

unique tag. I'd just like to let everyone know that my category titles are already unique. Just hit ctrl + F, then put in the category title "15) Dark Arts" for example and it will take you straight there.

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1) Authors Notes

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Final Fantasy V was first released back in 1992 for the Super Nintendo, I first experienced it's beauty in 1998 on my PC thanks to Vimm and RPGe. It was the second RPG I ever played (After FFVI) and it's always held a special place in my heart as one of the best. I never played the PSX version so after hearing about the GBA port English version with extra content I just had to have it. Seeing as there were no FAQ's written I decided I'd write my own.

This is my first ever FAQ so it wont be anything special and the layout will probably suck, but if you have any comments, layout suggestions, suggestions for new sections, flames, notice anything missing, want to correct my spelling and grammar or want to ask for my children, feel free to send your emails to: kialobeli@gmail.com

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2) Legal stuff

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3) Basics

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4) Walkthrough

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4.a) WORLD ONE

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METEORITE AT TYCOON

- Items: Phoenix Down
- New Monsters: Goblin

After watching a much cooler intro than the one in the SNES version, press any button and select New Game from the menu. The scene switches to a castle and you'll see Princess Lenna and King Tycoon. After some dialogue the king leaves on a miniature dragon and we're treated to shots of some of the games other characters before taking control of Bartz. Head west and up to the meteorite.

In this area follow the path (jumping of Boko as you go) until you spot two goblins carrying off Lenna. Bartz will jump in and engage them in combat, killing them in a single hit. After a bit more dialogue, during which you meet the Old Man, aka Galuf, and renaming your character, you regain control of Bartz. Grab the Phoenix Down from the hidden south east path and leave the area the same way you came in.

Head west and north between the mountains and you'll leave the world map and be thrown off your chocobo. Head north along the collapsing ground, fighting off two groups of goblins and grabbing Lenna and Galuf before fleeing north to another area. After a bit more dialogue, head north into the cave.

Note: Lenna joins the party equipped with a Knife. This is the only one of this item in the game.

PIRATE HIDEOUT

Items: Leather Cap

New Monsters: Steel Bat, Devil Crab, Stropper

Follow the path north and Bartz will point out a healing spring to the west, move into the next room, grab the Leather Cap from the chest and push the button to the right of the door to continue onwards. In the next area you'll be shown a ship without sails, just keep following the path to the pirate hideout. You can't go anywhere here so just hop on the boat and get your capture over with by trying to use the steering wheel.

When you get control of the boat, sail north and you'll be asked if you want to be taken to the wind shrine. Say no if you want to visit the nearby town or skip ahead in this walkthrough. Sail north east for a bit and you'll see the town of Tule, so head inside.

TOWN OF TULE

Items: Potion, Tent, Phoenix Down, Leather Shoes, 150 gil, Tent, Phoenix Down, Potion, 100 gil, Ether, Leather Shoes

New Monsters: Killer Bee, Nutkin, Stray Cat (outside Tule)

Here you'll find the greenhorn's club, where the rpg newbies can learn the basics, item, weapon, armor and magic shops, an inn, a pub and a house belonging to Zok.

You can find a Potion in the barrel closest to the bridge by Zok's house and a Tent in the box to the left of it. If you cross the bridge and go west you'll find a path leading to a bush that holds a Phoenix Down and a box containing some Leather Shoes around the other side of the house. You'll also find a barrel containing 150 gil beside the Inn. Inside the greenhorn's club you'll find a Tent, Phoenix Down, Potion and 100 gil on the first floor with an Ether in a chest down a secret passage on the west wall. There's a pair of Leather Shoes in a trapped chest on the second floor. Inside the pub is a piano you can

play to improve your skill (this is a good thing) and on the second floor you'll see a scene with Faris. When you're done, get back on your ship and sail north east to the wind shrine.

WIND SHRINE

Items: Potion x5, Tent, Leather Cap, Broadsword, Staff
New Monsters: Black Goblin, White Serpent, Moldwynd, Mani Wizard,
Wing Raptor (Boss)
New Jobs: Knight, Monk, Thief, Black Mage, White Mage, Blue Mage

Note: The Black Goblins here are the only enemies you can get Leather Shoes from.

There's a healing urn in the southwest room and the guy next to it will give you 5 Potions. Grab these and head up the stairs. Take the Tent from the chest on the western side of the room and enter the central door to find a consecrated circle that will let you save and use a Tent or Cottage. Head out the south door and up the eastern stairs to find a Leather Cap then head back down and up the western stairs. There's a secret passage in the room just below the western door so you don't need to walk all the way round. Take the Broadsword from the chest inside the west room and attack the creature guarding the staircase.

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*****
* Wing Raptor      * Level: 1 * HP: 250 * Drops: Phoenix down      *
*                  * Rare Steal: Nothing * Common Steal: Potion *
* Wing Raptor      * Level: 2 * ----- * ----- *
* (Closed wings)   * ----- * ----- *
*****
```

Comments: All you can do is attack, so keep doing that till it dies. Don't hit it when it folds its wings over (If it even survives that long) as it will counter with a claw attack.

Move up the stairs it was guarding and head clockwise around the next room, heading down the secret passage in the south east corner for a Staff. On the top floor you'll watch a short sequence then gain the jobs; Knight, Monk, Thief, Black Mage, White Mage and Blue Mage. Assign your team some jobs and use the teleporter to the north.

KEY FOR THE CANAL

Magic: Vampire (Blue, Steel Bat), Goblin Punch (Blue, Goblin),
Goblin Punch (Blue, Black Goblin), Aero (Blue, Moldwynd)
Items: Canal Key (Rare item), Potion x8, Tent, Ether, 300 gil
New Enemies: Gatling, Big Horn, Bandersnatch (Strip of land above Torna Canal)

Sail back to Tule and enter Zok's house (The big one at the north end of town) for a story sequence in which you'll be given the canal key, you may also want to buy some new magic and equipment for your new jobs as they can't all equip the same types of weapons.
Before heading to the Canal, head back to the pirate hideout and talk to one of the pirates wandering around for 8 Potions. You'll need to press the button in the south west corner to get the Tent, Ether and 300 gil down the northwestern passage, you'll also find Boko resting in the room to the northeast.
You can learn the Blue magic 'Vampire' from the steel bats here. For those of you who don't know, blue magic is learnt by having a monster cast the spell on

you while you're a blue mage or have the learning ability then winning the battle. After you're done here, head back to your ship and sail north to the Torna Canal, though you may want to revisit the wind shrine and learn the blue magic 'Goblin Punch' and 'Aero' from the Black Goblin and Moldwynd respectively.

TORNA CANAL

New Monsters: Sucker, Octokraken (BOTH MISSABLE), Karlabos (Boss)

Head over to the big door and Bartz will open it with Zok's key. For some strange reason (Someone at Squaresoft enjoys tentacle rape?) the enemies here will only attack Lenna and Faris, stopping altogether if they're both dead so you may want to move them to the back row until the boss to make the fights a bit easier. After following the canal east, it turns south and you'll be attacked by Karlabos.

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*****
* Karlabos           * Level: 5 * HP: 650 * Drops: Tent           *
*                   * Rare Steal: Nothing * Common Steal: Potion *
*****
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| Vulnerable to Lightning |

L-----|

Comments: Karlabos has two moves to watch out for; feeler, which damages and paralyzes one of your party members and tail screw, which reduces a persons health to single digits.

A group of black mages will kill him with 5 casts of thunder.
If you're level 5, Goblin punch will do about 240 damage to him.

After the events following combat, you'll end up in the ship graveyard.

SHIP GRAVEYARD

Items: Flail, Tent, 990 gil, Phoenix Down, Potion, World Map, Antidote,
Antidote, Phoenix Down

New Monsters: Skeleton, Calcruthi, Undead Husk, Mindflusher, Siren (Boss)

Move south along the first plank to a rock and sit on it for a few moments to make more rocks appear. Hop along them to find a Flail. Head back north and inside the first crashed ship. There's nothing in the first room so head downstairs. Here you'll find a Tent in the central room so grab that before continuing onwards. Down the next set of stairs you'll find 990 gil in the box with the skull on the front of it. When you arrive at the two doors, head into the northern one first, down the stairs and under the walkway to find a Phoenix Down. In the southern room, just head down the stairs to the next area. Here, head up the left passage, grab the Potion and continue on. A couple of rooms on your party will stop to rest and you'll find out the truth about Faris if you haven't figured it out already. HE'S A SHE (Must be a pretty flat chested she...). Just keep following the path until you exit the ship.

Follow the wood and rocks south into the next crashed ship, get the World Map then go down the stairs for two Antidotes and a Phoenix Down . Once you've got them leave and head east to the next boat where opening the chest will cause it to rise out of the water. Continuing north will throw you into a boss fight.

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*****
* Siren             * Level: 2 * HP: 900 * Drops: Bronze Armor *
*****
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*                               * Rare Steal: Nothing      * Common Steal: Nothing      *
* Siren                          * ----- * ----- * Drops: Bronze Shield      *
* (when undead)                  * ----- * ----- * ----- *
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| Vulnerable to fire (When undead) | Absorbs Poison (When undead) |
L-----|-----|

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Comments: Siren can cast thunder and blizzard on your party, along with sleep and slow while casting haste and protect on herself. She also has quite high magic defense in her normal form. During the fight she will become one of the undead, where her defense rises and she uses a pretty painful attack called Venomous Clasp, however, she loses her magic defense and can be hurt with restorative magic like cure.

A group of Monks with !black should take it down without too much trouble. If you're playing an LLG and have some level 2 characters, Goblin punch should hit for about 240 damage.

After the battle, head north onto the world map. There, venture south east to the town of Carwen.

If you want a bit of easy ABP, there are three squares of plains just north west of Carwen in which you'll fight Garula. This creature doesn't attack you and runs away after a short while, awarding you with 1 ABP per fight.

TOWN OF CARWEN

Items: Antidote, Frost Rod, 1000 gil
 New Monsters: Tatou, Garula (Outside Carwen)

Here you'll find an item, armor, weapons and magic shops, pub and inn.

You can obtain an Antidote from one of the barrels lined up near the port and a Frost Rod from the hidden passage at the south end of the port (Between two rows of crates). You'll also find 1000 gil in the secret passage in the pub. Make sure to play the piano there then talk to the woman just south of the pub and the guy upstairs who saw the wind drake. Leave the town and head north east to North Mountain.

NORTH MOUNTAIN

Magic: Flash (Blue, Headstone [Needs an Ether]), Aero (Blue, Magissa)
 Items: Phoenix Down, Golden Needle, Mythril Helmet
 New Monsters: Rock Slug, Gaelicat, Cockatrice, Headstone, Magissa (Boss),
 Forza (Boss, MISSABLE)

Note: Apart from rare steals later on, stealing from Headstones is the only way to get enough Silver Specs for your whole party.

Move north and enter the cave. Follow the path south for a Phoenix Down then back north past the entrance. Keep going south past the exit for a Golden Needle, then head back and through the exit. Keep following the path and make sure to avoid the purple flowers that grow outside until you reach a savepoint. Head outside and west and you'll be thrown into another boss battle.

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* Magissa                          * Level: 8 * HP: 650 * Drops: Whip      *

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*           * Rare Steal: Nothing           * Common Steal: Nothing           *
*****
* Forza           * Level: 8 * HP: 850 * Drops: Power Drink           *
*           * Rare Steal: Nothing           * Common Steal: Nothing           *
```

Comments: Lenna begins this fight poisoned so use a antidote on her ASAP. This boss will hit you with blizzard, fire, thunder and aero spells and will occasionally cast drain which can hurt and drag out the fight. After dropping below half health she will summon Forza to help.

