, she often will use status-inflictors - Mini and Toad, for example. In general, her spells can cause quite the problem - put Reflect on yourself if needed. She can also use Curaga and Restore on herself. Then there is the basic physical attack. Globe 199 is also used, and it is an instant-KO move.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut. As a side note, you'll probably be doing less healing in this battle, so it might be a fair idea to let Porom and Rosa use Holy when there's time.

#####  
#####

|                   |           |                                     |                    |
|-------------------|-----------|-------------------------------------|--------------------|
| BOSS: Lunar Ifrit |           | Location: Lunar Ruins, Edge's Trial |                    |
| HP                | - 110,000 | Weaknesses:                         | Treasures Awarded: |
| Strength          | - 198     | - Ice                               | - Grimoire LI      |
| Defense           | - 2       |                                     |                    |
| Magic             | - 40      | Absorptions:                        |                    |
| Magic Defense     | - 35      | - Fire                              |                    |
| Gil Earned        | - 65,000  |                                     |                    |
| EXP. Earned       | - 65,000  | Type: None                          |                    |

=====  
Lunar Ifrit will mainly use two attacks - a gnarly physical attack and a painful Flame on everyone. If he is hit with a Blizzard-based spell or Shiva, Glare will be used as a counter. He may use Fira and Firaga, though they're quite rare and not exactly as impressive.  
Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

#####  
#####

|                     |          |                                     |                    |
|---------------------|----------|-------------------------------------|--------------------|
| BOSS: Lunar Bahamut |          | Location: Lunar Ruins, Kain's Trial |                    |
| HP                  | - 50,000 | Weaknesses:                         | Treasures Awarded: |
| Strength            | - 213    | - None                              | - Grimoire LB      |
| Defense             | - 2      |                                     |                    |
| Magic               | - 18     | Absorptions:                        |                    |
| Magic Defense       | - 24     | - None                              |                    |
| Gil Earned          | - 65,000 |                                     |                    |
| EXP. Earned         | - 65,000 | Type: None                          |                    |

=====  
Lunar Bahamut is a pain. He has one main attack - the Mega Flare with the countdown of 3, 2, 1, then the attack itself. Any move you use it is countered with a near-fatal (sometimes) physical attack.  
There are a few strategies. I prefer to use a Light/Lunar Curtain to help Reflect the Mega Flare back at Lunar Bahamut. I will attack in the meantime, healing when needed.  
Another strategy is to use a Hermes' Shoes. Use it and you'll get ~3 turns per Mega Flare. Heal on the first two and Jump for the third.

#####  
#####

|                   |          |                                    |                    |
|-------------------|----------|------------------------------------|--------------------|
| BOSS: Lunar Ramuh |          | Location: Lunar Ruins, Cid's Trial |                    |
| HP                | - 90,000 | Weaknesses:                        | Treasures Awarded: |

|               |          |  |              |  |               |
|---------------|----------|--|--------------|--|---------------|
| Strength      | - 178    |  | - None       |  | - Grimoire LR |
| Defense       | - 2      |  |              |  |               |
| Magic         | - 44     |  | Absorptions: |  |               |
| Magic Defense | - 48     |  | - Lightning  |  |               |
| Gil Earned    | - 65,000 |  |              |  |               |
| EXP. Earned   | - 65,000 |  | Type: None   |  |               |

=====

Lunar Ramuh has a few Lightning attacks. They include Thundaga and Blitz for single targets, and Lightning for the party. He also has a fairly painful physical attack. He'll counter with Thundaga if you hit him with a physical move, and Blitz against magic.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut.

#####

|                       |           |                                                |  |                    |  |
|-----------------------|-----------|------------------------------------------------|--|--------------------|--|
| BOSS: Lunar Leviathan |           | \ Location: Lunar Ruins, Palom & Porom's Trial |  | \                  |  |
| HP                    | - 135,000 | Weaknesses:                                    |  | Treasures Awarded: |  |
| Strength              | - 205     | - Lightning                                    |  | - Grimoire LL      |  |
| Defense               | - 3       |                                                |  |                    |  |
| Magic                 | - 38      | Absorptions:                                   |  |                    |  |
| Magic Defense         | - 51      | - None                                         |  |                    |  |
| Gil Earned            | - 65,000  |                                                |  |                    |  |
| EXP. Earned           | - 65,000  | Type: None                                     |  |                    |  |

=====

Lunar Leviathan is much similar to his non-Lunar counterpart in the Cave of Summons. He can use Tidal Wave, Maelstrom, Blizzaga, etc., - nothing new.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom and Rydia use Thundaga.

#####

|                     |           |                                       |  |                    |  |
|---------------------|-----------|---------------------------------------|--|--------------------|--|
| BOSS: Brachioraidos |           | \ Location: Lunar Ruins, random floor |  | \                  |  |
| HP                  | - 180,000 | Weaknesses:                           |  | Treasures Awarded: |  |
| Strength            | - 225     | - None                                |  | - Hero's Shield    |  |
| Defense             | - 5       |                                       |  |                    |  |
| Magic               | - 212     | Absorptions:                          |  |                    |  |
| Magic Defense       | - 125     | - None                                |  |                    |  |
| Gil Earned          | - 65,000  |                                       |  |                    |  |
| EXP. Earned         | - 65,000  | Type: Dragon                          |  |                    |  |

=====

You're just going to love this one. Brachioraidos has a wide repertoire of magic. For instance, its Glare is a near-9999 damage move. It can use the "-aga" level spells, in addition to Holy, Flare, and Bio. It can use some protective spells, Protect and Reflect, on itself. And, of course, that

physical attack is fatal. Watch out for the countdown, too - if you attack in that time period, Brachioraidos will counter with Globe 199, which is an instant KO.

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut. You may even need to use a Grimoire from the Lunar Ruins; some of the equipment earned here, primarily Abel's Lance, will be great aides.

#####

| BOSS: Zeromus EG |           | Location: Lunar Ruins, final floor |                    |
|------------------|-----------|------------------------------------|--------------------|
| HP               | - 200,000 | Weaknesses:                        | Treasures Awarded: |
| Strength         | - 225     | - None                             | - None             |
| Defense          | - 3       |                                    |                    |
| Magic            | - 46      | Absorptions:                       |                    |
| Magic Defense    | - 202     | - None                             |                    |
| Gil Earned       | - 65,000  |                                    |                    |
| EXP. Earned      | - 65,000  | Type: None                         |                    |

Zeromus EG's battle is similar to that against Zeromus. He has Big Bang, that powerful physical attack, and Black Hole (I think) to get rid of good statuses. He can use Drain and Osmose to steal from your HP/MP, respectively. He can deal some statuses, such as Toad and Mini.

Then you'll find Whirl and Tornado (mass damage to a character or the whole party). Flare is also there, as is Reflect. He can use Flame, Tidal Wave, Lightning, and Earthquake. Finally, there is Absorb (basically, it is Drain).

Cecil, Edge, Kain, Cid, and/or Yang should be physically attacking or, in the case of Yang, using Power. Edward, Rosa, and Porom should be healing (Edward via items). Let Palom use Flare, and Rydia use Bahamut. You will likely want to use a Grimoire from the Lunar Ruins. Some of the awards in the Lunar Ruins (Kain's Double Jump and Abel's Lance, Yang's Deadly, etc.) will make a severe difference here, too.

#####

7. Items Listings\*\*\*\*\*FF7\*\*\*\*\*

[item name]

~ Effect: [effect]

=====

Potion

~ Effect: Heals some HP. (Tested to be ~0.9% on a character with 9,999 HP.)

=====  
Hi-Potion

~ Effect: Heals some HP. (Tested to be ~4.8% on a character with 9,999 HP.)  
=====

X-Potion

~ Effect: Heals some HP. (Tested to be ~19.2% on a character with 9,999 HP.)  
=====

Ether

~ Effect: Heals some MP. (Tested to be ~4.8% on a character with 999 MP.)  
=====

Dry Ether

~ Effect: Heals some MP. (Tested to be ~14.4% on a character with 999 MP.)  
=====

Elixer

~ Effect: Fully restores HP and MP.  
=====

Megalixer

~ Effect: Fully restores the party's HP and MP.  
=====

Phoenix Down

~ Effect: Revives a character from KO. Restored HP tested to be approximately  
~3.45% to ~4.95% of the character's max HP (when tested on four  
9,999 HP characters).  
=====

Remedy

~ Effect: Cures all statuses except KO.  
=====

Gold Needle

~ Effect: Cures Petrification status.  
=====

Maiden's Kiss



~ Effect: Cures Toad status.

=====  
Mallet

~ Effect: Cures Mini status.

=====  
Diet Food

~ Effect: Cures Pig status.

=====  
Echo Herbs

~ Effect: Cures Silence status.

=====  
Eye Drops

~ Effect: Cures Darkness status.

=====  
Antidote

~ Effect: Cures Poison status.

=====  
Cross

~ Effect: Cures Curse status.

=====  
Bomb Fragment

~ Effect: The item version of using Fire.

=====  
Bomb Arm

~ Effect: The item version of using Fira.

=====  
Antarctic Wind

~ Effect: The item version of using Blizzard.

=====  
Arctic Wind

~ Effect: The item version of using Blizzara.

=====  
Rage of Zeus

~ Effect: The item version of using Thunder.

=====  
Rage of the Gods

~ Effect: The item version of using Thundara.

=====  
Stardust

~ Effect: The item version of using Comet.

=====  
Kiss of Lilith

~ Effect: The item version of using Osmose.

=====  
Vampire Fang

~ Effect: The item version of using Drain.

=====  
Bacchus's Cider

~ Effect: The item version of using Berserk.

=====  
Hermes' Shoes

~ Effect: The item version of using Haste.

=====  
Hourglass

~ Effect: The item version of using Stop; short lifespan.

=====  
Silver Hourglass

~ Effect: The item version of using Stop; moderate lifespan.

=====  
Gold Hourglass

~ Effect: The item version of using Stop; long lifespan.

=====  
Spider's Silk

~ Effect: The item version of using Slow.

=====  
Decoy

~ Effect: The item version of using Blink.

=====  
Red Fang

~ Effect: Deals Fire-based damage to all enemies.

=====  
White Fang

~ Effect: Deals Blizzard-based damage to all enemies.

=====  
Blue Fang

~ Effect: Deals Thunder-based damage to all enemies.

=====  
Light Curtain

~ Effect: The item version of using Reflect.

=====  
Bomb Core

~ Effect: Deals damage while KO'ing the user.

=====  
Lunar Curtain

~ Effect: The item version of using Reflect.

=====  
Bell of Silence

~ Effect: The item version of using Silence.

=====  
Gaia Drum

~ Effect: The item version of using Earthquake.

=====  
Coeurl's Whisker

~ Effect: The item version of using Death.

=====  
Grimoire

~ Effect: Summons a random monster.

=====  
Bestiary

~ Effect: The item version of using Scan - shows monster stats.

=====  
Alarm Clock

~ Effect: Cures all allies of Sleep.

=====  
Unicorn Horn

~ Effect: Cures all allies of Sleep, Paralysis, Confusion, and Berserk.

=====  
Shuriken

~ Effect: Throwing weapon for Edge.