Note: Forza does not appear if you kill Magissa too fast. If you want the bestiary entry DO NOT KILL MAGISSA BEFORE SHE SUMMONS HIM!

Faris and Lenna as Monks with !White and Bartz and Galuf as Monks with !Black makes this battle a cinch. Use poisona on Lenna, then Silence Magissa. Attack her untill she summons Forza then put him to sleep with !black and finish of Magissa before killing him. If you don't want to wake him just use your black magic.

At level 8, Goblin punch will do 500+ Damage to both of them.

You'll get the Mythril Helm that you saw before the fight, though there won't be any text to actually let you know about it.

Continue along the path and you'll find Hiryuu (the dragon).

Once on the world map, fly back to where you started the game, go north over the meteorite to enter Castle Tycoon.

CASTLE TYCOON

Items: Hi-Potion, Ether, cottage, Phoenix Down, Elixir, Ether, Maiden's Kiss, Phoenix Down, Elixir, Healing Staff, Ashura, Shuriken, Diamond Bell, Cottage, Cottage

Head into the castle and watch the scene. After you're rudely awakened, leave your room and get a Hi-Potion from the pot. Head to the room on the opposite side of the castle and find an Ether, Cottage, Phoenix Down and an Elixir. Return to the central room and move north into the throne room. The eastern door here leads to an Ether, Maiden's Kiss, Phoenix Down and an Elixir. Once you have these items, leave the building. Outside, you'll find the chancellor in the storehouse to the west that was previously blocked. He'll give you a Healing Staff (again, no text to let you know) and the chests contain an Ashura, Shuriken and Diamond Bell.

Edit: Thanks to Elke Waanders for pointing this out. On the right side of the castle in the outside area, there's a hidden passage behind the lone tree growing against the castle Turret. It leads to two Cottages.

Once you're done here, leave and fly back towards Carwen. Fly south over the water and you'll find the town of Walse.

TOWN OF WALSE

Items: Silver Specs

Here you'll find an armor, weapon and magic stores and an inn.

Get the Silver Specs from the western house, upgrade your equipment and leave to go to castle Walse.

CASTLE WALSE

Magic: Speed (Time, Basement), Pond's Chorus (Blue, Elf Toad [When alone]),
Shiva (Summon), Moon Flute (Blue, Jackanapes [React: Physical])
Items: Tent, Phoenix down, 490 gil, 1000 gil, 1000 gil, Elven Mantle
New enemies: Elf Toad, Ice Soldier, Shiva (Boss),
Ice Commander (Boss fight), Jackanapes (Basement)

In the first room of the castle, head through the double doors and down the stairs to find a Tent, Phoenix Down and 490 gil. Return to the first room and go down the stairs. The secret door beside the guard leads outside the castle and the stairs down lead to the prison. DON'T FREE LONE WOLF. He just steals some items later and you don't get anything for it. The south door leads to a secret area containing the summon Shiva, who you need to defeat to obtain and the north door leads to the basement. Entering the basement will very likely get you killed at this point in the game unless you have the thief ability flee or use the quicksave exploit below.

Note: Thanks to Jigglypuff on the gamefaqs board for this. If you take a few steps in the basement then quicksave and load it back up, the amount of steps to your next fight will reset (usually about 5-15) so you wont get attacked.

You can learn the Blue Magic 'Moon Flute' from the enemies Jackanapes in the basement. They cast it in reaction to physical damage, so the best way to learn it is have a group of knights with the Two-Handed ability in the back row so that you actually have a chance of killing it after it hits you with Moon flute.

In the basement (If you wish to risk it), follow the path until the first fork, go through the right door to learn Speed and find 2000 gil. Head back and go through the left door where you'll find an Elven Mantle. Leave after you've obtained these items.

You can learn the Blue Magic 'Pond's Chorus' from the enemy Elf Toad in Shiva's tower. they only cast it when alone so kill the other enemies first.

Head through the southern door and you'll be outside the castle. Follow the water anti-clockwise around the castle and enter the middle of the waterfall to the north. Head to the top and approach the glowing orb in the center.

* Shiva * Level: 11 * HP: 1500 * Drops: Frost Rod *
* * Rare Steal: Phoenix Down * Common Steal: Hi-Potion *

* Ice Commander * Level: 4 * HP: 600 * Drops: Long Sword *
* * Rare Steal: Nothing * Common Steal: Mythril Sword *

| Vulnerable to Fire | Absorbs Ice |
L-----|-----|

Comments: I've received e-mails from S Whyte, Dil, Dan Zanoria, Thodsakan and Joshua Obritsch with strategies for beating shiva without fire rods. I've taken bits of their strategies and combined them to come up with a really simple way of beating Shiva.

Have Bartz and Galuf as knights with the Two-Handed ability in the front row. Make Lenna and Faris black mages and put them in the back row. Give one of

them the White ability and the other the Blue ability.

As soon as the fight starts, cast the Blue magic Flash. This will render the Ice commanders pretty much obsolete. Attack Shiva with Bartz and Galuf and have Lenna and Faris cast Fire on her until she dies. By this time she should have managed to hit both rows with Blizzara so cast cure on your party and kill the Ice Commanders the same way you killed Shiva.

If you're level 4, Goblin Punch does about 300 damage to the Ice Commanders. If you're level 11, Goblin punch does about 500 damage to Shiva.

Return to the first room for now and head north to see the king. After the scene leave the castle and fly north west to the tower.

TOWER OF WALSE

Items: Silk Robe, Maiden's Kiss, Silver Armet, Ether
New Enemies: Ricard Mage, Wyvern, Pas de Seul, Garula (Boss)
New Jobs: Summoner, Red Mage, Berserker, Time Mage, Mystic Knight

The tower is relatively straight forward, you'll find a Silk Robe by climbing up some vines on the fourth floor, a Maiden's Kiss on the fifth floor and a Silver Armet and ether by climbing up the vines on the back wall of floor 8. On floor 10 you'll encounter a boss.

* Garula * Level: 3 * HP: 1200 * Drops: Hi-Potion *
* * Rare Steal: Hi-Potion * Common Steal: Potion *

Comments: To begin with this looks like an easy battle, it has no magic and doesn't use any skills, but after its health drops to about a third it begins to counter all of your attacks with two of its own, often using the rush attack which damages a character and continues to drain its health at a steady rate, making it a very damaging enemy.

There are two easy ways to beat this boss. You can either bring a White and Blue mage, then cast Silence followed by Pond's Chorus to toad it, or you can bring a freelancer equipped with the Whip to keep it paralyzed. Either way, just smack it down with physical attacks once you've incapacitated it.

At level 3, Goblin Punch should be doing about 350+ damage.

After the battle, collect the crystal shards to get the following jobs; Summoner, Red Mage, Berserker, Time Mage and Mystic Knight. You can't get the last shard so sit back and watch the death scene. When you regain control, enter the meteorite and use the warp portal. Walk west from the meteorite to Karnak. On the way you'll be able to learn the Blue Magic spell ??? from a Wild Nakk in the forest.

KARNAK

New Magic: ??? (Blue, Wild Nakk), Transfusion (Blue, Calcruthi [Confuse])
New Enemies: Aegir, Zu, Wild Nakk, Grass Tortoise (Outsie Karnak)

Here you'll find a magic, armor and weapons store, pub and an inn.

Talk to the weapon or armor salesmen and you'll be arrested. Sit tight in your cell and you'll eventually be let out. You can't get any items from the castle so leave and head back to the city. Play the piano at the pub and upgrade your equipment then head to the fire ship. If you haven't got Shiva yet, now would be an ideal time to go and defeat her. One fireaga from a Fire Rod and a hit from a Fira Swordspell will finish the battle. If you go back to the Ship Graveyard, you can learn the Blue Magic spell 'Transfusion' from the enemy Calcruthi there if you cast Confuse on it. Back at the fire ship, head forward to be shoved inside by Cid. Head through the ship until you reach the area made of metal rather than wood.

FIRE SHIP

Magic: Self Destruct (Blue, Motor Trap [React: Lightning]),
Flash (Blue, Crew Dust [when alone])
Items: Mythril Glove, Elixir, Cottage, Elixir, Phoenix Down, Thief's Gloves,
Green Beret, Moonring blade, Elixir
New Enemies: Crew Dust, Poltergeist, Defeater, Motor Trap, Liquid Flame (Boss)

You can learn the Blue Magic spell 'Self Destruct' from the enemy Motor Trap. Motor Traps appear after you win a fight in which the enemy Defeater is the last enemy you kill. You'll have to do Thunder damage to a Motor Trap to get it to cast Self Destruct.

If you didn't learn it earlier, you'll also be able to learn the Blue Magic spell Flash from the enemy Crew Dust. Crew Dust will only cast Flash when it's alone, so you'll have to kill all the other monsters with it first.

Head north through the door to get a Mythril Glove then head back out and up the stairs. Head up the stairs to the west and follow the path to find an Elixir before returning to the first room.