=====  
Fuma Shuriken

~ Effect: Throwing weapon for Edge.

=====  
Knife

~ Effect: Throwing weapon for Edge. It actually has an attack value of 255.  
In most, if not ALL, cases, it will deal over 9,000 damage.

=====  
Scrap Metal

~ Effect: Throwing weapon for Edge.

=====  
Siren

~ Effect: Causes a random monster encounter.

=====  
Silver Apple

~ Effect: Increases max HP by 50 points.

=====  
Golden Apple

~ Effect: Increases max HP by 100 points.

=====  
Soma Drop

~ Effect: Increases max MP by 10 points.

=====  
Tent

~ Effect: Restores 1,000 HP and 100 MP to the party.

=====  
Cottage

~ Effect: Full restoration of the party's HP and MP.

=====  
Magazine

~ Effect: Let's use it, shall we...?

=====  
Emergency Exit

~ Effect: Immediately exits a dungeon; works like Teleport.

=====  
Dwarven Bread

~ Effect: See the world map; works like Sight.

=====  
Goblin

~ Effect: Teaches the Goblin Summon to Rydia.

=====  
Bomb

~ Effect: Teaches the Bomb Summon to Rydia.

=====

Cockatrice

~ Effect: Teaches the Cockatrice Summon to Rydia.

=====

Mind Flayer

~ Effect: Teaches the Mind Flayer Summon to Rydia.

=====

Gysahl Greens

~ Effect: Summons a Fat Chocobo where it smells of one.

=====

Membership Pass

~ Effect: Proof of membership at the King's Pub.

=====

Gysahl Whistle

~ Effect: Immediately calls a Fat Chocobo, wherever you may be.

=====

Bomb Ring

~ Effect: Item you are to deliver to Mist early in the game.

=====

Baron Key

~ Effect: Item that opens doors in Baron.

=====

Sand Ruby

~ Effect: Medicinal item that cures desert fevers.

=====

Earth Crystal

~ Effect: Crystal that brings blessings upon the earth.

=====

Magma Rock

~ Effect: Stone that unlocks the Underworld.

=====

Luca's Necklace

~ Effect: Used to open the Sealed Cavern.

=====

Twin Harp

~ Effect: Item key for the Dark Elf boss.

=====

Dark Crystal

~ Effect: One of four Crystals found in the Underworld.

=====

Rat Tail

~ Effect: Used to trade for the Adamantite.

=====

Adamantite

~ Effect: Used to transform the Sword of Legend into the Excalibur.

=====

Frying Pan

~ Effect: \*whack\* Used to awaken Yang in Sylvan Cave.

=====

Pink Tail

~ Effect: Used to trade for the Adamant Armor.

=====

Dr. Lugae's Key

~ Effect: Key opening a certain door in the Tower of Babel.

=====

Crystal

~ Effect: Used to truly begin the final plot related boss.

=====

Dark Matter

~ Effect: ???

=====

Grimoire LO

~ Effect: Summons Lunar Odin.

=====

Grimoire LL

~ Effect: Summons Lunar Leviathan.

=====

Grimoire LA

~ Effect: Summons Lunar Asura.

=====

Grimoire LS

~ Effect: Summons Lunar Shiva.

=====

Grimoire LI

~ Effect: Summons Lunar Ifrit.

=====

Grimoire LR

~ Effect: Summons Lunar Ramuh.

=====

Grimoire LT

~ Effect: Summons Lunar Titan.

=====

Grimoire LB

~ Effect: Summons Lunar Bahamut.

=====

Grimoire LD

~ Effect: Summons Lunar Dragon.

=====

Clear Water



~ Effect: Pure, translucent water...

=====

#### Muddy Water

~ Effect: Black, murky water...

=====

#### Honey

~ Effect: Bears' favorite food...

=====

#### Firewood

~ Effect: It is firewood. Therefore...

=====

#### Torch

~ Effect: A torch set aflame can be used to...

=====

#### Doll

~ Effect: A cute doll...

=====

#### Raggedy Doll

~ Effect: Something an old man would have...

=====

#### Key

~ Effect: Unlocks doors.

=====

#### Bld-Skd Lance

~ Effect: A lance, soaked in blood.

=====

#### None

~ Effect: An item you find using the GameShark code "Access All Items" in the Fat Chocobo, where these items are found. No known effect.

=====

```

O=====O
|
|                                NOTICES:                                **FF81**
|
| (1) Some equipment's stats can be slightly various.
| (2) Some equipment will seem to upgrade an unlisted stat. This is not a
|     typo here - it is increasing another stat that consequentially affects
|     another. For example, more Stamina = more Defense, though I only list
|     the Stamina change.
| (3) Most of the weapons here were tested with Lv. 1 characters via a
|     GameShark. Sometimes, I'll use the notation "at least" or something
|     similar. This is because ... well, let me give an example. A character
|     at Level 1 with no weapon has a precision of 50%. 99% is the max. As
|     such, a precision change of "+49 (at least)" indicates that the bonus
|     can possibly be higher, but it not known to be as such.
| (4) Be aware of other notes specific to the various weaponry types.
| (5) Double + bars divide weapon types; single = bars divide individual
|     weapons.
|
O=====O

```

[Section Format]

Stat Changes:

- ~~ Attack +/- : Change how much damage is dealt.
- ~~ Precision +/- : Change in how accurate you are.
- ~~ (Physical) Defense +/-: Change in physical damage you receive.
- ~~ Magic Defense +/- : Change in received magical damage.
- ~~ (Physical) Evasion +/-: Change in the chance of dodging physical attacks.
- ~~ Magic Evasion +/- : Change in the chance of dodging magical attacks.
- ~~ Strength +/- : Change in the Strength stat.
- ~~ Agility +/- : Change in the Agility stat.
- ~~ Stamina +/- : Change in the Stamina stat.
- ~~ Intelligence +/- : Change in the Intelligence stat.
- ~~ Spirit +/- : Change in the Spirit stat.
- ~~ HP (Hit Points) +/- : Change in the max HP stat.
- ~~ MP (Magic Points) +/- : Change in the max MP stat.

Equippable By:

- ~~ A list of the characters that can equip this.

Miscellaneous

- ~~ Weapon Element : Does the weapon do Fire-based damage, for example?
- ~~ Statuses Inflicted : Does the weapon occasionally inflict a status?
- ~~ Monster Type Advantages: Does the weapon do better against certain monsters?
- ~~ Notes : Anything to note.
- ~~ Locations : -- Where you can find the weapon.

```

+++++
+++++
++
++                                CLAWS                                **FF82**
++
++
+++++
+++++

```

```

O=====O
|
|                                NOTICES:                                |
|

```

|  
| Precision bonuses do not add when two Claws are used. Instead, the average |  
| of the two bonuses is added to your no-weapon precision. |  
|

O=====O

=====  
Hand of the Gods

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Ghouls; Undead  
~~ Notes : None.  
~~ Locations : -- Cave of Trials. Defeat the Storm Dragon.

=====  
Dragon Claw

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None

~~ Monster Type Advantages: Dragon  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on the Floor of Remembrance prior  
to Rosa's trial, behind a few secret pathways.

---

### Tiger Fang

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Yang

#### Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy from the second town in the Lunar Ruins.  
-- Drop from King Behemoth.

---

### Cat Claw

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +49 (atleast)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +5  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Yang  
~~ Edge

#### Miscellaneous

~~ Weapon Element : None

~~ Statuses Inflicted : Sleep  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 3F.  
-- Sylvan Cave, in the house.  
-- Drop from Cait Sith.  
-- Drop from Coeurl.  
-- Drop from Coeurl Regina.

---

#### Hell Claw

##### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +3  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Yang  
~~ Edge

##### Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Poison  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 5F, through the southwestern door  
on 4F.  
-- Sylvan Cave, in the house.

---

#### Fairy Claw

##### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +3  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang  
~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Confuse  
~~ Monster Type Advantages: Giants  
~~ Notes : None.  
~~ Locations : -- Magnetic Cave, B3F

---

Fire Claw

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang  
~~ Edge

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Yang's starting weapon.  
-- Fabul Shop.  
-- Baron Shop.

---

Ice Claw

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0

~~ MP (Magic Points) +/- : +0

Equippable By:

- ~~ Yang
- ~~ Edge

Miscellaneous

- ~~ Weapon Element : Ice
- ~~ Statuses Inflicted : None
- ~~ Monster Type Advantages: None
- ~~ Notes : None.
- ~~ Locations : -- Fabul Shop.  
-- Baron Shop.

Thunder Claw

Stat Changes:

- ~~ Attack +/- : +0
- ~~ Precision +/- : +30
- ~~ (Physical) Defense +/-: +0
- ~~ Magic Defense +/- : +0
- ~~ (Physical) Evasion +/-: +0
- ~~ Magic Evasion +/- : +0
- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Intelligence +/- : +0
- ~~ Spirit +/- : +0
- ~~ HP (Hit Points) +/- : +0
- ~~ MP (Magic Points) +/- : +0

Equippable By:

- ~~ Edge
- ~~ Yang

Miscellaneous

- ~~ Weapon Element : Lightning
- ~~ Statuses Inflicted : None
- ~~ Monster Type Advantages: Mech
- ~~ Notes : None.
- ~~ Locations : -- Fabul Shop.  
-- Baron Shop

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Asura's Rod

Stat Changes:

~~ Attack +/- : +75  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, floor before Cecil's trial with the visible monsters in the secret pathways.

=====  
Stardust Rod

Stat Changes:

~~ Attack +/- : +45  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B4F.

=====



Fairy Rod

Stat Changes:

~~ Attack +/- : +30  
~~ Precision +/- : +5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +10  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Sylvan Cave, B3F.  
                  -- Buy in the Land of Summons.

=====  
Rod of Change

Stat Changes:

~~ Attack +/- : +15  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Mist, northernmost house, through the walls.

=====  
Rod of Lilith

Stat Changes:

~~ Attack +/- : +13  
~~ Precision +/- : -40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Drain  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Drop from Lilith.  
                  -- Drop from Lamia Queen.

=====  
Thunder Rod

Stat Changes:

~~ Attack +/- : +10  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +3  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Lightning  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Baron.

=====

Flame Rod

Stat Changes:

~~ Attack +/- : +7  
~~ Precision +/- : -5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +3  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====

Ice Rod

Stat Changes:

~~ Attack +/- : +5  
~~ Precision +/- : -5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0

~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Ice  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Insect  
~~ Notes : None.  
~~ Locations : -- Underground Waterway, B2F.  
-- Palom's starting weapon.  
-- Buy in Mysidia.

=====

Rod

Stat Changes:

~~ Attack +/- : +3  
~~ Precision +/- : -10  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Rydia's starting weapon.  
-- Buy in Kaipo.  
-- Buy in Agart.  
-- Drop by Tiny Mage.  
-- Drop by Sorceress.

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++ STAVES \*\*FF84\*\* ++  
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Nirvana

Stat Changes:

~~ Attack +/- : +80  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Porom

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, floor with the many visible  
monsters. Defeat them all. This is the floor  
before fighting Zeromus EG.

=====  
Rune Staff

Stat Changes:

~~ Attack +/- : +52  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Silence  
~~ Monster Type Advantages: Mage  
~~ Notes : None.  
~~ Locations : -- Drop by Puppeteer.  
-- Drop by Sorcerer.  
-- Drop by Summoner.  
-- Drop by Mist Summoner.

=====  
Seraphim's Mace

Stat Changes:

~~ Attack +/- : +50  
~~ Precision +/- : +20  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Porom

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Defeat the T-Rex in the Cave of Trials.

=====  
Sage's Staff

Stat Changes:

~~ Attack +/- : +48  
~~ Precision +/- : +15  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0

~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B2F.

=====  
Kinesis Staff

Stat Changes:

~~ Attack +/- : +36  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.  
                  -- FuSoYa's starting weapon.

=====  
Power Staff

Stat Changes:

~~ Attack +/- : +30  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0

~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Berserk  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Eblan Cave.

=====

Mythril Staff

Stat Changes:

~~ Attack +/- : +12  
~~ Precision +/- : +5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ Paladin Cecil  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
                  -- Mythril, hidden on the eastern side of the town.



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Healing Staff

Stat Changes:

~~ Attack +/- : +8  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ Paladin Cecil  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.  
                  -- Buy in Baron.  
                  -- Drop by Puppeteer.  
                  -- Drop by Sorcerer.  
                  -- Drop by Summoner.  
                  -- Drop by Mist Summoner.

=====

Staff

Stat Changes:

~~ Attack +/- : +4  
~~ Precision +/- : -5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia

~~ Tellah  
~~ Rosa  
~~ Porom  
~~ Paladin Cecil  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Kaipo.  
-- Tellah's starting weapon.  
-- Porom's starting weapon.  
-- Buy in Agart.

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++ DARK SWORDS \*\*FF85\*\* ++  
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Deathbringer

Stat Changes:

~~ Attack +/- : +30  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +5  
~~ Stamina +/- : +5  
~~ Intelligence +/- : +5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous

~~ Weapon Element : Darkness  
~~ Statuses Inflicted : Instant-KO (sometimes)  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Fabul; plot reward.

=====

Shadow Blade

Stat Changes:

~~ Attack +/- : +20  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous

~~ Weapon Element : Darkness  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Underground Waterway, north entrance.  
-- Lunar Ruins, Cecil's trial, pass 2/5 of the tests.

Dark Sword

Stat Changes:

~~ Attack +/- : +10  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous

~~ Weapon Element : Darkness  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Dark Knight Cecil's starting weapon.  
-- Lunar Ruins, Cecil's trial, pass 1/5 of the tests.

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++ OTHER SWORDS \*\*FF86\*\* ++  
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=====  
Lightbringer

Stat Changes:

~~ Attack +/- : +246 (at least)  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : Randomly casts Holy.  
~~ Locations : -- Lunar Ruins, Cecil's trial. Pass 5/5 of the tests.

=====  
Ragnarok

Stat Changes:

~~ Attack +/- : +200  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F. Reward for beating Dark Bahamut.

=====  
Excalibur

Stat Changes:

~~ Attack +/- : +160  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- First, get the Rat Tail in the Land of Summons. Go to the Adamant Grotto of the Overworld and trade it for the Adamantite. Go to Kokkol's Smithy in the Underworld. Go to and return from the moon, then go to Kokkol's Smithy. The Sword of Legend should now be the Excalibur.

=====  
Piggy's Stick

Stat Changes:

~~ Attack +/- : +150  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0

~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Pig  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on the Floor of Rememberance prior  
to Edward's trial, past a secret pathway.

Defender

Stat Changes:

~~ Attack +/- : +105  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Summons, B3F.

Light Sword

Stat Changes:

~~ Attack +/- : +99  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +3  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3

~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Sealed Cavern, B2F. It is behind the second Trap Door from the right.

=====

Avenger

Stat Changes:

~~ Attack +/- : +80  
~~ Precision +/- : +45  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : -10  
~~ Spirit +/- : -10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : Wielder is always berserked. Two-handed sword.  
~~ Locations : -- Sylvan Cave, B3F.  
-- Drop by Behemoth.  
-- Drop by King Behemoth.

=====

Gorgon Blade

Stat Changes:

~~ Attack +/- : +77  
~~ Precision +/- : +16  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0

~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Petrification  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Drop by Gorgon.  
                                  -- Drop by Medusa.  
                                  -- Drop by Black Lizard.  
                                  -- Drop by Catoblepas.

=====  
Ice Brand

Stat Changes:

~~ Attack +/- : +75  
~~ Precision +/- : +30  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : Ice  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 2F.  
                                  -- Buy in Eblan Cave.

=====  
Flame Sword

Stat Changes:

~~ Attack +/- : +65  
~~ Precision +/- : +30  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0



~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 2F.  
-- Buy at Dwarf Castle.  
-- Drop by Fiery Knight.

=====

Flandango

Stat Changes:

~~ Attack +/- : +60  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Pudding  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, Cecil's trial. Pass 4/5 of the tests.

=====

Sleep Blade

Stat Changes:

~~ Attack +/- : +55  
~~ Precision +/- : +27  
~~ (Physical) Defense +/-: +0

~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Sleep  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Eblan Castle, West Tower, first floor. Monster  
infested chest (Steel Golem x1, Skuldier x4).

=====

Mythril Sword

Stat Changes:

~~ Attack +/- : +50  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
-- Drop by Mythril Golem.

=====

Blood Sword

Stat Changes:

~~ Attack +/- : +45

~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : -5  
~~ Agility +/- : -5  
~~ Stamina +/- : -5  
~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : Drain  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Giant, Undead, Pudding. (Heh.)  
~~ Notes : None.  
~~ Locations : -- Cave of Eblan, B4F. At the end of the secret passage in the Save Point room.

=====  
Sword of Legend

Stat Changes:

~~ Attack +/- : +40  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Paladin Cecil's starting weapon.

=====  
Ancient Sword

Stat Changes:

~~ Attack +/- : +35

~~ Precision +/- : +27  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Curse  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Old Waterway, B1F. At the end of the secret path  
in the eastern wall of the Save Point room.

=====  
Caliburn

Stat Changes:

~~ Attack +/- : +1  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, Cecil's trial. Pass 3/5 of the  
tests.

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++ SPEARS \*\*FF87\*\* ++  
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Abel's Lance

Stat Changes:

~~ Attack +/- : +230  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Kain

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : Randomly casts Tornado.  
~~ Locations : -- Lunar Ruins, Kain's trial.

=====

Holy Lance

Stat Changes:

~~ Attack +/- : +109  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Kain

Miscellaneous

~~ Weapon Element : Holy/Throw  
~~ Statuses Inflicted : None

~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B7F. Reward for defeating the  
Plague.

---

#### Wyvern Lance

##### Stat Changes:

~~ Attack +/- : +99  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Kain

##### Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Dragon  
~~ Notes : None.  
~~ Locations : -- Drop by Blue Dragon.  
-- Drop by Red Dragon.  
-- Drop by Crystal Dragon.

---

#### Gungnir

##### Stat Changes:

~~ Attack +/- : +92  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Kain

##### Miscellaneous

~~ Weapon Element : Throw

~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : Just some trivia - Gungnir is the name of the spear  
wielded by the Norse god, Odin.  
~~ Locations : -- Kain returns to the party with this equipped.

---

#### Blood Lance

##### Stat Changes:

~~ Attack +/- : +88  
~~ Precision +/- : -28  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : -28  
~~ Agility +/- : -28  
~~ Stamina +/- : -28  
~~ Intelligence +/- : -28  
~~ Spirit +/- : -28  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Kain

##### Miscellaneous

~~ Weapon Element : Drain/Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Giant, Undead, Pudding  
~~ Notes : None.  
~~ Locations : -- Eblan Castle, second floor of the East Tower.

---

#### Ice Lance

##### Stat Changes:

~~ Attack +/- : +77  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Kain

##### Miscellaneous

~~ Weapon Element : Ice/Throw  
~~ Statuses Inflicted : None

~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 2F.  
                  -- Buy in Eblan Cave.

---

### Fire Lance

#### Stat Changes:

~~ Attack +/- : +66  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Kain

#### Miscellaneous

~~ Weapon Element : Fire/Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Dwarf Castle.  
                  -- Drop by Fiery Knight.

---

### Wind Spear

#### Stat Changes:

~~ Attack +/- : +55  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Kain

#### Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None





Mutsunokami

Stat Changes:

~~ Attack +/- : +100  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on the pseudo-Giant of Babel Floor  
of Rememberance prior to Palom and Porom's  
trial.

=====

Sasuke's Katana

Stat Changes:

~~ Attack +/- : +95  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, teleporter floor prior to Cecil's  
trial.

=====

Masamune

Stat Changes:

~~ Attack +/- : +65  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +3  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B8F. Reward for defeating  
Ogopogo.

=====  
Murasame

Stat Changes:

~~ Attack +/- : +55  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : -5  
~~ Stamina +/- : +5  
~~ Intelligence +/- : +5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B3F. Reward for defeating the  
White Dragon.

=====

Kikuichimonji

Stat Changes:

~~ Attack +/- : +48  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Summons, B3F.

=====  
Kotetsu

Stat Changes:

~~ Attack +/- : +40  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.  
-- Sealed Cavern, B1F, behind southern Trap Door.  
-- Sealed Cavern, B2F, behind the northwestern Trap Door.

=====

Ahura

Stat Changes:

~~ Attack +/- : +32  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, B4F.  
-- Buy in Tomra.

=====

Kunai

Stat Changes:

~~ Attack +/- : +25  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Eblan Cave.  
-- Edge's starting weapon.

```

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```

Assassin Dagger

Stat Changes:

```

~~ Attack +/-          : +130
~~ Precision +/-       : +49 (at least)
~~ (Physical) Defense +/-: +0
~~ Magic Defense +/-   : +0
~~ (Physical) Evasion +/-: +0
~~ Magic Evasion +/-   : +0
~~ Strength +/-        : +0
~~ Agility +/-         : +15
~~ Stamina +/-         : +0
~~ Intelligence +/-    : +0
~~ Spirit +/-          : +0
~~ HP (Hit Points) +/- : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

```

~~ Paladin Cecil
~~ Kain
~~ Child Rydia
~~ Adult Rydia
~~ Edward
~~ Porom

```

Miscellaneous

```

~~ Weapon Element      : None
~~ Statuses Inflicted  : Death
~~ Monster Type Advantages: None
~~ Notes               : None.
~~ Locations           : -- Buy in the second town in the Lunar Ruins.
                       -- Drop by Chaotic Knight.

```

Assassin Dagger (2)

Stat Changes:

```

~~ Attack +/-          : +29
~~ Precision +/-       : +5
~~ (Physical) Defense +/-: +0
~~ Magic Defense +/-   : +0
~~ (Physical) Evasion +/-: +0
~~ Magic Evasion +/-   : +0
~~ Strength +/-        : +5
~~ Agility +/-         : +5
~~ Stamina +/-         : +5

```

~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Porom  
~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : See "Locations".  
~~ Locations : -- This weapon is ABSOLUTELY NOT the Assassin's  
Dagger listed above; they are very different.  
This one cannot be found in the game. Square  
Enix left the data in here for it, but took out  
this specific item. It is only found via a  
cheating device, such as a GameShark.