The stairs to the north lead to a Cottage and the stairs to the east will reward you with an Elixir. The stairs to the north east lead to an elevator, using the switch will take you to the next floor. There is a chest to the east containing a Phoenix Down and a door to the north west with another elevator to take you down to another area of the first floor. Go up the stairs to the north west and travel through the air vents you'll end up in a room with seven exits. Drop down the third vent from the left to get some Thief's Gloves and return to the room. Enter the right most vent and the vent to your east to find a Green Beret, use the nearby door to return to the room. Finally, take the vent second from the left. Go down the stairs and use the switch to find a Moonring Blade, then back up the stairs and through the door. Ignore the treadmill and go through the closer door to find a save point.

In the next room, use the only switch you can reach, then both switches to the west. Use both of the switches against the east wall then the one to the south west (not the one against the south wall) but make sure to be standing beside it, not below. Grab the Elixir from the chest and head into the next area where you'll be thrown into another boss fight.

* Liquid Flame * Level: 19 * HP: 3000 * Drops: Flame Scroll *
* (human) * Rare Steal: Nothing * Common Steal: Nothing *
* Liquid Flame * ----- * ----- * Drops: Flame Rod *
* (hand) * ----- * ----- * ----- *
* Liquid Flame * ----- * ----- * Drops: Flame Bow *
* (wind) * ----- * ----- * ----- *

| Vulnerable to Ice | Absorbs Fire & Wind | Immune to Poison & Water |

L-----|-----|-----|
Comments: This boss has three forms that share HP, but not MP. The human form will attack and cast blaze on your party, when hit it will cast blaze on your party and switch form. The hand form will attack and cast ray on members of your party, a weak attack that can paralyze you and is also immune to magic and spellwords, when hit it will cast Fira and switch form. The whirlwind form casts fira on itself to heal, when attacked will cast magnet on your party and switch form. It's weak to ice magic so blizzara spellword, blizzara black magic and frost rods work well here thought the hand form will need a strong physical attacker to damage.

This boss can be difficult if you don't know it's weakness. Confuse ^_^
Bring a group of four black mages with the !White ability. Cast confuse on him then just blast away with Blizzara spells, as long as he's confused he wont counter attack and he wont change form. Easy :)
If you've managed to get to level 19, bring Blue mages instead of black, Goblin Punch should be hitting for 900+ damage.

For the impatient (read: cheap), breaking two Frost Rods will kill it.

Before continuing onwards, I heavily recommend you head back to the last save point and save your game. The next section is timed and you may miss out on some treasure or not make it in time and want to try again without fighting the boss over.

Either way, head into the next room and watch things get a little heated. You now have 10 minutes before everything goes up in smoke. Having a thief would be a good idea for the ability to flee quickly.

10 MINUTES TO LIVE

Magic: Aero (Blue, Giga [React: Physical]), Aera (Blue, gigas),
Esuna (White, Chest), Death Claw (Blue, Iron Claw),
Missile (Blue, Motor Trap [Control])

Items: 2000 gil, Elixir, Shuriken, Ribbon, 2000 gil, Elixir, Elixir, Elven
Mantle, Elixir, Elixir, Elixir, 2000 gil, Main Gauche, Lightning Scroll,
Flame Rod [Karnak]

New Monsters: Sergeant, Sorcerer, Cur Nakk, Gigas, Death Claw (Boss)
ALL MISSABLE, Dhorme Chimera (Desert)

New Jobs: Beastmaster, Geomancer, Ninja

Head north to the prison and grab the 2000 gil from the nearby chest and an Elixir from the one near the exit, though it is a trapped chest so ignore it if you don't think you can kill the monsters quickly. Both the chests in the next room are trapped, the east chest contains a Shuriken and theres a Ribbon in the western chest. You'll fight a Gigas when opening the eastern chest from whom you can learn the blue magic 'Aera'. The next two rooms are devoid of items so rush through them. When you get to the main hall, enter the western door for two Elixirs in trapped chests and 2000 gil in the chest by the entrance. Go up the stairs and follow the castle wall to find another trapped chest containing an Elven Mantle. Return to the main hallway and go through the eastern door to find three Elixirs in trapped chests and 2000 gil in the one nearest the entrance. Go up the stairs and follow the wall around for a trapped chest containing a Main Gauche. Return to the main hall and head south, but before leaving the room there's the spell Esuna in the chest to the west and a Lightning Scroll to the east, both of them trapped. Head outside and you'll enter a boss battle... kinda .

* Iron Claw * Level: 39 * HP: 900 * Drops: Silver Specs *
* * Rare Steal: Nothing * Common Steal: Hero Cocktail *

Comments: Kill the Cur Nakks first and the sergeant will morph into Iron Claw. This guy will get a critical attack every hit and occasionally uses Death Claw to drop a persons health to single digits and paralyze them.

One target-all Aera spell should kill the Kur Nakks.
Iron Claw has no status immunities or elemental weaknesses, so play with him as you see fit. I would recommend Pond's Chorus and Aera spells.
If you're level 39 at this point, you don't need a guide. Go away.

Note: If you do kill the sergeant first (For whatever reason), you wont get Iron Claw in your bestiary and you wont meet him again.

After the battle you'll get the following jobs; Beastmaster, Geomancer and Ninja. If you return to Karnak you can now go up onto the wall, you follow it west you'll find a barrel containing a Flame Rod. If you want an easier time learning blue magic, I would advise getting a beastmaster to level 2 to learn the control command. Once you get it, go back in the Steamship and take control of a Motor Trap. Have the Motor Trap cast 'Missile' on someone with the Learning ability.

Head west through the broken wall and south till you reach a desert. If you want to learn the blue magic 'Aqua Breath' then run around in the sand to encounter Dhorme Chimera. Beware that this beast will probably kill your party members in 2-3 hits each. The Aqua breath skill your trying to learn will deal about 300 damage to your party. If this sounds a bit too much for you at this point then just walk around the desert to the Library of the Ancients.

LIBRARY OF THE ANCIENTS

Magic: Transfusion (Blue, Mythril Dragon [Control]), Aera (Blue, Page 32),
Level 5 Death (Blue, Page 64), Moon Flute (Blue, Page 256),
Off-Guard (Blue, Page 256 [Control]), Ifrit (Summon),
Magic Hammer (Blue, Byblos)

Items: Ether, Ninja Suit, Phoenix Down

New Enemies: Silent Bee, Mythril Dragon (Outside the Library), Page 32,
Page 64, Page 128, Page 256, Ifrit (Boss), Byblos (Boss)

Note: Page 64 here has the rare steal Silver Specs, it's one of the only two places you can get these from. Stealing them in North Mountain is easier.

If you head forward to the next room, you'll find a healing pot and up the stairs on the roof you'll be able to fight pages 32 and 64 by examining the book on the right, from these you can learn the blue magics 'Aera' and 'Level 5 Death' respectively. Make sure your blue mage's level is a multiple of 5 and that someone elses level isn't, otherwise the spell will either miss the mage or you will all die from it.

Head back to the first room and down into the basement. Walk forward and examine the bookcase and it will move out of your way, examine the hole to your left and it will move back over, allowing you to walk through the bookcase to the other side of the room. Walk through the next bookcase and up the stairs, causing the first bookcase to move over once again so you can walk along it. Walk right up to the eastern wall and the bookcase should move back to its original position, allowing you to move down the stairs and into the northern

end of the room. Examine the bookcase in the corner and it will reveal a secret passage.

You can learn the Blue Magic spell 'Off-Guard' from the enemy Page 256 in the next few rooms if you use the Beastmasters's !Control ability. If you didn't learn the Blue Magic spell 'Moon Flute' in Walse Castle, then you can learn it here from a Page 256 as well.

In the next room, move south then east to find a chest containing an Ether. Head back west and continue south. In the next room, head up the stairs to the east and examine the bookshelf. You'll find a secret passage leading to Ifrit, who engages you in combat.

```
*****
* Ifrit                * Level: 22 * HP: 3000 * Drops: Flame Scroll      *
*                      * Rare Steal: Nothing      * Common Steal: Phoenix Down *
*****
| Vulnerable to Water & Ice | Absorbs Fire | Immune to Poison |
L-----|-----|-----|
```

Comments: Ifrit is a fire elemental, he can cast Blaze on your party, Fire on a single member and use High Kick to Paralyze one of your party members.

Four black mages, do I have to say more? *hint*Blizzara*hint*

If you're having trouble for some reason, use Stop or break a Frost Rod

Head back to the entrance of the secret passage and enter the door beside the stairs. The bookshelf will move to block your path but Ifrit will put it in its place ^_^ Head past and down the stairs to the left for a Ninja Suit. Return to the room and go into the hole in the bookcase. In the next area ignore the east path and head west. Head south at the fork for a Phoenix Down the back up and head east to the next room. Nothing in the next room so move on. Walk up to the bookcase in your way and it will move over, walk up the ladder behind it and examine the books and the bookcase will move back over. Examining the books at the top of the southern ladder will throw you into a random battle. Head down the passage where the books used to find a save point. Carry on through the next few rooms to find Mid and get attacked by byblos.

```
*****
* Byblos                * Level: 24 * HP: 3600 * Drops: Iron Draft      *
*                      * Rare Steal: Dark Matter * Common Steal: Mallet      *
*****
| Vulnerable to Holy & Fire | Absorbs all other elements |
L-----|-----|
```

Comments: This guy has quite a strong physical attack, so I recommend moving the whole party into the back row for this one. On top of that he can cast Magic Hammer to half your MP, Web, which casts slow on a character, confuse, discord, which halves your level and wind slash, which hits all your party members for around 200 damage and cast protect on himself. He will also randomly frog one of your party members to counter magic.

Three Blue Mages with !White and one with !Black. Hit him with death claw then wait for him to cast Magic Hammer, keeping your health up with Cura. After he uses it smack him with Fira to end the fight.

Edit: Thanks to Sergio Silva for confirming that Byblos absorbs holy at the normal damage rate. The weakness in the bestiary seems to be an error.

After the fight, talk to Mid and you'll be taken back upstairs. Exit the temple

and head back to the pub in Karnak to see Cid. After the scene, leave the pub and go board your new ship.

Check your map and sail to the south eastern most dot on the crescent shaped island.