=====  
Triton's Dagger

Stat Changes:

~~ Attack +/- : +62  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials. Reward for defeating the Master  
Flan.

=====  
Mage Masher

Stat Changes:

~~ Attack +/- : +35  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Porom  
~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Silence  
~~ Monster Type Advantages: Mage  
~~ Notes : None.  
~~ Locations : -- Sylvan Cave, B2F.

=====

Dancing Dagger

Stat Changes:

~~ Attack +/- : +28  
~~ Precision +/- : +44  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Porom  
~~ Edge

Miscellaneous



~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Mist.

---

Mythril Knife

Stat Changes:

~~ Attack +/- : +20  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Porom  
~~ Edge

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
-- Hidden in the northeastern portion of Mythril.  
-- Drop by Mythril Golem.

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++ WHIPS \*\*FF810\*\* ++  
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Mist Whip

Stat Changes:

~~ Attack +/- : +100

~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, in the pseudo-Mist Cave Floor of  
Rememberance prior to Palom and Porom's trial.

=====  
Dragon's Whisker

Stat Changes:

~~ Attack +/- : +55  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +5  
~~ Stamina +/- : +5  
~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: Dragon  
~~ Notes : None.  
~~ Locations : -- Drop by Blue Dragon.  
-- Drop by Magic Dragon.

=====  
Fire Whip

Stat Changes:

~~ Attack +/- : +50  
~~ Precision +/- : +15  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +5  
~~ Stamina +/- : +5  
~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B2F.

=====  
Blitz Whip

Stat Changes:

~~ Attack +/- : +40  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : Lightning  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.

=====  
Chain Whip

Stat Changes:

~~ Attack +/- : +30  
~~ Precision +/- : +5  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra.  
-- Buy in the Land of Summons.

Whip

Stat Changes:

~~ Attack +/- : +20  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Mist.  
-- Buy in the Land of Summons.

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++ AXES \*\*FF811\*\* ++  
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=====  
Gigant Axe

Stat Changes:

~~ Attack +/- : +200  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Poison  
~~ Monster Type Advantages: None  
~~ Notes : Two-handed weapon.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Iron Giant.

=====  
Rune Axe

Stat Changes:

~~ Attack +/- : +100  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mage  
~~ Notes : Two-handed weapon.  
~~ Locations : -- Drop by Giant Soldier.  
-- Drop by Giant Warrior.  
-- Drop by Iron Giant.

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Poison Axe

Stat Changes:

~~ Attack +/- : +95  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Poison  
~~ Monster Type Advantages: None  
~~ Notes : Two-handed weapon.  
~~ Locations : -- Cave of Summons, B3F.  
-- Drop by Giant Soldier.  
-- Drop by Giant Warrior.  
-- Drop by Iron Giant.

=====

Ogrekiller

Stat Changes:

~~ Attack +/- : +80  
~~ Precision +/- : +19  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0

~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Giant  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, B2F. Monster-filled chest.  
-- Buy in Tomra.  
-- Drop by Giant Soldier.  
-- Drop by Giant Warrior.  
-- Drop by Iron Giant.

=====

Dwarf Axe

Stat Changes:

~~ Attack +/- : +62  
~~ Precision +/- : +19  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : -5  
~~ Stamina +/- : +5  
~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Dwarf Castle.  
-- Dwarf Castle, East Tower, first floor.

=====

Hand Axe

Stat Changes:

~~ Attack +/- : +35  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +3  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : See "Locations".  
~~ Locations : -- This Axe cannot be found in the game. It was taken/left out by Square Enix, yet the data is here. The weapon is hackable via a cheating device, such as a GameShark.

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++ THROWN WEAPONS \*\*FF812\*\* ++  
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Rising Sun

Stat Changes:

~~ Attack +/- : +85  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:



~~ Edge

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Magic Dragon.

Full Moon

Stat Changes:

~~ Attack +/- : +40  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Sylvan Cave, B3F.

Boomerang

Stat Changes:

~~ Attack +/- : +20  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Agart.  
-- Buy in Eblan Cave.

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++ HARPS \*\*FF813\*\* ++  
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Loki's Lute

Stat Changes:

~~ Attack +/- : +150  
~~ Precision +/- : +49 (at least)  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : In Norse mythology, Loki was a cunning and evil god  
believed to lead the titanic struggle of Ragnarok  
alongside Hel, goddess of the Underworld.  
~~ Locations : -- Lunar Ruins, southeastern corner of the maze  
floor prior to Kain's trial.

Requiem Harp

Stat Changes:

~~ Attack +/- : +130  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0

~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : -5  
~~ Agility +/- : -5  
~~ Stamina +/- : -5  
~~ Intelligence +/- : -5  
~~ Spirit +/- : -5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Usable only during Edward's Lunar Ruins trial.

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Apollo's Harp

Stat Changes:

~~ Attack +/- : +98  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Dragon  
~~ Notes : None.  
~~ Locations : -- Cave of Trials. Reward for defeating the Gigas  
Worm.

=====

Lamia Harp

Stat Changes:

~~ Attack +/- : +18  
~~ Precision +/- : +40  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0

~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Confusion  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Antlion Cave, B2F.  
-- Drop by Lamia.  
-- Drop by Lamia Matriarch.

=====

Dreamer's Harp

Stat Changes:

~~ Attack +/- : +8  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Sleep  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Edward's initial weapon.

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HAMMERS

\*\*FF814\*\*

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Fiery Hammer

Stat Changes:

~~ Attack +/- : +241 (at least)  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mech  
~~ Notes : Randomly casts Flare. Two-handed weapon.  
~~ Locations : -- SUCCESSFULLY complete Cid's Lunar Ruins trial.

Thor's Hammer

Stat Changes:

~~ Attack +/- : +190  
~~ Precision +/- : +30  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous

~~ Weapon Element : Lightning  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mech  
~~ Notes : None.  
~~ Locations : -- Cave of Trials. Reward for defeating the Death Mech.

=====

Gaia Hammer

Stat Changes:

~~ Attack +/- : +65  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mech  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 5F.  
                  -- Drop by Steel Golem.

=====

Mythril Hammer

Stat Changes:

~~ Attack +/- : +55  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mech, Ghoul  
~~ Notes : Two-handed weapon.  
~~ Locations : -- Buy in Mythril.  
                  -- Drop by Hell Turtle.

- Drop by Armadillo.
- Drop by Magma Tortoise.
- Drop by Ironback.

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Wooden Hammer

Stat Changes:

- ~~ Attack +/- : +45
- ~~ Precision +/- : +25
- ~~ (Physical) Defense +/-: +0
- ~~ Magic Defense +/- : +0
- ~~ (Physical) Evasion +/-: +0
- ~~ Magic Evasion +/- : +0
- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Intelligence +/- : +0
- ~~ Spirit +/- : +0
- ~~ HP (Hit Points) +/- : +0
- ~~ MP (Magic Points) +/- : +0

Equippable By:

- ~~ Cid

Miscellaneous

- ~~ Weapon Element : None
- ~~ Statuses Inflicted : None
- ~~ Monster Type Advantages: Mech
- ~~ Notes : Two-handed weapon.
- ~~ Locations : -- Cid's initial weapon.  
-- Buy in Troia.

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++          BOWS AND ARROWS          **FF815**  ++
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|
|          NOTICES:          |
|
| All Bows and Arrows have an automatic +1 attack bonus. The bonus for a |
| particular combination depends on what this combo consists of. The arrows |
| I used as defaults were the IRON ARROWS. Any and all attack +/- stats are |
| after a switch from the IRON ARROWS, not nothing. It is easy to find the |
| attack bonus - add the Bow's Attack and the Arrow's Attack. That is a fair |
| approximation of the general bonus. |
|
| Additionally, the precision change requires you use Arrows, too. Remember |
| that the Arrows go in the dominant hand, and the Bow in the other. |
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=====  
Perseus Bow

Stat Changes:

~~ Attack +/- : +58  
~~ Precision +/- : +35  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Rosa

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, in the treasure-filled floor prior to Kain's trial. You'll need to use the secret path in the northwestern corner of the floor.

=====  
Artemis's Bow

Stat Changes:

~~ Attack +/- : +43  
~~ Precision +/- : +20  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : -10  
~~ Spirit +/- : -10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa



Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Drop by Selene Guardian.

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Yoichi's Bow

Stat Changes:

~~ Attack +/- : +33  
~~ Precision +/- : +10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Summons, B6F.

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Elven Bow

Stat Changes:

~~ Attack +/- : +28  
~~ Precision +/- : +25  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0

~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mage  
~~ Notes : None.  
~~ Locations : -- Sylvan Cave, B1F.

=====  
Killer Bow

Stat Changes:

~~ Attack +/- : +23  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 4F.  
                  -- Buy in Tomra.  
                  -- Buy in Eblan Cave.

=====  
Great Bow

Stat Changes:

~~ Attack +/- : +18  
~~ Precision +/- : -10  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +3  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Throw  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Troia.  
                                  -- Buy in Dwarf Castle.  
                                  -- The treasure room in Troia Castle's B2F.

=====  
Crossbow

Stat Changes:

~~ Attack +/- : +13  
~~ Precision +/- : -15  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa



~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Rosa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Lamia Queen.  
-- Drop by Metamorpha.

=====

Artemis Arrow

Stat Changes:

~~ Attack +/- : +70  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Dragon  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B4F.  
-- Lunar Subterrane, B6F.  
-- Drop by Gloomwing.  
-- Drop by Lunar Virus.  
-- Drop by Black Flan.

=====

Yoichi Arrow

Stat Changes:

~~ Attack +/- : +45  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Summons, B6F.  
-- Giant of Babel -> Chest of the Giant.  
-- Buy in Kokkol's Smithy after obtaining the  
Excalibur.  
-- Buy in the second town of the Lunar Ruins.  
-- Drop by Malboro.

=====

Angel Arrow

Stat Changes:

~~ Attack +/- : +35  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0

~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Confusion  
~~ Monster Type Advantages: Giant  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.  
-- Sylvan Cave, B1F.  
-- Drop by Lamia.  
-- Drop by Lamia Matriarch.

=====

Mute Arrow

Stat Changes:

~~ Attack +/- : +30  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Silence  
~~ Monster Type Advantages: Mage  
~~ Notes : None.  
~~ Locations : -- Eblan Castle, West Tower, second floor.  
-- Buy in Tomra.

=====

Poison Arrow

Stat Changes:

~~ Attack +/- : +25  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Poison  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Eblan Cave.  
-- Drop by Hydra.  
-- Drop by Twin Snake.  
-- Drop by Cave Naga.  
-- Drop by Naga.  
-- Drop by King Naga.

=====

Dark Arrow

Stat Changes:

~~ Attack +/- : +15  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:



~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Darkness  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Dwarf Castle.

=====  
Fire Arrow

Stat Changes:

~~ Attack +/- : +10  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Fire  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Troia.  
-- Treasure room in B2F of Troia Castle.  
-- Sylvan Cave, B1F.  
-- Drop by Chimera.  
-- Drop by Fiery Hound.  
-- Drop by Chimera Brain.