CRESCENT ISLAND

Magic: Goblin Punch (Blue, Sahagin) Mighty March (Song),
Dark spark (Blue, Black Flame), Flamethrower (Blue, Prototype)
Self Destruct (Blue, Prototype), Missile (Blue, Prototype)
New Enemies: Sahagin, Thunder Anemone, Sea Ibis, Corbett (Ocean), Doublizard,
Bio Soldier, Harvester, Black Flame (Crescent island),
Prototype (two islands southwest of Crescent)
New Jobs: Bard, Ranger

Note: Apart from rare steals in world three, drops from the harvester is the only place you can get the Death Sickle.

Here you'll find a weapon, armor and magic store, an inn and a single house.

Upon entering Crescent your ship will sink, stranding you on the island. Back in town, head into the house and play the piano, talking to the bard to learn Mighty March. Leave the town and enter the Black Chocobo forest to the south. Catch the black chocobo and you'll get the Bard and Ranger jobs and be able to fly around on the chocobo. You can get the blue magic 'Dark Spark' from the enemies Black Flame. Head back to the library of the ancients to report the ships loss to Cid.

The next three towns are totally optional and you can skip them if you wish, just head straight for the shifting desert.

TOWN OF JACHOL

Items: Shuriken, Tent, Blitz Whip
New Enemies: Bomb, Skull Eater

Here you'll find an item, weapon, armor and magic shop, a pub and an inn.

The town is the south western most dot on your map. You'll need to land quite a distance from the town as the black chocobo can only land in forests, there's one east of the town.

Upgrade your equipment, rest at the inn and play the piano in the pub. Leave the town and head back towards your chocobo, entering the cave you see on the way.

If you want to kill a Skull Eater here for the bestiary, you can use !throw, !gaia or !control for an easy kill. (It only has 1 health)

Follow the path south and press the switch to move the big rock. Continue down the path to a row of skull switches, they will randomly disappear leaving just one switch on the wall witch you need to activate before the others reappear, this will cause the big rock to move over again. Head back to the open chest you saw on the way and head east. Examine the chest near the door and flip the switch to open it then head through into the next area. Head west at the fork to find a Shuriken and a Tent, then follow the path back east. At the next fork head east to get a Blitz Whip and then leave the caves and return to your

chocobo.

TOWN OF IISTORY

Magic: Romeo's Ballad (Song), Toad (Black), Flash (Blue, Ramuh), Ramuh (Summon)

Items: Ramuh

New Enemies: Stone Golem, Mini Dragon, Ramuh (Boss)

Here you'll find an item, armor and magic shop and an inn.

Istory is the north western most dot on your map, there's a big forest to the east of it. Upgrade and rest as usual, then talk to the sheep near the bard from behind and it will kick you over the fence. Talk to the bard and he will teach you Romeo's Ballad. If you run around the square of flowers you'll get the spell Toad. Leave the town and run around in the forest to the east, you'll eventually encounter the esper Ramuh.

```
*****
* Ramuh                * Level: 21 * HP: 4000 * Drops: Ramuh          *
*                      * Steal: Hi-Potion                          *
*****
```

| Absorbs Lightning |

L-----|

Comments: Ramuh will cast thunder, thundera and electrocute along with the blue magic flash throughout the battle so stock up on eye drops. He has no elemental weakness but his magic defense is super low so a group of black mages with !White will take him down quite quickly.

Dark Spark, then Level 5 Death will kill him instantly.

The random Death spell from Death Sickles will kill him instantly.

TOWN OF Lix

Magic: Alluring Air (Song)

Here you'll find an item, weapon, armor and magic shop, an inn and a house.

The town of Lix is located just north of the wind shrine, it's surrounded by forest. The shops here will sell at half price since it's Bartz's home town, it's also free to stay at the inn. If you talk to the blonde guy walking around the center of town you'll have a flashback about your fear of heights. Staying at the inn will give a scene about Bartz's parents and examining the music box in his house shows another flashback. Talk to the person in your house after watching it to learn Alluring Air.

DESERT OF SHIFTING SANDS

New Enemies: Sandboil, Desert Killer, Sand Bear, Sandworm (Boss)

If you wanted to skip the optional stuff, here's where you should start reading again.

Note: Stealing from the Sand Bears here is the only place you can get Javelins.

You'll find the desert west of the library of the ancients. when you try to cross, you'll be pushed back then Cid and Mid will appear with an idea.

They'll ask if you're ready so say yes to begin a fight with the sandworm.

```
*****
* Sandworm          * Level: 18 * HP: 3000 * Drops: Nothing *
*                  * Rare Steal: Nothing * Common Steal: Nothing *
*****
```

```
| Vulnerable to Water |
L-----|
```

Comments: The sandworm randomly moves between three holes in the ground, make sure you don't hit an empty hole or it will counter with the Gravity spell, cutting your health in half. The sandworm will occasionally cast quicksand on your party which puts a constant drain on their health just like Garulas rush attack, except this hits your whole party.

Make everyone blue mages and hit it with Aqua Breath, it'll die in one hit. If you don't have Aqua Breath, throw a couple of Water Scrolls at it.

You can now walk over the sandworms tunnel to get into the desert. Move to the end of the path and step south into the shifting sands. Move two steps south to the next spot, two west and four south to the next spot, one south to the next spot and then one west and three south to the exit. Back on the world map, head south to Gohn, the town of ruin.

GOHN, THE TOWN OF RUIN

Magic: Mini (White)
Items: Shuriken, shuriken
New enemies: Cray Claw (Boss), Adamantoise (Boss)

Head north to the stairs and King Tycoon will appear, chase him around the ruins for a bit before confronting him and falling down a hole. Head through the door to the west and you'll get transported to a facility at crescent island, just before the teleporter is destroyed. Head up the stairs and through the empty room to hit a switch, causing Cid and Mid to fall through a hole while opening the door ahead. Ignore that door for now and go into the southern room.

Edit: Thanks to Tom Barrister for sending in an email saying you don't need to get the clues in the three rooms to use the switch. Just go down into the left room and when it asks "Push the switch?", answer "No." It will then ask to "Pull the switch?". Answering "Yes" will open the passage allowing you to get two Shurikens and the spell Mini.

Leave the room and head north past the savepoint to find some ships and watch a scene. Talk to Cid and you'll be thrown into a fight against Karlabos, uhh I mean Cray Claw.

```
*****
* Cray Claw        * Level: 43 * HP: 2000 * Drops: Frost Bow *
*                  * Rare Steal: Nothing * Common Steal: Coral Sword *
*****
```

```
| Vulnerable to Lightning | Absorbs Water |
L-----|-----|
```

Comments: Just like his twin earlier, Cray claw will hit your party members with Tail screw, reducing their health to single digits. This time however he has the ability Slimer, which slows your party members and constantly drains their health. Slimer + Tail screw = Instant death so make sure you've got a

couple of phoenix downs handy.

Black mages, ninjas and mystic knights will be useful here with thundera, thunder rods and thunder scrolls.

You can head to Castle Tycoon and spend the night for a flashback if you wish, then head back to the ruined city to watch it take off. Head back to where you got the airship and talk to Cid. Fly to the meteorite near Castle Tycoon and head inside the get the adamantite, launching you into another boss battle.

```
*****
* Adamantoise          * Level: 20 * HP: 2000 * Drops: Turtle Shell      *
*                      * Steal: Iron Draft                          *
*****
```

```
| Vulnerable to Ice |
L-----|
```

Comments: He only has 2000 health, but his super high defense makes it hard to damage with physical attacks and his strong attacks will kill your party members pretty quickly. I recommend the spellsword, black and summon abilities to end this asap with blizzara and shiva. If you have any frost rods left this is a good time to use them. If you don't have any rods then move everyone to the back row as he can hit for 300-400 damage per hit and often hits twice in a row.

Matthew Gibson and VeghEsther wrote in to mention that it's level 20, so level 5 Death will kill it instantly.

Head back to your airbase and give the admantite to Cid and Mid. Once you have the upgrade, you can select the up arrow when you try to land to attack the flying ruins. The best place to do this would be near the town of Lix as you can rest for free at the inn between attacks.

GOHN, THE FLYING RUINS

Magic: Flamethrower (Blue, Flame Thrower), Missile (Blue, Missile Launcher)
New enemies: Flame Thrower, Rocket Launcher (Both have no bestiary entry),
Soul Cannon (Boss), Launcher (Boss fight)

Head up and close in on the ruins, The four battles you fight here are randomly picked from the following two sets of enemies each time you engage on of the turrets.

```
*****
* Flame Thrower x2    * Level: ?? * HP: 2400 * Drops: Speed Shake      *
*                    * Steal:                               *
*****
```

```
| Vulnerable to Lightning |
L-----|
```

Comments: If you've purchased any flame rings, make sure they're quipped for this battle. If you managed to afford 4 of them then you can't even get hurt in this fight. The rest of you will have to fight them normally ;) Summon, black, spellsword and throw are recommended again for this battle. Just blast away at them with thunder items/spells/summons/attacks and keep your health up with white magic. If you learned the blue magic Death Claw it will reduce their health to single figures and you can kill them in a single hit. You can learn the blue magic 'flamethrower' from these guys.

```

*****
* Rocket Launcher x2 * Level: ?? * HP: 2500 * Drops: Iron Draft *
* * * Steal: *
*****
| Vulnerable to Lightning |
L-----|
Comments: Almost the same battle as above, except the fire ring doesn't work
here. Their missiles cut your health in half and confuse your party members so
try to make this one quick. Blast them with thunder magic or death claw and
slash. You can learn the blue magic 'Missile' from these if you don't have it
already.
-----

```

A massive cannon will appear out of the ruins so rest up by flying of the north of the screen and then engage it.

```

*****
* Soul Cannon * Level: 36 * HP: 22500 * Drops: Dark Matter *
* * * Rare Steal: Elixer * Common Steal: Ether *
*****
* Launcher x2 * Level: 50 * HP: 10800 * Drops: Hi-Potion *
* * * Steal: Ether *
*****
| Vulnerable to Lightning (Cannon Only) | Immune to Poison, Wind & Water |
L-----|-----|
Comments: Concentrate all your attacks on the two launchers as they're the ones
firing missiles that half your health and cause aging. Level 5 Death will kill
them or you can attack them as normal. Once they're down you'll just have the
main cannon to worry about which has really long delays between its attacks.
It's attack, however, is pretty damaging. Once it charges up it fires its Wave
Cannon at you which does about 200-300 damage to your party and then drains
another 100-150 over time.
A team of black mages with the Blue ability should end it without taking a
single hit from any of the targets.
-----

```

After the fight, go rest again and then fly into the hole where the cannon used to be.

RONKA RUINS

Magic: White Wind (Blue, Enchanted Fan [Control]), Aera (Blue, Enchanted Fan),
1000 Needles (Blue, Lamia [Control]), Pond's Chorus (Blue, Archeotoad),
Level 4 Graviga (Blue, Ghidra [On death])
Items: Golden Armor, Elixir, Phoenix Down, Golden Shield, Hi-Potion, Shuriken,
5000 gil, Ancient Sword, Moonring Blade, Power Armet, Ether, Cottage
New Enemies: Ra Mage, Ronkan Knight, Stone Mask, Enchanted Fan, Lamia,
Archeotoad, Hydra, Ghidra !!ALL MISSABLE!!, Archeoavis (Boss)
New Jobs: Samurai, Dragoon, Dancer, Chemist

Leave the ship and head through the first room. In the next room you'll find invisible floors, these are easily detected by the lack of grass growing along the edge of it or by using the thief's 'See passages' ability. You can learn the Blue Magic '1000 needles' from the monster Lamia and the Blue Magic 'White Wind' from the monster Enchanted Fan here, though you need to control both monsters for their spell.

Head east over the bridges then south over more invisible floor to the chest.

Take the Golden Armor and head south. In the next room head over the invisible floor to the south west. You'll see four walkways to the east, go up the third from the left to get an Elixir then the leftmost walkway to continue on. Ignore the stairs to the north for now and head up the stairs to the east to save. Leave that room and grab the Phoenix Sown from the chest before heading down the stairs to the south. Follow this route to the chest containing the Golden Shield then head back and take the stairs I told you to ignore before. Keep following this route until you come to a chest containing a Hi-Potion. Grab it and go down the nearby stairs. You'll come to a room containing five chests however there's a hidden hole in the middle of the room, so follow the wall around in a clockwise direction, but don't past the last chest as there's another hole. You'll find a Shuriken, 5000 gil, Ancient Sword, Moonring Blade and Power Armlet in the chests.

Once you have the items head back to the chest containing the Hi-Potion and head south through the door. Follow the path, making sure to avoid the holes, and take the stairs to your south when you reach a fork to find a save point. Go back down and through the door to the north. Head down the stairs at the next fork to find two chests containing an Ether and Cottage then head back up and go south through the door. Press the switch when you come to it and head down the stairs to find King Tycoon. Before fighting him run around in this room until you find a Ghidra, it will cast Level 4 Graviga on your party when it dies. You'll end up fighting archeoavis.

```
*****
* Archeoavis (1)      * Level: 21 * HP: 6400 * Drops: Goliath Tonic      *
*                    * Steal: Nothing                    *
* Archeoavis (2)      * Level: 19 * ----- * Drops: Power Drink      *
*                    * ----- * ----- * ----- *
* Archeoavis (3)      * Level: 23 * ----- * Drops: Speed Shake      *
*                    * ----- * ----- * ----- *
* Archeoavis (4)      * Level: 24 * ----- * Drops: Iron Draft      *
*                    * ----- * ----- * ----- *
* Archeoavis (5)      * Level: 20 * HP: 2500 * Drops: Hero cocktail      *
*                    * ----- * ----- * ----- *
*****
```

```
| Vulnerable to Wind (1) | Immune to Earth |
L-----|-----|
```

Comments: This creature starts of at level 21 and vulnerable to wind, it will occasionally cast Breath Wing on your party.

After you've done enough damage it will go down two levels and lose its vulnerability while absorbing Ice, you can sometimes tell when this happens because there will be a pause in the fight even if no ones atb gauges are full. From now it will cast Frost on your party, wearing a fire ring will negate the damage from this, so it's a good idea to be wearing those again ;)

After doing some more damage it will rise to level 23 and lose its Ice absorb in exchange for fire absorb. It will also begin casting Blaze and using Tail, which blinds the target.

After even more damage, it will raise to level 24 and switch its fire absorb for lightning and begin casting Lightning.

After it dies it will revive itself (No immune to all elements) and keep attacking. You didn't think it would be that easy did you? :p It's now level 20 (Level 5 Death for instakill) and can cast Maelstrom, reducing your entire party to single digit health.

Heal asap. It can also confuse and paralyze your characters so don't start slacking. Once you've killed it this time it stays dead ^_^

A group of blue mages using your newly acquired 1000 needles works quite well here.

Got an e-mail from VeghEsther saying that if it's first form is killed with a counter attack it skips straight to the last form, when I tried this I didn't even get the last form., it was an instant win :)

After the grueling battle, head into the next room and watch the scene. You'll gain the following jobs; Samurai, Dragoon, Dancer and Chemist.

METEORITES

Magic: Titan (Summon), Aqua Breath (Blue, Manticore)

New enemies: Titan (Boss), Purobolos (Boss), Manticore (Boss)

Back on the world map, land the ship anywhere for a scene and then head back to your seabase to find a note from Cid. Fly to the meteorite near Tycoon Castle and you'll find Cid and Mid inside, then be given the task of getting adamantite from all the meteorites. Head west to the Karnak meteorite and head inside. Talk to cid and he'll tell you there's a monster inside, so go inside and enter combat with titan.

* Titan * Level: 1 * HP: 2500 * Drops: Hi-Potion *
* * Rare Steal: Gaia Hammer * Common Steal: Potion *

| Absorbs Earth |
L-----|

Comments: This guy can hit you for about 200ish damage and will occasionally use ground shaker to hit your whole party for around 500 damage so you'll need a lot of healing for this fight. It doesn't help that you're now fighting with only three people either. As with the last battle, three monks or ninjas with the white ability are recommended for heavy physical damage and a lot of healing. You should be able to take him down before he gets more than three hits in but he'll use Earth Shaker when he dies if you don't kill him with a counterattack so make sure to keep your health up for that.

VeghEsther comments: Control Gilacats (north mountain) and force them to cast float on everybody so earthshaker will always miss and the Death Sickles from harvesters near crescent town, its random doom spells can instant kill this boss (and not trigger earth shaker at all).

After the fight you get the esper titan and Cid and Mid head of to the next meteorite. Get in your airship and head east to the meteorite near Walse. Head inside and talk to Cid where you'll be attacked by a group of enemies.

* Purobolos x6 * Level: 22 * HP: 1500 * Drops: Potion *
* * Steal: Eye Drops *

Comments: Two black mages and a summoner are perfect for this fight. The Puro's have an amazingly slow attack time so just use level two magic on the whole group and keep summoning titan and they'll be dead before they get a hit off. Make sure one of your members have white magic in case something goes wrong and they don't all die at once so you can silence the remaining enemies before

killing them. Otherwise they will cast Araise when they die bringing the others back to life.

VeghEsther Comments: Titan Summon or any elemental scrolls x3 ninja's can beat them in 1 turn.

Note: I question my sanity bringing black mages instead of more summoners.

Hop back in your ship and fly south east to where the ruins used to be and enter the last meteorite. Talk to cid then head inside and you'll enter the next fight.

* Manticore * Level: 19 * HP: 3300 * Drops: Phoenix Down *
* * Rare Steal: Wind Spear * Common Steal: Dragon Fang *

| Absorbs Water |
L-----|

Comments: Change your two black mages to physical fighters for this fight as the creature is highly resistant to magic. Keep the summoner casting Titan and beat him into submission while keeping your own health up as he uses frost and Aqua Breath.

Edit: VeghEsther has informed me that three shurikens will take this guy down. You can buy shurikens in the town of Lix.

After the fight head out and back into your airship. Time to leave this world behind.

If you were putting off doing anything (like getting the time magic Speed from Walse, getting the Esper Shiva from Walse, letting Lone Wolf out of jail in Walse (Don't do this :p) or getting the Blue Magic spell Aqua Breath from the Dhorme Chimera in the desert south of Karnak), then make sure you go do it now before you leave this world. You'll have another chance to get some spells if you leave this world before you get them, but it won't be until much later. You'll never have another chance to get Shiva or the songs Alluring Air or Romeo's Ballad.

Make sure to stock up on elemental scrolls and rods along with a supply of tents. You won't be getting them again for a long time.

Here's a checklist for what you should have before leaving world one:

Bestiary Entries: 1-69, 191-196, 243-265

White Magic: Cure, Libra, Poisona, Silence, Protect, Mini, Cura, Raise, Confuse, Esuna

Black Magic: Fire, Blizzard, Thunder, Poison, Sleep, Toad, Fira, Blizzara, Thundera

Time Magic: Speed, Slow, Regen, Mute, Haste, Gravity, Stop

Summons: Chocobo, Sylph, Remora, Shiva, Ramuh, Ifrit, Titan

Blue Magic: Aqua Breath, Level 5 Death, Level 4 Graviga, Pond's Chorus, Flash, Moon Flute, Death Claw, Aero, Aera, Flame Thrower, Goblin Punch, Dark Spark, Off-Guard, Transfusion, Vampire, Magic Hammer, Self-Destruct, ???, 1000 needles, White Wind, Missile

Songs: Mighty March, Romeo's Ballad, Alluring Air

=====

4.b) WORLD TWO

=====

GO GO GALUF

Magic: Transfusion (Blue, Devilfish [Control]), Dark Spark (Blue, Strapparer),
Death Claw (Blue, Strapparer [Control]), Death Claw (Blue, Treant),
Goblin Punch (Blue, Gilgamesh)

New Enemies: Poa (Starting island), Tarantula, Shell Bear (Inside castle),
Gilgamesh (Boss), Devilfish, Treant, Strapparer (Outside Castle),
Merrow, Flying Killer, Little Chariot,
Neo Garula (Bridge, MISSABLE), Gilgamesh (Boss)

You'll wake up on an tiny island in the middle of nowhere, make sure to kill a
pao before you leave then just wait until Lenna suggests using a tent and use
one to start the next fight.

* Abductor * Level: 22 * HP: 1500 * Drops: Ether *
* * Steal: Gaia Gear *

Comments: Very low health so use a Ninja or blue mage's 1000 needles to knock
it down.

Win or lose, you'll be captured either way. If you won, Open the chest it
leaves behind to get gassed.

When you get control of Galuf, head through the northern door for a save point
and healing spring then return to the first room. Head down the western set of
stairs and just follow the rooms until you find Gilgamesh.

Note: Stealing from the Shell Bears is the only way to get Spears. They're the
weakers spears in the game but if you want every item, grab a few before you
leave.