=====  
Ice Arrow

Stat Changes:

~~ Attack +/- : +10  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Ice  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Troia.  
-- Treasure room in B2F of Troia Castle.  
-- Tower of Babel, 1F. (Two chests here.)  
-- Sylvan Cave, B1F.  
-- Drop by Ice Lizard.  
-- Drop by Cold Beast.

Thunder Arrow

Stat Changes:

~~ Attack +/- : +10  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia

~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Lightning  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Mech  
~~ Notes : None.  
~~ Locations : -- Buy in Troia.  
-- Treasure room in B2F of Troia Castle.  
-- Sylvan Cave, B1F.  
-- Drop by Grudger.  
-- Drop by Screamer.  
-- Drop by Mech Soldier.

=====  
Holy Arrow

Stat Changes:

~~ Attack +/- : +5  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : Holy  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: Undead, Ghoul  
~~ Notes : None.  
~~ Locations : -- Summit of Mt. Hobs.  
-- Buy in Mysidia.  
-- Buy in Agart.

=====  
Iron Arrow

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ FuSoYa

Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Rosa's initial arrow.  
                  -- Buy in Kaipo.  
                  -- Buy in Agart.

=====

Medusa Arrow

Stat Changes:

~~ Attack +/- : -4  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Edward  
~~ Rosa

~~ Palom  
~~ Porom  
~~ FuSoYa

#### Miscellaneous

~~ Weapon Element : None  
~~ Statuses Inflicted : Petrification  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Sylvan Cave, B3F.  
-- Drop by Medusa.  
-- Drop by Black Lizard.  
-- Drop by Stone Golem.  
-- Drop by Catoblepas.  
-- Drop by Gorgon.

=====

#### 9. Armor Listings\*\*\*\*\*FF9\*\*\*\*\*

O=====O  
| NOTICES: \*\*FF91\*\* |  
| | |  
| (1) Some equipment's stats can be slightly various. | |  
| (2) Some equipment will seem to upgrade an unlisted stat. This is not a | |  
| typo here - it is increasing another stat that consequentially affects | |  
| another. For example, more Stamina = more Defense, though I only list | |  
| the Stamina change. | |  
| (3) Most of the armor here was tested with Lv. 1 characters via a | |  
| GameShark. Sometimes, I'll use the notation "at least" or something | |  
| similar. This is because ... well, let me give an example. A character | |  
| at Level 1 with no weapon has a precision of 50%. 99% is the max. As | |  
| such, a precision change of "+49 (at least)" indicates that the bonus | |  
| can possibly be higher, but it not known to be as such. | |  
| (4) Be aware of other notes specific to the various weaponry types. | |  
| (5) Double + bars divide armor types; single = bars divide individual | |  
| armors. | |  
| | |  
O=====O

#### [Section Format]

#### Stat Changes:

~~ Attack +/- : Change in how much damage is dealt.  
~~ Precision +/- : Change in how accurate you are.  
~~ (Physical) Defense +/-: Change in physical damage you receive.  
~~ Magic Defense +/- : Change in received magical damage.  
~~ (Physical) Evasion +/-: Change in the chance of dodging physical attacks.  
~~ Magic Evasion +/- : Change in the chance of dodging magical attacks.  
~~ Strength +/- : Change in the Strength stat.  
~~ Agility +/- : Change in the Agility stat.  
~~ Stamina +/- : Change in the Stamina stat.  
~~ Intelligence +/- : Change in the Intelligence stat.  
~~ Spirit +/- : Change in the Spirit stat.  
~~ HP (Hit Points) +/- : Change in the max HP stat.  
~~ MP (Magic Points) +/- : Change in the max MP stat.

#### Equippable By:

~~ A list of the characters that can equip this.

Miscellaneous:

- ~~ Armor Element : Does this help lessen element-based damage?
- ~~ Status Protection : Does this help protect you from certain statuses?
- ~~ Monster Type Advantages: Does this lessen damage from certain monsters?
- ~~ Notes : Anything to note.
- ~~ Locations : -- Where you can find the item in question.

=====

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+++++
+++++
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++                                DARK SHIELDS                                **FF92**  ++
++
++
+++++
+++++

```

=====

Demon Shield

Stat Changes:

- ~~ Attack +/- : +0
- ~~ Precision +/- : +0
- ~~ (Physical) Defense +/-: +2
- ~~ Magic Defense +/- : +0
- ~~ (Physical) Evasion +/-: +24
- ~~ Magic Evasion +/- : +1
- ~~ Strength +/- : +0
- ~~ Agility +/- : +0
- ~~ Stamina +/- : +0
- ~~ Intelligence +/- : +0
- ~~ Spirit +/- : +0
- ~~ HP (Hit Points) +/- : +0
- ~~ MP (Magic Points) +/- : +0

Equippable By:

- ~~ Dark Knight Cecil

Miscellaneous:

- ~~ Armor Element : None
- ~~ Status Protection : None
- ~~ Monster Type Advantages: None
- ~~ Notes : None.
- ~~ Locations : -- Fabul, past the secret eastbound pathway in the throne room.

=====

Dark Shield

Stat Changes:

- ~~ Attack +/- : +0
- ~~ Precision +/- : +0
- ~~ (Physical) Defense +/-: +1
- ~~ Magic Defense +/- : +0
- ~~ (Physical) Evasion +/-: +22
- ~~ Magic Evasion +/- : +0

~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Dark Knight Cecil's starting shield.

=====

+++++  
+++++  
++ ++  
++ OTHER SHIELDS \*\*FF93\*\* ++  
++ ++  
+++++  
+++++

=====

Hero's Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +20  
~~ Magic Defense +/- : +20  
~~ (Physical) Evasion +/- : +55  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +15  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom

~~ Tellah

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : All elemental resistances of the wielder become absorptions.  
~~ Locations : -- 100% drop by Brachioraidos.

=====

Crystal Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: +40  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F.

=====

Dragon Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +6  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +38  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil



~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B2F.  
-- Drop by Crystal Dragon.

---

Genji Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +36  
~~ Magic Evasion +/- : +4  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Bahamut, B1F.

---

Aegis Shield

Stat Changes:

~~ Attack +/- : +4  
~~ Precision +/- : +5  
~~ (Physical) Defense +/-: +34  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +3  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Petrification  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.  
-- Buy in the second town of the Lunar Ruins.  
-- Drop by Catoblepas.

=====

Diamond Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +4  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +32  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra.

=====

Ice Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +30  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0

~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 4F.  
-- Buy in the Cave of Eblan.

=====  
Fire Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +28  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Ice  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 5F.  
-- Buy in Dwarf Castle.  
-- Drop by Fiery Knight.

=====  
Mythril Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +2

~~ (Physical) Evasion +/-: +26  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
-- Drop by Hell Turtle.  
-- Drop by Armadillo.  
-- Drop by Magma Tortoise.  
-- Drop by Ironback.  
-- Drop by Mythril Golem.

=====  
Light Shield

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: +24  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====  
Iron Shield

Stat Changes:

```

~~ Attack +/-           : +0
~~ Precision +/-        : +0
~~ (Physical) Defense +/-: +1
~~ Magic Defense +/-    : +0
~~ (Physical) Evasion +/-: +20
~~ Magic Evasion +/-    : +0
~~ Strength +/-         : +0
~~ Agility +/-          : +0
~~ Stamina +/-          : +0
~~ Intelligence +/-     : +0
~~ Spirit +/-           : +0
~~ HP (Hit Points) +/-  : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

```

~~ Paladin Cecil
~~ Kain
~~ Cid

```

Miscellaneous:

```

~~ Armor Element       : None
~~ Status Protection   : None
~~ Monster Type Advantages: None
~~ Notes               : None.
~~ Locations           : -- Kain's initial shield.
                       -- Buy in Agart.

```

=====

```

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++                                     ++
++                                DARK HEADGEAR                                **FF94** ++
++                                     ++
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+++++

```

=====

Demon Helm

Stat Changes:

```

~~ Attack +/-           : +0
~~ Precision +/-        : +0
~~ (Physical) Defense +/-: +4
~~ Magic Defense +/-    : +1
~~ (Physical) Evasion +/-: -10
~~ Magic Evasion +/-    : +1
~~ Strength +/-         : +0
~~ Agility +/-          : +0
~~ Stamina +/-          : +0
~~ Intelligence +/-     : +0
~~ Spirit +/-           : +0
~~ HP (Hit Points) +/-  : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

```

~~ Dark Knight Cecil

```

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Fabul.

=====

Hades Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Underground Waterway, before fighting  
Octomammoth.

=====

Dark Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +4  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil



=====  
Grand Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +14  
~~ Magic Defense +/- : +10  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +7  
~~ Strength +/- : +0  
~~ Agility +/- : +5  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B6F.

=====  
Crystal Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +12  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F.



Dragon Helm

Stat Changes:

~~ Attack +/- : +11  
~~ Precision +/- : +7  
~~ (Physical) Defense +/-: -10  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire, Ice, lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B3F.

Red Cap

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +12  
~~ (Physical) Evasion +/-: +10  
~~ Magic Evasion +/- : +12  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous:

~~ Armor Element : Fire  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B4F.

Genji Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +6  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid  
~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Bahamut, B2F.

=====  
Ribbon

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +9  
~~ Magic Defense +/- : +12  
~~ (Physical) Evasion +/-: +2  
~~ Magic Evasion +/- : +12  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom

~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Against all statuses.  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B7F, easternmost room. Defeat two Lunasaurs to get two Ribbons.  
-- Lunar Ruins, floor where you are to find the Platinum Toad. It's in the grass, hidden.  
-- Lunar Ruins, center of the room where you fight Proto Phase.  
-- Lunar ruins, center of a room prior to Zeromus EG.  
-- Drop by Bog Witch.  
-- Drop by Dark Sage.  
-- Drop by Worst Malboro.

=====

Diamond Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +9  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra.

=====

Funny Mask

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +8

~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +6  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B3F.

=====

Mythril Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +8  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.

=====

Cat Hood

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7

~~ Magic Defense +/- : +18  
~~ (Physical) Evasion +/-: +8  
~~ Magic Evasion +/- : +16  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Porom

Miscellaneous:

~~ Armor Element : Ice  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B3F.

=====  
Coronet

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +16  
~~ (Physical) Evasion +/-: +8  
~~ Magic Evasion +/- : +18  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Mini, Toad, Pig  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B2F.

=====  
Gold Hairpin

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +10  
~~ (Physical) Evasion +/-: +0

~~ Magic Evasion +/- : +9  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +10  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Rosa  
~~ Porom

Miscellaneous:

~~ Armor Element : Thunder  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Mist, northern house, through the secret paths.  
-- Buy in Tomra.  
-- Buy in the first town of the Lunar Ruins.  
-- Drop by Thunder Dragon.  
-- Drop by Mech Dragon.

=====  
Light Helm

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====  
Sage's Miter

Stat Changes:



~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Sleep  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Sealed Cavern, B2F, behind northwesternmost Trap Door.

=====

Wizard's Hat

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +5  
~~ (Physical) Evasion +/-: -3  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +3  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====

Green Beret

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: +2





~~ Notes : None.  
~~ Locations : -- Kain's initial helm.  
                  -- Buy in Agart.

---

### Feathered Cap

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: -4  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Underwater Waterway.  
                  -- Edward's initial helm.  
                  -- Palom's initial helm.  
                  -- Porom's initial helm.  
                  -- Buy in Troia.  
                  -- Drop by Zu.  
                  -- Drop by Roc.

---

### Twist Headband

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +1  
~~ Magic Defense +/- : +1

~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Confusion  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Baron.  
                  -- Drop by Mad Ogre.  
                  -- Drop by Ogre.  
                  -- Drop by Behemoth.

=====

Leather Cap

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +1  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: -5  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge

~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Rydia's initial helm.  
-- Buy in Kaipo.  
-- Rosa's initial helm.  
-- Buy in Troia.  
-- Drop by Alligator.  
-- Drop by Gigas Gator.

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++ DARK TORSO GEAR \*\*FF96\*\* ++  
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Demon Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +9  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Fabul.

=====

Hades Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Underground Water/Sunken Lake, B1F.

=====

Dark Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Dark Knight Cecil's initial torso gear.

=====

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++          OTHER TORSO GEAR          **FF97**  ++
++
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Adamant Armor

Stat Changes:

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~~ Attack +/-          : +0
~~ Precision +/-       : +0
~~ (Physical) Defense +/-: +100
~~ Magic Defense +/-   : +20
~~ (Physical) Evasion +/-: +0
~~ Magic Evasion +/-   : +12
~~ Strength +/-        : +15
~~ Agility +/-         : +15
~~ Stamina +/-         : +15
~~ Intelligence +/-    : +15
~~ Spirit +/-          : +15
~~ HP (Hit Points) +/- : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