* Gilgamesh * Level: 26 * HP: 11500 * Drops: Elixer *
* * Steal: Nothing *

Comments: This battle is easily won as a ninja, just keep attacking and he'll
die before you do.

VeghEsther Comments: Use a monk for its counter attack + guard only and let
counter attack trigger till he runs.

Jimmy Ngo Wrote in to say that a single use of the Blue Magic Missile will end
this fight (Gilgamesh runs away after taking about 1500 damage).

Head back to the first room and leave the castle via the southern door. On the
world map head west to the big bridge and make your way across it. At the
first bridge point you'll encounter gilgamesh again.

* Gilgamesh * Level: 28 * HP: 6500 * Drops: Wizard's Hat *
* * Rare Steal: Trident * Common Steal: Hero Cocktail *

Comments: A group of summoners or blue mages will rip him apart pretty easily

with titan and 1000 needles, just make sure they're in the back row so his attacks don't hurt as much and have the white ability so you don't get killed. Once he loses about 2/3 health he'll protect and shell himself and start jumping so keep your health up.

After getting thrown around the world, head east to the town of Regole

TOWN OF REGOLE

Magic: Transfusion (Blue, Birostris [Control]), Vampire (Blue, Blood Slime)

Items: 100 gil, 4400 gil, Phoenix Down

New Enemies: Tunneller, Birostris, Fairy Orc, Devourer, Mandrake,
Kuza Beast (Near Regole), Shield Dragon (Sealed Castle),
Blood Slime, Acrophies, Moogle Eater, Lesser Lopros (underground),
Cactus, Sandcrawler (Desert), Tyrannosaur (Boss)

Here you'll find a weapons, armor, item and magic shop, a pub and an inn.

Upgrade your equipment, rest at the inn for a scene and play the piano at the pub, it's down a hidden passage. You can also dance on stage for 100 gil and then leave the city as there's nothing else to do here. Head south on the world map ignoring the creepy looking castle for now. After heading east for a bit you'll eventually leave the world map and enter a forest with a moogle standing against a tree. Talk to the moogle and follow it down into the hole.

In the hole, just keep jumping in the water till you reach the end. It doesn't matter which path you take at the fork, just make sure to grab the 4400 gil and Phoenix Down on the way.

```
*****
* Tyrannosaur          * Level: 29 * HP: 5000 * Drops: Elixer          *
*                      * Steal: Golden Shield                    *
*****
```

| Vulnerable to flame | Immune to Ice |

L-----|-----|

Comments: Use the phoenix down you just found and this battle is over.

Follow the moogles path through the forests to avoid combat and you'll end up at the moogle Village.

MOOGLE VILLAGE

Items: Ether, Phoenix Down, 10000 gil, 1 gil, Dancing Dagger, Cottage,
Elven Mantle

Head all the way to the right and talk to the moogle by the tree, he'll let you inside his house where you can get an Ether, Phoenix Down, 10000 gil, 1 gil, Dancing Dagger and a Cottage. Head into the middle house and put on the moogle costume, then enter the left house and talk to the moogle there who unlocks the chest containing an Elven Mantle. Talk to the moogle by the right house again and you'll end up in Castle Bal

CASTLE BAL

Magic: Teleport (Time, Chest), Pond's Chorus (Blue, Kornago [Control])

Items: Hero cocktail, angel Robe, Lamia's Harp, Great Sword

New Enemies: Objet d'Art (Basement), Aquathorn, Weresnake, Kornago,
Cursed Being (World Map), Undergrounder (North east cave)

Here you'll find a weapon, armor and magic shop and an inn.

After the scenese, head to the left side of the room and get a Hero Cocktail from the chest, then south through the hidden passage to get the spell Teleport. Head up to the fourth floor and talk to Krile outside to learn of your next destination. then go down to the 1st floor and head outside. The building on your left is an inn and left of that is a weapon/armor/magic store. Head to the roof of the store and down the stairs on the right to get an Angel Robe. Press the switch that you can see on the other side of the wall then stand between the weapon and armor salemen for Lamia's Harp. Walk into the water in the south west corner and you'll be pulled into the castles moat, head round to the other side of the castle and examine the corner that you can't see for a Great Sword. When you're done, talk to the guard by the gate and you'll be sent out of the castle, unable to return for the time being.

```
*****
* Abductor          * Level: 29 * HP: 2500 * Drops: Potion          *
*                   * Rare Steal: Power Armllet * Common Steal: Hi-Potion *
*****
```

Comments: Like the gilgamesh battles, this abductor has a seperate bestiary entrance to the last one, so don't think you can make it up here if you lost before :p He only has 2500 HP and very low defense so he should pose zero problem to you at this stage.

Move onto the world map and head north to Quelb.

QUELB

Magic: Requiem (Song)

Items: Potion x8, Potion x8, Potion x8, Kornago Gourd

Here you'll find a weapon, armor and magic shop, an inn and Kelger's House.

The shops are shut when you first arrive so head into the building in the center of town. After the scene the shops will be open and the town will be active.

Enter the inn and sit down next to the wolf in the back room for 8 potions, this can be done three times. Examine the well in the south west corner and a wizard will pop out and ask for a frog, so leave town to the south and capture a Karnago, then return and give it to him along with 10000 gil for a Kornago Gourd. Talk to the three wolves running in a circlce in the north east to get the song Requiem. Leave the town and head into the cave to the north.

DRAKENVALE

Magic: Magic Hammer (Blue, Drippy), Golem (Summon)

Items: 5000 gil, Cottage, Bone Mail, 7000 gil, Hypno crown, Wind slash,
Phoenix Down, Dragon Grass (Rare)

New Enemies: Drippy, Lycaon, Bone Dragon, Poison Eagle, Zombie Dragon,
Golem (Boss)

Follow the path and enter the first cave for 5000 gil, leave and enter the next

cave. Just keep following the path making sure to grab the Cottage on the way. After crossing the bridge and going through a cave, you'll encounter a creature called Golem. If you can kill of the two dragons attacking it before it dies, you'll gain the item Golem which teaches you the Summon magic golem.

VeghEsther Comments: Use your newly acquired Requiem to kill the undead monsters. (In the fight with Golem)

In this same area examine the pile of bones nearest the exit for Bone Mail, this is the strongest armor in the game but has the unfortunate side effect of zombifying the wearer. This means they will be hurt by healing magic and will be unressurectable in combat, however, death magic will heal them.

Head into the next cave and you'll be at a dead end. Wander around the room and you'll eventually fall through a hole into the room below. Grab the 7000 gil and go through the door to your left to pull the switch you saw earlier. Backtrack to outside and head down the newly opened path. In the next area take the left path to get the Hypno Crown and Wind Slash then go down the right path. Grab the Phoenix Down and head through the door ahead to find a save point. Walk back and take the door to the left to find the boss.

```
*****
* Dragon Pod          * Level: 33 * HP: 12000 * Drops: Elixer          *
*                    * Steal: Nothing                               *
*****
* Dragon flower      * Level: 31 * HP: 100  * Drops: Phoenix Down      *
*                    * Steal: Nothing                               *
*****
```

Comments: Take a summoner along for this battle and bring out golem as soon as the fight begins to decrease the damage the boss can do to you. Summoning Titan will kill all the flowers so concentrate your other characters attacks on the pod. It can confuse, blind and paralyze with its attacks but if you have Golem up none of its status changing effects will work.

VeghEsther Comments: Doom Claw works on the main boss and doom potion should instant kill it.

After the battle, switch someone to a time mage and cast Teleport to leave Drakenvale then head south to Castle Bal. Head to the top of the castle and after a lot of talking and falling over you'll be on the wind drake. Travel through the mountains until you reach the sea then north to Ghido's cave. After it sinks, head west to Surgate Castle.

SURGATE CASTLE

Magic: Swift Song (Song), Float (Time)
Items: 5000 gil
New enemies: Gobbledygook, Gilgamesh (Boss), Enkidu (Boss)

Here you'll find a weapon, armor, magic and item store and an inn.

Pull the switch beside the door the get ushered into the castle. Head up the stairs to your left and examine the book to learn Swift Song then head up the northern staircase to find the library. Head down the stairs and talk to the old woman who asks you to return the books to the shelves. They're stored alphabetically so it is a simple task. Talk to her again and she'll open a hidden door that leads to 5000 gil and the float spell. Upgrade your equipment leave the castle, flying to ExDeath's castle and landing on the large ship

nearby. Head down and rest ad the ship will get attacked, so run back up on deck. Move south to the end of the boat and engage Gilgamesh in battle once again.

```
*****
* Gilgamesh          * Level: 31 * HP: 8888 * Drops: Golden Shield      *
*                   * Steal: Genji Gloves                          *
*****
* Enkidu             * Level: 29 * HP: 4000 * Drops: Nothing          *
*                   * Steal: Green Beret                          *
*****
```

```
| Immune to Earth (Enkidu Only) |
L-----|
```

Comments: Make sure to equip the Steal ability on someone for this fight as you'll definatly want to grab the Genji Gloves from Gilgamesh. This far into the game you should really know what you're doing so just smash him down with your strongest attacks.

After taking about 3000 damage he will summon enkidu who will cast white wind, healing them both for 4000. As he's a flying type he's immune to earth attacks but is vulnerable to wind attacks. Just keep at it until they're both dead.

Got an email from Hai Wei Shen some tips for this one:

```
*****
Cast Dark Spark and then L5 Death. Instant win, Enkidu won't show up. (Can
be done before he damages you if you have a speedy team)
```

If you do want to wait for Enkidu before finishing him. I do have a strat for Enkidu too.

Cast Death Claw on Enkidu and then attack him with someone.

Both Gilgamesh and Enkidu can also be instant killed with Death Sickle.

```
*****
-----
```

Head below deck and just follow Xezat and keep talking to him until you're inside the tower. He'll give you some whisperweed and head downstairs.

BARRIER TOWER

Magic: Level 2 Old (Blue, Level Trickster [Control and reflect]),
Level 3 Flare (Blue, Red Dragon [Control and reflect]),
Level 4 Graviga (Blue, Level Trickster),
Level 5 Death (Blue, Level Trickster [Control and reflect]),
Time Slip (Blue, Traveler), Off Guard (Blue, Ziggurat gigas),
Flash (Blue, Neon)

Items: Whisperweed (Rare), 9000 gil, 18000 gil, Blood Sword, Gold Hairpin

New Enemies: Neon, Magnetite, Reflect Knight, Traveler, Level Tricker,
Gravitator, Ziggurat Gigas, ALL MISSABLE!!,
Red Dragon, Yellow Dragon (Chests), Atmos (Boss)

Edit: For an easier time casting reflect by catching neons to learn blue magic, get four reflect rings from the Reflect Knights here, that way you'll only need one neon and it will definatly hit the dragon/level tricker.

Two of the treasure chests here have monsters inside them. Which monsters you'll find in a treasure chest can vary, but it's possible to get a Red Dragon. You can learn the Blue Magic spell 'Level 3 Flare' from it. You have

to use the Beastmasters Control ability in order to get it to cast L3 Flare but it will only cast it on itself so you have to cast a Reflect on it. You can't get the White Magic Reflect until after the Barrier Tower so if you want to learn Level 3 Flare here, you'll have to use the Chemist's Combine ability to make a Dragon Armor (combine a Phenix Down and a Dragon Fang), which casts Reflect Or you could use the Beastmasters's Catch ability to catch the enemy Neon and release it during your fight against the Red Dragon. You'll have to release at least two Neons, since releasing the first one will cast Reflect on you rather than the Red Dragon, then the second Neon's Reflect might bounce off the first Neon's Reflect and hit the Red Dragon or it might cast Reflect on one of your other characters. Also note that this spell only works on characters who are at a level that is a multiple of 3.

You can also learn the Blue Magic spell L2 Old from here from the enemy Level Tricker. For that too, you have to use the Beastmaster's Control ability in order to get it to cast Level 2 Old then cast a Reflect on it so Level 2 Old will reflect off of it and onto you.

You can also learn the Blue Magic spell 'Time Slip' here from the enemy Traveler.

Head up the stairs from where you start and grab the two chests, the closest one containing 9000 gil and the other is a trapped chest holding a Blood Sword. Head outside and up two sets of stairs to the fifth floor and a chest containing 18000 gil. On the ninth floor, head up the left set of stairs for a chest containing a Gold Hairpin then exit the room and head up the right set of stairs. Use the savepoint then continue to the top of the tower, where you'll be attacked by a mysterious voice.

```
*****
* Atmos                * Level: 41 * HP: 19997 * Drops: Dark Matter          *
*                      * Rare Steal: Flail          * Common Steal: Ether          *
*****
```

Comments: This is quite possibly the hardest battle yet if you don't know what you're doing. Run in blasting of spells and trying to keep everyone alive will get you dead pretty quick with Atmos throwing meteors at you. The way to win this battle is to kill off your weakest character before the fight, then Atmos will spend the fight trying to drag that character into him instead of casting meteor. Have your other three characters as summoners and crush him with Titan.

VeghEsther Comments: Use Dark Spark, now Level 5 Death will kill it. The sleep magic spell also works, when it does use Lance (LV 2 dragoon) goblin punch (blue magic) Gaia (geomancer) and it won't wake up.

After the scene you'll have control of the submarine.

THE SUBMARINE

Magic: Catoblepas (Summon)

Items: Main Gauche

New Enemies: Catoblepas (Boss), Cure Beast, Land Turtle, Dechirer (Near Moore),
Druid, Ironback (Cave near Catoblepas)

check your map underwater and you'll see three flashing dots. Head to the western one first. Move as close to the dot as you can, then surface. You should find yourself next to the town of Moore.

In town, upgrade your equipment, play the piano and get a Main Gauche from a

barrel beside the Pub, get back in your submarine and head to the northern dot. Head through the cave until you reach the surface, then run around until you get into an encounter with Catoblepas.

```
*****
* Catoblepas          * Level: 11 * HP: 5000 * Drops: Catoblepas          *
*                    * Steal: Phoenix Down                          *
*****
```

Comments: He'll counter any attacks made against him with Evil Eye, which stone's your party members so make sure you have some Golden Needles spare. His normal attack is pretty weak but he can drain about 300-500 health which can make the fight drag out if you don't finish it quick. A group of summoners and Blue mages with titan and 1000 needles should do well, just remember to use those Golden Needles after every attack.

VeghEsther Comments: Capture a Ironback monster in the cave leading to it (6000+ damage) killing the summon instantly.

When you're done, return to the sub and head to the last dot, Ghido's Cave.

GHIDO'S CAVE

Magic: Pond's Chorus (Blue, Metamorph), Aeroga (Blue, Whirl Demon [Metamorph])
Items: Guardian Branch (Rare)
New Enemies: Dark Aspic, Metamorph

You can learn the blue magic Aeroga and Pond's Chorus here from the enemies Metamorph. The Metamorph will switch between three different enemies in combat but there's four different Metamorphs with three different forms. One uses Shiva, Caith Sith and Elf Toad (From who you learn Pond's Chorus), another uses Ramuh, Zombie Dragon and Crew dust (Who teaches Flash) the third uses Wyvern, Ifrit and Enchanted Fan (From who you learn Aeroga) and the last uses Ifrit, Shiva and Ramuh.

Head into the cave until you come to a room with five chests. Examine the middle chest for a stone and place it in the north west chest. Head through the newly opened door and pull the lever there, then return and get the stone out of the chest. Put it into the south west chest and carry on through the cave. In the next room, it looks like a dead end but if you move down to the south west corner a secret path will be revealed leading to a switch which causes some stairs to appear. In the next room, head south west through two hidden passages then east through a third. Hop into the pond and head north to find the sage. Leave the cave and head back to Moore, but instead of entering the town, head east to the forest.

FOREST OF MOORE

Magic: Lilliputian Lyric (Blue, Mini Magician)
Items: 2500 gil, Ether, 4900 gil, Phoenix Down, 9500 gil, Cottage,
Goliath Tonic, Elixir, Morning Star, Aegis Shield or Fire Shield, Ash,
Flametounge
New Enemies: Mini Magician, Galajelly, Mammon, Imp, Wyrm, Crystal (Boss),
Crystal (Boss), Crystal (Boss)

Head forward and the Guardian Branch will clear the way into the forest.

You can learn the blue magic Lilliputian Lyric from the Mini Mages here, you

can't use it with control and it only hits one person so give everyone the learning ability for an easier time.

Head north to find a chest containing 2500 gil, then all the way east for an Ether. Examine the hole in the tree and a ramp will appear leading underground. In the next forest area, head north at the second tree from the left to find a chest containing 4900 gil, a little to the northeast you'll also find a Phoenix Down. Return south to the path and follow it until it turns north, head north east instead to find 9500 gil. Return to the path and you'll find another tree with a hole, examine it for another ramp.

In the next forest area, walk around the tree to your left for a Cottage, then east for a Goliath Tonic, you'll also find a save point to the north of it between some flowers. North west of the save point you'll find an Elixir and thurthter north, a Morning Star. Head west from there and the forest will be set on fire. To the north you'll find a chest containing an Aegis Shield, if you leave it for now though, you can get a Flame Shield from the chest a little later. After a few moments a moogle will pop out of the ground and save you.

The moogle by the door will eventually move and you can return to the ashen forest. Head west to find a chest containg some Ash, then west some more to get a Flametounge. Head north and you'll enter a boss fight.

```
*****
* Crystal x4          * Level: 77 * HP: 7777 * Drops: Ash          *
*                    * Steal: Elixer                            *
*****
```

Comments: The top Crystal absorbs fire, the bottom Crystal absorbs earth, the front crystal absorbs water, the back crystal absorbs wind and they are all immune to ice, poison, holy and lightning. When the right boss is low on health, it will cast Aqua Breath, when the bottom boss is low on health, it will cast Earth Shaker, when the left boss is low on health it will cast Aeroga and when the top boss is low on health is will cast Firaga. If you have four flame or coral rings equipped, taking the top or right boss down to low health and leaving it alive throughout the fight ensures your health stays high. They are suceptiable to Death Claw and Missile blue magics, so a team of blue mages will end this fight rather quickly.

Now you can go smash your head against the wall because you just helped ExDeath break the seals, Or you could just let him do it for you with his new power.

After a scene you'll be thrown into a fight with ExDeath

```
*****
* ExDeath            * Level: ?? * HP: 50000 * Drops:              *
*                    * Steal:                                *
*****
```

Comments: This battle is really boring and stupid as 1) you can't die 2) You fight alone and 3) ExDeath has a ton of health. If you followed my advice in the last fight and used a group of blue mages, self destruct to get this battle over with.

Some more waiting and Krile will join you. She'll have the same abilities and job levels and Galuf had so don't worry about having to do all that again. Now you have the wind drake, You can skip the next part and head straight to ExDeath's castle, or fight an optional boss and make a load of gil.

GIL TURTLE

Items: 10, 20, 40, 80, 160, 320, 640, 1280, 2560, 5120, 10240, 20480, 40960 gil
New Enemies: Gil Turtle (Boss)

Head back to Castle Bal and you'll find a cave to the north east, go inside and find the hidden passage to the south, just after the first set of stairs. When you come to a door, make your your party are fully healed as you'll randomly encounter the Gil Turtle on the other side (You can encounter him more than once). Also note that for every step you take further down the passage past the door, you recieve gil.

Note: Zyther wrote in the point out, you can use the quicksave/reload cheat from Walse castle basement to avoid the fights with Gil Turtle here as well if you just want the money.

* Gil turtle * Level: 57 * HP: 32768 * Drops: N/A *
* * Rare Steal: Hi-Potion * Common Steal: Potion *

| Vulnerable to Ice | Absorbs everything but Holy and Ice | Immune to Holy |
L-----|-----|-----|

Comments: For this battle I reccomend a group of two black mages, a time mage and a summoner all in the back row. Equip the two black mages with frost Staves and have them constantly cast Blizzaga while the Summoner keeps using Golem to abosrb his damage. The time mage should hastaga and float your party then cast slow on the turle. After that just have him regen anyone who the turtle manages to hit through Golem.

Once you've reached the end of the path, you can leave the cave and come back to get the gil over and over. When you're done, head to ExDeath's castle.