```

~~ Paladin Cecil
~~ Child Rydia
~~ Adult Rydia
~~ Kain
~~ Edge
~~ Rosa
~~ Edward
~~ Cid
~~ Yang
~~ Palom
~~ Porom
~~ Tellah
~~ FuSoYa

```

Miscellaneous:

```

~~ Armor Element      : Fire, Ice, Lightning
~~ Status Protection  : Prevents all statuses
~~ Monster Type Advantages: None
~~ Notes              : None.
~~ Locations          : -- Trade for a Pink Tail in the Adamant Grotto.

```

=====

Maximilian

Stat Changes:

```

~~ Attack +/-          : +0
~~ Precision +/-       : +0
~~ (Physical) Defense +/-: +35
~~ Magic Defense +/-   : +12

```

~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +8  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +10  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Gilgamesh.

=====  
Caesar's Plate

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +32  
~~ Magic Defense +/- : +14  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +9  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- In the Lunar Ruins, on the Floor of Rememberance  
resembling Mt. Ordeals, prior to Palom and  
Porom's trial. Examine the northwestern grave.

=====  
Dragoon Plate

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +31

~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: -20  
~~ Magic Evasion +/- : +10  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Kain

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on the Floor of Rememberance like  
the Sealed Cavern, prior to Edge's trial.

=====

Vishnu Vest

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +30  
~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: +40  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +10  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on a floor prior to Zeromus EG.

=====

Assassin Vest

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +29  
~~ Magic Defense +/- : +20



~~ (Physical) Evasion +/-: +80  
~~ Magic Evasion +/- : +12  
~~ Strength +/- : +5  
~~ Agility +/- : +5  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Poison, Petrification, Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Echidna.

=====

Battle Gear

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +29  
~~ Magic Defense +/- : +12  
~~ (Physical) Evasion +/-: +30  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Pig, Toad, Curse  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Sahagin Prince.

=====

Tabby Suit

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +28  
~~ Magic Defense +/- : +30

~~ (Physical) Evasion +/-: +30  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +0  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Porom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Poison  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Coeurl Regina.

=====  
Chocobo Suit

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +28  
~~ Magic Defense +/- : +30  
~~ (Physical) Evasion +/-: +25  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +0  
~~ Agility +/- : +15  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Poison  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the second town of the Lunar Ruins.  
-- Drop by Stratoavis.

=====  
Grand Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +28  
~~ Magic Defense +/- : +10

~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +8  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B6F.

=====  
White Dress

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +26  
~~ Magic Defense +/- : +20  
~~ (Physical) Evasion +/-: +23  
~~ Magic Evasion +/- : +18  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Rosa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, on the east side of the waterfall  
room prior to Rydia's trial.

=====  
Rainbow Robe

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +25  
~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: +25

~~ Magic Evasion +/- : +10  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +10  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Ruins, in a room prior to Cid's trial.

=====  
Crystal Mail

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +25  
~~ Magic Defense +/- : +10  
~~ (Physical) Evasion +/-: \*10  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Darkness, Pig, Toad, Berserk, Mini, Silence  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F.

=====  
Black Garb

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +24  
~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: +60  
~~ Magic Evasion +/- : +8

~~ Strength +/- : +0  
~~ Agility +/- : +3  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B1F, at the end of a hidden path on the eastern side.

=====  
Dragon Mail

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +23  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B3F.

=====  
Courageous Suit

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +22  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: +55

~~ Magic Evasion +/- : +2  
~~ Strength +/- : +10  
~~ Agility +/- : +10  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Yang

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Curse  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B4F.

=====  
Red Jacket

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +21  
~~ Magic Defense +/- : +12  
~~ (Physical) Evasion +/-: +20  
~~ Magic Evasion +/- : +4  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous:

~~ Armor Element : Fire  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B1F.

=====  
Genji Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +21  
~~ Magic Defense +/- : +7  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +4  
~~ Strength +/- : +0

~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid  
~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Bahamut, B2F.

=====  
Minerva's Plate

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +20  
~~ Magic Defense +/- : +5  
~~ (Physical) Evasion +/-: +30  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +15  
~~ Agility +/- : +15  
~~ Stamina +/- : +15  
~~ Intelligence +/- : -15  
~~ Spirit +/- : -15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Rosa  
~~ Porom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B6F.  
                  -- Drop by Selene Guardian.  
                  -- Drop by Palace Guard.

=====  
Lord's Robe

Stat Changes:

~~ Attack +/- : +0

~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +19  
~~ Magic Defense +/- : +18  
~~ (Physical) Evasion +/-: +5  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +10  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Porom

Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B5F.

=====

Sage's Robe

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +19  
~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: +5  
~~ Magic Evasion +/- : +18  
~~ Strength +/- : +0  
~~ Agility +/- : +10  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +10  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Silence  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Trials, B5F.

=====

Diamond Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +19



~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra

=====

White Robe

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +18  
~~ Magic Defense +/- : +10  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Tellah  
~~ Rosa  
~~ Porom  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Darkness  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F.

=====

Ice Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +17  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Babel, 4F.  
-- Buy in the Cave of Eblan.

=====

Flame Mail

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Ice  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 1F.  
-- Buy at Dwarf Castle.

=====  
Power Sash

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +15  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Drop by Behemoth.  
                  -- Drop by King Behemoth.

=====  
Mythril Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +13  
~~ Magic Defense +/- : +4  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0

~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
-- Drop by Mythril Golem.

=====  
Light Robe

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +12  
~~ Magic Defense +/- : +9  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +9  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in the Land of Summons.  
-- FuSoYa's initial torso gear.  
-- Buy in the first town of the Lunar Ruins.

=====  
Knight's Armor

Stat Changes:

~~ Attack +/- : +0

~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +11  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====

Black Belt

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +20  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +5  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None

~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Dwarf Castle, West Tower, 3F.  
-- Edge's initial torso gear.

---

#### Black Robe

##### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +8  
~~ Magic Defense +/- : +7  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +7  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +5  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Adult Rydia  
~~ Tellah  
~~ Palom  
~~ FuSoYa

##### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Eblan Cave.

---

#### Sage's Surplice

##### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +5  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +5  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +5  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

##### Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia

~~ Rosa  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Tower of Zot, 5F.  
-- Buy in Dwarf Castle.

=====  
Kenpogi

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +10  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +3  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Baron.

=====  
Iron Armor

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +4  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Kain's initial torso gear.  
-- Buy in Agart.

=====

Gaia Gear

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +3  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Rosa  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Slowing Petrification  
~~ Monster Type Advantages: None



~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

---

### Bard's Tunic

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Silence  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Edward's initial torso gear.  
                  -- Buy in Mist.

---

### Leather Garb

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0

~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Rydia's initial torso gear.  
-- Buy in Kaipo.  
-- Tellah's initial torso gear.  
-- Rosa's initial torso gear.  
-- Yang's initial torso gear.  
-- Palom's initial torso gear.  
-- Porom's initial torso gear.  
-- Buy in Troia.  
-- Drop by Alligator.  
-- Drop by Gigas Gator.

=====

Prisoner's Wear

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/- : +1  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/- : +0  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge

~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Sleep  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cid's initial equipment.

=====  
Clothes

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +1  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Kaipo.  
-- Paladin Cecil's initial torso gear.  
-- Mist, northern house, through a secret passage.  
-- Buy in Troia.

```

=====
+++++
+++++
++
++          DARK ARM GEAR          **FF98**  ++
++
+++++
+++++
=====

```

Demon Gloves

Stat Changes:

```

~~ Attack +/-          : +0
~~ Precision +/-       : +0
~~ (Physical) Defense +/-: +4
~~ Magic Defense +/-   : +0
~~ (Physical) Evasion +/-: -10
~~ Magic Evasion +/-   : +0
~~ Strength +/-        : +0
~~ Agility +/-         : +0
~~ Stamina +/-         : +0
~~ Intelligence +/-    : +0
~~ Spirit +/-          : +0
~~ HP (Hit Points) +/- : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

```

~~ Dark Knight Cecil

```

Miscellaneous:

```

~~ Armor Element       : None
~~ Status Protection   : None
~~ Monster Type Advantages: None
~~ Notes               : None.
~~ Locations           : -- Buy in Fabul.

```

Hades Gloves

Stat Changes:

```

~~ Attack +/-          : +0
~~ Precision +/-       : +0
~~ (Physical) Defense +/-: +3
~~ Magic Defense +/-   : +0
~~ (Physical) Evasion +/-: -10
~~ Magic Evasion +/-   : +0
~~ Strength +/-        : +0
~~ Agility +/-         : +0
~~ Stamina +/-         : +0
~~ Intelligence +/-    : +0
~~ Spirit +/-          : +0
~~ HP (Hit Points) +/- : +0
~~ MP (Magic Points) +/-: +0

```

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None
~~ Status Protection : None
~~ Monster Type Advantages: None
~~ Notes : None.
~~ Locations : -- Underground Waterway/Sunken Lake, BlF.

Dark Gloves

Stat Changes:

~~ Attack +/- : +0
~~ Precision +/- : +0
~~ (Physical) Defense +/-: +2
~~ Magic Defense +/- : -10
~~ (Physical) Evasion +/-: +0
~~ Magic Evasion +/- : +0
~~ Strength +/- : +0
~~ Agility +/- : +0
~~ Stamina +/- : +0
~~ Intelligence +/- : +0
~~ Spirit +/- : +0
~~ HP (Hit Points) +/- : +0
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil

Miscellaneous:

~~ Armor Element : None
~~ Status Protection : None
~~ Monster Type Advantages: None
~~ Notes : None.
~~ Locations : -- Dark Knight Cecil's initial arm gear.

+++++
OTHER ARM GEAR \*\*FF99\*\*
+++++

Crystal Ring

Stat Changes:

~~ Attack +/- : +0
~~ Precision +/- : +0
~~ (Physical) Defense +/-: +20
~~ Magic Defense +/- : +12
~~ (Physical) Evasion +/-: +5
~~ Magic Evasion +/- : +10

~~ Strength +/- : +0  
~~ Agility +/- : +5  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Confuse, Sleep, Paralysis  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Drop by Red Dragon.  
                  -- Drop by Crystal Dragon.

=====

Harmonious Ring

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +20  
~~ (Physical) Evasion +/-: +10  
~~ Magic Evasion +/- : +12  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Edward

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Edward's "Sing" becomes "Chant", which can cast  
                  Shell and Protect on the party.  
~~ Locations : -- Finish Edward's Lunar Ruins trial.

=====

Twin Stars

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +20  
~~ (Physical) Evasion +/-: +10  
~~ Magic Evasion +/- : +12  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Palom  
~~ Porom

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Allows Palom and Porom to use "Twin" to use Double Meteor. Both of them must be wearing this item.  
~~ Locations : -- Finish Palom and Porom's Lunar Ruins trial.

=====

White Ring

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +20  
~~ (Physical) Evasion +/-: +8  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Rosa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Rosa's "Pray" becomes "Miracle", which heals more HP and can cure all statuses, save for KO.

~~ Locations : -- SUCCESSFULLY finish Rosa's Lunar Ruins trial.

---

### Mist Ring

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +18  
~~ (Physical) Evasion +/-: +8  
~~ Magic Evasion +/- : +15  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Child Rydia  
~~ Adult Rydia

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Strengthens Rydia's summons. Additionally, her Dragon Summon puts Blink on each character for one hit per member.  
~~ Locations : -- Finish Rydia's Lunar Ruins trial.

---

### Discipline Armlet

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +15  
~~ (Physical) Evasion +/-: +6  
~~ Magic Evasion +/- : +10  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Yang

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None



~~ Notes : Yang's "Power" becomes "Deadly", which deals triple  
the normal damage, versus Power's double.  
~~ Locations : -- Finish Yang's Lunar Ruins trial.

---

### Dragoon Gloves

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +10  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +8  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Kain

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Kain's "Jump" becomes the more powerful "Dbl Jump".  
~~ Locations : -- Finish Kain's Lunar Ruins trial.

---

### Hanzo Gloves

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +15  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Edge

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Edge's "Steal" becomes "Plunder". It will succeed

stealing more often. A physical attack is dealt to the enemy when successful; Edge will take more damage when not successful.

~~ Locations : -- Finish Edge's Lunar Ruins trial.

---

### Protect Ring

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +12  
~~ (Physical) Evasion +/-: +5  
~~ Magic Evasion +/- : +10  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +15  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

#### Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F. (Two Protect Rings here.)  
-- Drop by Ahriman.  
-- Drop by Magic Dragon.

---

### Crystal Gloves

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +7  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +4  
~~ Strength +/- : +0

~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B5F.

=====  
Giant's Gloves

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +10  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +10  
~~ Agility +/- : +0  
~~ Stamina +/- : +10  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Yang  
~~ Cid  
~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Mini  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Drop by Ogre.  
                  -- Drop by Steel Golem.  
                  -- Drop by Mad Ogre.

=====  
Dragon Gloves

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +9

~~ Magic Defense +/- : +6  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Fire, Ice, Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Lunar Subterrane, B3F.  
-- Drop by Red Dragon.

=====  
Genji Gloves

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +8  
~~ Magic Defense +/- : +5  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Cid  
~~ Kain  
~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Cave of Bahamut, B1F.

=====  
Diamond Gloves

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +7  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +3  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra.

=====

Diamond Armlet

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +6  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +6  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : Lightning  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Tomra.  
-- FuSoYa's initial arm gear.

---

### Mythril Gloves

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +6  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid  
~~ Edge

#### Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mythril.  
-- Edge's initial arm gear.

---

### Rune Armlet

#### Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +8  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +8  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +3  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

#### Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Silence  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Buy in Dwarf Castle.  
-- Drop by Puppeteer.  
-- Drop by Sorcerer.  
-- Drop by Summoner.  
-- Drop by Mist Summoner.

=====

Gauntlets

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +5  
~~ Magic Defense +/- : +1  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +3  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Undead  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.

=====

Silver Armllet

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +4  
~~ Magic Defense +/- : +4

~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +4  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: Ghoul  
~~ Notes : None.  
~~ Locations : -- Buy in Mysidia.  
                  -- Buy in Baron.  
                  -- Drop by Tiny Mage.  
                  -- Drop by Sorceress.

=====  
Power Armlet

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +5  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Cid  
~~ Yang



Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Dwarf Castle, East Tower, 3F.  
-- Drop by Ogre.  
-- Drop by Mad Ogre.  
-- Drop by Behemoth.  
-- Drop by King Behemoth.

=====  
Iron Ring

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +2  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +1  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Child Rydia  
~~ Adult Rydia  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Rydia's initial arm gear.  
-- Underground Waterway, B1F.  
-- Rosa's initial arm gear.  
-- Palom's initial arm gear.  
-- Porom's initial arm gear.  
-- Buy in Agart.

=====  
Iron Gloves

Stat Changes:

~~ Attack +/- : +0

~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +2  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Kain  
~~ Cid  
~~ Edge

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Kain's initial arm gear.  
-- Buy in Agart.

=====  
Ruby Ring

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +3  
~~ (Physical) Evasion +/-: +0  
~~ Magic Evasion +/- : +2  
~~ Strength +/- : +0  
~~ Agility +/- : +0  
~~ Stamina +/- : +0  
~~ Intelligence +/- : +0  
~~ Spirit +/- : +0  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : Pig  
~~ Monster Type Advantages: None  
~~ Notes : None.  
~~ Locations : -- Edward's initial arm gear.  
-- Troia Castle, B1F.  
-- Buy in Troia.  
-- Drop by Lamia.  
-- Drop by Lamia Matriarch.

=====  
Cursed Ring

Stat Changes:

~~ Attack +/- : +0  
~~ Precision +/- : +0  
~~ (Physical) Defense +/-: +0  
~~ Magic Defense +/- : +0  
~~ (Physical) Evasion +/-: -10  
~~ Magic Evasion +/- : +0  
~~ Strength +/- : -15  
~~ Agility +/- : -15  
~~ Stamina +/- : -15  
~~ Intelligence +/- : -15  
~~ Spirit +/- : -15  
~~ HP (Hit Points) +/- : +0  
~~ MP (Magic Points) +/- : +0

Equippable By:

~~ Dark Knight Cecil  
~~ Paladin Cecil  
~~ Child Rydia  
~~ Adult Rydia  
~~ Kain  
~~ Edge  
~~ Rosa  
~~ Edward  
~~ Cid  
~~ Yang  
~~ Palom  
~~ Porom  
~~ Tellah  
~~ FuSoYa

Miscellaneous:

~~ Armor Element : None  
~~ Status Protection : None  
~~ Monster Type Advantages: None  
~~ Notes : Elemental resistances of the wielder become absorptions.  
~~ Locations : -- Drop by Spirit.  
-- Drop by Soul.  
-- Drop by Evil Dreamer.  
-- Drop by Belphegor.  
-- Drop by Bone Dragon.  
-- Drop by Dinozombie.  
-- Drop by Chimerageist.



~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 30.
- Palom : Never.
- Porom : At Level 33.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Curaja

~~ MP Cost: 40 MP

~~ Effect : Restores an immense amount of HP. Damages the Undead.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 38.
- Palom : Never.
- Porom : At Level 49.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Esuna

~~ MP Cost: 20 MP

~~ Effect : Cures all statuses, except KO.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : At Level 24.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Level 20.
- Edward : Never.
- Rosa : At Level 18.
- Palom : Never.
- Porom : At Level 20.
- Yang : Never.
- Edge : Never.

- Cid : Never.
- FuSoYa : Already learned.

=====

### Life

~~ MP Cost: 8 MP  
~~ Effect : Revives from KO with a small amount of HP. Kills the Undead.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : ?????
  - Adult Rydia : Never.
  - Tellah : At Level 20.
  - Edward : Never.
  - Rosa : At Level 11.
  - Palom : Never.
  - Porom : At Level 11.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

=====

### Full-Life

~~ MP Cost: 52 MP  
~~ Effect : Revives from KO with full HP. Kills the Undead.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : ?????
  - Adult Rydia : Never.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : At Level 45.
  - Palom : Never.
  - Porom : At Level 56.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

=====

### Blink

~~ MP Cost: 8 MP  
~~ Effect : Raises evasion.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.

- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Level 20.
- Edward : Never.
- Rosa : At Level 23.
- Palom : Never.
- Porom : At Level 23.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Protect

~~ MP Cost: 9 MP

~~ Effect : Reduces damage taken from physical attacks.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 12.
- Palom : Never.
- Porom : At Level 12.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Shell

~~ MP Cost: 10 MP

~~ Effect : Reduces damage taken from magical attacks. This includes Cure, etc.

~~ Learned By:

- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : ??????
  - Adult Rydia : Never.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : At Level 29.
  - Palom : Never.
  - Porom : At Level 29.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.
-

Reflect

~~ MP Cost: 30 MP

~~ Effect : Reflect magical attacks back to the other side of the field.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 36.
- Palom : Never.
- Porom : At Level 44.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Float

~~ MP Cost: 8 MP

~~ Effect : Lifts the target off the ground, negating all ground damage from the field and in battle.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 35.
- Palom : Never.
- Porom : At Level 40.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Hold

~~ MP Cost: 5 MP

~~ Effect : Causes paralysis.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.



- Rosa : At Level 10.
- Palom : Never.
- Porom : At Level 10.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Silence

~~ MP Cost: 6 MP

~~ Effect : Prohibits the casting of spells.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ?????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 15.
- Palom : Never.
- Porom : At Level 14.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Confuse

~~ MP Cost: 10 MP

~~ Effect : The target attacks its allies and the player loses control.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ?????
- Adult Rydia : Never.
- Tellah : At Level 20.
- Edward : Never.
- Rosa : At Level 24.
- Palom : Never.
- Porom : At Level 25.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Slow

~~ MP Cost: 14 MP

~~ Effect : Makes the target's turns come slower.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 10.
- Palom : Never.
- Porom : At Level 10.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====  
Dispel

~~ MP Cost: 12 MP

~~ Effect : Nullifies the effects of magic cast on the target (ie. Haste).

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 31.
- Palom : Never.
- Porom : At Level 31.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====  
Scan

~~ MP Cost: 1 MP

~~ Effect : Find the target's stats and weaknesses.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : At Level 3.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 10.
- Palom : Never.
- Porom : At Level 10.
- Yang : Never.
- Edge : Never.

- Cid : Never.
- FuSoYa : Already learned.

=====

### Haste

~~ MP Cost: 25 MP

~~ Effect : Increases the frequency of the target's turns.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 33.
- Palom : Never.
- Porom : At Level 38.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Berserk

~~ MP Cost: 18 MP

~~ Effect : Raises the target's physical power while rendering the player unable to control them.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 20.
- Palom : Never.
- Porom : At Level 18.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Teleport

~~ MP Cost: 10 MP

~~ Effect : Leave a battle, or return to the entrance of a dungeon.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : At Level 19.

- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Level 20.
- Edward : Never.
- Rosa : At the Tower of Zot.
- Palom : Never.
- Porom : At Level 19.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

#### Mini

~~ MP Cost: 6 MP

~~ Effect : Causes or cures the status Mini.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 30.
- Palom : Never.
- Porom : At Level 31.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

#### Sight

~~ MP Cost: 2 MP

~~ Effect : See the map of the surrounding area. Out-of-battle only.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : At Level 3.
- Kain : Never.
- Child Rydia : ??????
- Adult Rydia : Never.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : At Level 10.
- Palom : Never.
- Porom : At Level 10.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====



- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : After returning to the party as an adult.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 12.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

#### Firaga

~~ MP Cost: 30 MP  
~~ Effect : Deals large amount of Fire-based damage.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : At Level 42.
  - Adult Rydia : At Level 42.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : Never.
  - Palom : At Level 33.
  - Porom : Never.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

=====

#### Blizzard

~~ MP Cost: 5 MP  
~~ Effect : Deals small amount of Ice-based damage.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : Already learned.
  - Adult Rydia : Already learned.
  - Tellah : At Level 20.
  - Edward : Never.
  - Rosa : Never.
  - Palom : At Level 10.
  - Porom : Never.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

=====

Blizzara

~~ MP Cost: 15 MP

~~ Effect : Deals moderate amount of Ice-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : After returning to the party as an adult.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 11.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====  
Blizzaga

~~ MP Cost: 30 MP

~~ Effect : Deals large amount of Ice-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 39.
- Adult Rydia : At Level 39.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 32.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====  
Thunder

~~ MP Cost: 5 MP

~~ Effect : Deals small amount of Lightning-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 4.
- Adult Rydia : At Level 4.
- Tellah : At Level 20.
- Edward : Never.

- Rosa : Never.
- Palom : At Level 10.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Thundara

~~ MP Cost: 15 MP

~~ Effect : Deals moderate amount of Lightning-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : After returning to the party as an adult.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 13.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Thundaga

~~ MP Cost: 30 MP

~~ Effect : Deals large amount of Lightning-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 45.
- Adult Rydia : At Level 45.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 34.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Tornado

~~ MP Cost: 25 MP

~~ Effect : Bring's the enemy's HP to critical or near-critical levels.



~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 51.
- Adult Rydia : At Level 51.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 48.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Quake

~~ MP Cost: 30 MP

~~ Effect : Causes a damaging earthquake.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 47.
- Adult Rydia : At Level 47.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 23.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

### Meteor

~~ MP Cost: 99 MP

~~ Effect : Inflicts immense damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 60.
- Adult Rydia : At Level 60.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 50.
- Porom : Never.
- Yang : Never.
- Edge : Never.

- Cid : Never.
- FuSoYa : Already learned.

---

Poison

~~ MP Cost: 2 MP  
~~ Effect : Damages and may Poison the enemy.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : At Level 7.
  - Adult Rydia : At Level 7.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : Never.
  - Palom : At Level 10.
  - Porom : Never.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

---

Bio

~~ MP Cost: 20 MP  
~~ Effect : Slowly reduces the enemy's HP.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : At Level 26.
  - Adult Rydia : At Level 26.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : Never.
  - Palom : At Level 19.
  - Porom : Never.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.

---

Break

~~ MP Cost: 15 MP  
~~ Effect : Causes instant petrification.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.

- Child Rydia : At Level 49.
- Adult Rydia : At Level 49.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 36.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Death

~~ MP Cost: 35 MP

~~ Effect : Kills the enemy in an instant.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 52.
- Adult Rydia : At Level 52.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 46.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

Warp

~~ MP Cost: 4 MP

~~ Effect : Return to the previous dungeon floor out of battle.

~~ Learned By:

- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : At Level 10.
  - Adult Rydia : At Level 10.
  - Tellah : At Mt. Ordeals.
  - Edward : Never.
  - Rosa : Never.
  - Palom : At Level 29.
  - Porom : Never.
  - Yang : Never.
  - Edge : Never.
  - Cid : Never.
  - FuSoYa : Already learned.
-

Toad

~~ MP Cost: 7 MP

~~ Effect : Turns the target into a Toad, or cures them of the status.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 12.
- Adult Rydia : At Level 12.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 22.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Pig

~~ MP Cost: 1 MP

~~ Effect : Turns the target into a Pig, or nullifies the status.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 20.
- Adult Rydia : At Level 20.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 11.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

=====

Flare

~~ MP Cost: 50 MP

~~ Effect : Inflicts heavy damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 55.
- Adult Rydia : At Level 55.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.

- Palom : At Level 55.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

### Sleep

~~ MP Cost: 12 MP

~~ Effect : Makes the enemy go to Sleep.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 6.
- Adult Rydia : At Level 6.
- Tellah : At Mt. Ordeals.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 10.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

### Stop

~~ MP Cost: 15 MP

~~ Effect : Temporarily halts the target's movement altogether.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : At Level 13.
- Adult Rydia : At Level 13.
- Tellah : At Level 20.
- Edward : Never.
- Rosa : Never.
- Palom : At Level 14.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Already learned.

---

### Drain

~~ MP Cost: 9 MP

~~ Effect : Damages the target, then the user gains HP equal to the damage dealt.



- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : At Level 38.
- Cid : Never.
- FuSoYa : Never.

---

Blitz

~~ MP Cost: 25 MP  
~~ Effect : Deals lightning damage to all enemies.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : Never.
  - Adult Rydia : Never.
  - Tellah : Never.
  - Edward : Never.
  - Rosa : Never.
  - Palom : Never.
  - Porom : Never.
  - Yang : Never.
  - Edge : At the Tower of Babel.
  - Cid : Never.
  - FuSoYa : Never.

---

Flame

~~ MP Cost: 15 MP  
~~ Effect : Deals Fire-based damage to all enemies.

- ~~ Learned By:
- Dark Knight Cecil: Never.
  - Paladin Cecil : Never.
  - Kain : Never.
  - Child Rydia : Never.
  - Adult Rydia : Never.
  - Tellah : Never.
  - Edward : Never.
  - Rosa : Never.
  - Palom : Never.
  - Porom : Never.
  - Yang : Never.
  - Edge : At Level 20.
  - Cid : Never.
  - FuSoYa : Never.

---

Flood

~~ MP Cost: 20 MP  
~~ Effect : Hits all enemies with a huge tidal wave.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : At the Tower of Babel.
- Cid : Never.
- FuSoYa : Never.

=====

Pin

~~ MP Cost: 5 MP

~~ Effect : Inflicts stop on the target.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : At Level 27.
- Cid : Never.
- FuSoYa : Never.

=====

Smoke

~~ MP Cost: 10 MP

~~ Effect : Allows the party to escape the battle, excepting certain ones.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : At Level 33.





~~ Effect : Deals Ice-based damage to all enemies.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Already learned.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====  
Ramuh

~~ MP Cost: 30 MP

~~ Effect : Deals Lightning-based damage to all enemies.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Already learned.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====  
Ifrit

~~ MP Cost: 30 MP

~~ Effect : Deals Fire-based damage to all enemies.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Already learned.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.

- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

---

### Titan

~~ MP Cost: 40 MP

~~ Effect : Deals ground damage to all enemies.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Already learned.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

---

### Asura

~~ MP Cost: 50 MP

~~ Effect : Casts Curaga, Life, or Protect on your party.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : At the Land of Summons.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

---

### Leviathan

~~ MP Cost: 50 MP

~~ Effect : Damages all enemies via a tsunami.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.

- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : At the Land of Summons.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

## Sylph

~~ MP Cost: 25 MP

~~ Effect : Uses Drain on an enemy and distributes the reward among your party.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : In Sylvan Cave.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

## Odin

~~ MP Cost: 45 MP

~~ Effect : Cuts through the opponents with Zantetsuken.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : In Baron, after defeating Odin.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

Bahamut

~~ MP Cost: 60 MP

~~ Effect : Heavily damages all enemies.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : In the Cave of Bahamut, after defeating Bahamut.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

Goblin

~~ MP Cost: 1 MP

~~ Effect : Deals very little damage to an enemy.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Upon using the respective item.
- Adult Rydia : Upon using the respective item.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Never.
- Porom : Never.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

Bomb

~~ MP Cost: 10 MP

~~ Effect : Uses Self-Destruct to do paltry damage to an enemy.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Upon using the respective item.
- Adult Rydia : Upon using the respective item.
- Tellah : Never.
- Edward : Never.



Comet

~~ MP Cost: 20 MP

~~ Effect : Deals non-elemental damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Already learned.
- Porom : Already learned.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

Pyro

~~ MP Cost: 10 MP

~~ Effect : Deals Fire-based damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.
- Rosa : Never.
- Palom : Already learned.
- Porom : Already learned.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

=====

Double Meteor

~~ MP Cost: ?? MP (99, I think)

~~ Effect : Hits enemies for non-elemental damage.

~~ Learned By:

- Dark Knight Cecil: Never.
- Paladin Cecil : Never.
- Kain : Never.
- Child Rydia : Never.
- Adult Rydia : Never.
- Tellah : Never.
- Edward : Never.

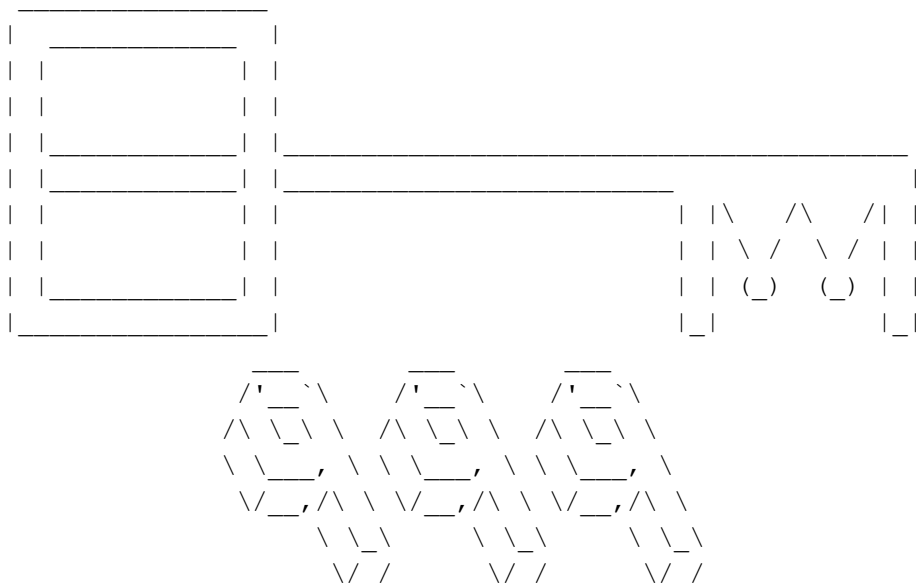
- Rosa : Never.
- Palom : Already learned; requires equipping of Twin Stars.
- Palom : Already learned; requires equipping of Twin Stars.
- Yang : Never.
- Edge : Never.
- Cid : Never.
- FuSoYa : Never.

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+++          This is the end of KeyBlade999's          +++
+++          Final Fantasy IV Advance FAQ/Walkthrough.  +++
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KeyBlade999