RETURN TO THE CASTLE

Magic: Level 2 Old (Blue, Magic Dragon), Off Guard (Blue, Magic Dragon),
Aeroga (Blue, Magic Dragon), Carbuncle (Summon)
Items: Diamond Shield, Ether, Ice shield, Ether, Hayate Bow, Elixir, Kotetsu,
Icebrand, Elixir, 9900 gil, 8000 gil, Twin Lance, Partisan, Fuma Shuriken
New Enemies: Twin Lizard, Blind Wolf, Hellraiser, Reflect Mage, Magic Dragon,
Black Warlock, Adamantite Golem, Bandercoeurl, Iron fist,
Blue Dragon, Carbuncle (Boss), Gilgamesh (Boss), ExDeath (Boss)

Head past the wounded guards into the door ahead and up the stairs to the second floor. Walk around the edge of the room to get a Diamond Shield and Ether before heading up to the next floor. Walk into the large hall to the west then try to return to the second floor as it looks like a dead end. Krile will prove you wrong so continue up the stairs.

At the fork, head north and pull the switch to gain access to an Ice Shield then continue south to the next floor. On this floor, ignore the hidden passage and head all the way north, passing through the secret passage to your right to get an Ether and exit to the next area. In the room with the lava, give someone the Time ability and cast Float on your party. Walk south over the lava to find a headen passage leading to a Hayate Bow. Return to the path and follow it round for an Elixir before heading up to the next floor.

Note: Rare steals from the Iron Fists here is the only way to get enough Beat Killers for your whole party, though if you only want one you can find one

later on.

Here you'll find a floor moving back and forth over a gap, you need to press A to stop it so you can move over it. Stop it in front of the chests for an Icebrand and Kotetsu. Stopping it in front of the pillars will put you in a fight with either an Imp, Abductor, Jackanapes or an Oiseaurare (Though they don't get added to your bestiary here). Once you get to the 8th floor, head to your right to grab an Elixir from down a hidden passage, then head to your left to continue. Get the 9900 gil at the end of the path then backtrack slightly and head north. Head up the stairs to the tenth floor (take note of the summon orb) then down to the ninth, make sure your party still has float before heading into the lava. Walk all the way to the east end of the room and up the stairs for 8000 gil, then head back down and take the central staircase.

You'll be in a room with 16 skull plates on the floor. Stepping on the first one will remove the bridge to the next area.

To Reach Carbuncle, step on the top plate of the western set, then the right plate of the northern set then the northernmost plate.

```
*****
* carbuncle          * Level: 44 * HP: 15000 * Drops: Turtle Shell      *
*                   * Rare Steal: Goliath Tonic * Common Steal: Reflect Ring *
*****
| Immune to Earth |
L-----|
```

Comments: I miss the cute little guy from FFVIII :(
For an easy win, use the Break Swordspell on a Mystic Knight and hit away at him until it lands.

VeghEsther comments: Catoblepas also works for a instant kill (the reflect ring steal is practically required so do steal it.)

Edit: It seems that carbuncle can only be petrified at a certain time during the fight. Untill I can verify exactly when it can be petrified, (Or if I was wrong and it died due to damage, not petrification) Troskyrovt wrote in to say that using Silence Swordspell along with Aim or Rapidfire will stop carbuncle from being able to attack, so hit him with that then beat it do death.

To reach the chest, step on the top plate of the western set, then the top plate of the eastern set. It contains a Twin Lance.

To continue on, step on the bottom plate of the western set, the left plate on the southern set, the middle plate on the southern set and then the southernmost plate.

In the next room you'll find a save point so rest up. Make sure to open the chest before heading through the next room to encounter Gilgamesh.

```
*****
* Gilgamesh          * Level: 53 * HP: 55000 * Drops: Nothing      *
*                   * Rare Steal: Gauntlets   * Common Steal: Hi-Potion *
* Gilgamesh Morphed * Level: 39 * ----- * Drops: Excalipoor      *
*                   * Steal: Genji Helm        *
*****
```

Comments: He has no elemental strengths or weaknesses so just pull out all your strongest magic and skills, by now you should really know what you're doing against these types of enemies. Someone with the summon skill is recommended

to keep Golem up as his attacks are mostly physical. Three black mages casting spells on your own party once they've been reflected by carbuncle is a pretty nice way to deal large amounts of damage here. Make sure someone has the steal ability to grab the Genji helmet after he transforms.

After the fight, head up the stairs to the right to get a Partisan and Fuma Shuriken before heading on to ExDeath.

Once you engage ExDeath you'll be sent to the next world. Make sure you have everything done here before heading onwards.

Checklist for things to have before fighting ExDeath:

Bestiary Entries: 1-86, 88-134, 176-177, 191-196, 243-284
White Magic: Cure, Libra, Poisona, Silence, Protect, Mini, Cura, Raise, Confuse, Blink, Shell, Esuna, Curaga, Reflect, Berserk
Black Magic: Fire, Blizzard, Thunder, Poison, Sleep, Toad, Fira, Blizzara, Thundera, Drain, Break, Bio, Firaga, Blizzaga, Thundaga
Time Magic: Speed, Slow, Regen, Mute, Haste, Float, Gravity, Stop, Teleport, Comet, Slowga, Return, Gaviga, Hastega, Old
Summons: Chocobo, Sylph, Remora, Shiva, Ramuh, Ifrit, Titan, Golem, Catoblepas, Carbuncle
Blue Magic: Aqua Breath, Level 5 Death, Level 4 Graviga, Level 2 Old, Level 3 flare, Pond's Chorus, Lillyputian Lyric, Flash, Time Slip, Moon Flute, Death Claw, Aero, Aera, Aeroga, Flame Thrower, Goblin Punch, Dark Spark, Off-Guard, Transfusion, Vampire, Magic Hammer, Self-Destruct, ???, 1000 needles, White Wind, Missile
Songs: Swift Song, Mighty March, Requiem, Romeo's Ballad, Alluring Air

```
*****  
* ExDeath          * Level: 66 * HP: 32768 * Drops: Nothing      *  
*                  * Rare Steal: Judgement Staff * Common Steal: Elixer *  
*****
```

```
| Vulnerable to Holy | Immune to Poison |  
L-----|-----|
```

Comments: Again, three black mages and a summoner will make this an easy fight. As soon as the fight starts summon carbuncle then just blast yourself with firaga spells to inflict maximum damage. If he pulls your party into the front row, don't waste a turn moving to the back, just summon golem to negate his physical damage. Make sure you have the learning ability on some or all of your party to learn Doom during the fight, you should be able to take him down before the timer runs down even once.

VeghEsther Comments: Capture 4 yellow dragons and release all of them and it will "die" in his castle in 1 turn.

```
=====  
4.c) WORLD THREE  
=====
```

WORLDS COMBINED

Items: Cottage, Brave Blade or chicken Knife
Magic: Mana's Paeon (Song)
New Enemies: Antlion (BosS), Sleepy, Triffid, Hedgehog, Python, Shadow, Elm gigas (Near Library), Desertpede, Bulette (Desert), Slug, Gloom Widow, Mykale (Near Moore)

Note: Mykales have the Death Sickles as a rare steal. Apart from drops from harvesters this is the only place to get them.

You don't have anywhere else to go, so head to the castle. Go inside and the Chancellor will talk with you. When the party splits up, you can head to the kings room for a flashback, then head out onto the balcony to talk to Krile. Head out of the castle and west over the new bridge to the Pirate Hideout. Boko will join up with his all time best friend ^_^ He can run over rivers and you won't get attacked while riding him so head to the Town of Tule and then westward. You'll end up in a big hole, being attacked by an Antlion (probably the same one from FFIV :D).

```
*****  
* Antlion          * Level: 34 * HP: 8100 * Drops: Cottage          *  
*                  * Steal: Hi-Potion                          *  
*****  
| Vulnerable to Water | Immune to Earth |  
L-----|-----|
```

Comments: An easy battle, just use your strongest attacks to take him down. Don't bring a summoner as he's immune to earth attacks. Aqua breath should work well here, but I never tried it when I fought him.

More waiting and eventually Faris will save you. Head south and enter the cave for a really long scene. When you regain control, head up to the roof of the library and talk to the scholars to receive the song Mana's Paean.

Before heading to the desert, there are a few other things you can do, so read on or skip ahead as you want.

Head north to Castle Surgate and continue through to the Library, reshelve the books again for the old lady and head through the secret door to where there was a man standing before. You'll find a Cottage in the box against the north wall.

Head back south to the Library then west to the desert, head west past the pyramid to the town of Moore. Circle around the pub to the west side and south through the southwestern most building. You'll eventually end up at a Wizard who asks if you're a coward or not. He gives you the choice of two crates, the one on the left holds the Brave Blade, the one on the right holds the Chicken Blade. If you've never ran from a fight, then the Brave Blade will be at full. However, the more fights you've run from the weaker it will be and the stronger the Chicken Blade will be (Up to 127 power). I recommend picking the Chicken Blade as it can become stronger than the Brave Blade, it has the side effect of sometimes making you run from battle but that can easily be avoided.

When you're done, head back to the desert and enter the pyramid.

DESERT PALACE

Magic: Off-Guard (Blue, Ushabti [Needs Ether])

Items: Ice Shield, Cursed Ring, Flame Shield, Dark Matter, White Robe, Elixir, Elixir, Thornlet, Black Robe, Crystal Armor, Dark Matter, Black Garb, Dark Matter, 8000 gil, 9000 gil, Dark Matter, Dark Matter, Elixir, Gaia Hammer, 10000 gil, Cottage, Gold Hairpin, Ribbon, Protect Ring, 12000 gil, Dark Matter, Elixir, Dark Matter

New Enemies: Gargoyle (Boss), Lamia Queen, Rajiformes, Ushabti, Archeosaur,

Zephyrus, Mummy, Aspis, Mecha Head, The Damned, Grand Mummy,
Sekhmet (Boss), Steel Fist, Melusine (Boss)

Try to get inside and the statues will attack you.

```
*****
* Gargoyle x2          * Level: 33 * HP: 5000 * Drops: Hi-Potion      *
*                    * Rare Steal: Phoenix Down * Common Steal: Potion *
*****
```

```
| Absorbs Holy |
L-----|
```

Comments: Give everyone the blue command and three casts of Level 3 Flare will kill them both

VeghEsther Comments: Lamia Queen, Rajiformes, Archeosaur, Mummy, Cursed Being and Grand Mummy are all undead. Abuse requiem. if you learned Doom from ExDeath at end of World 2, control mecha Heads and it will kill them.

Head inside after you win. Ignore the stairs for now and follow the path round, hit the left and right switch to create a path and then jump into the flowing sand to fall to the floor below. Get the Ice Shield from the trapped chest and head up the stairs. Walk back round and hit the switch to stop the sand. Head up the stairs to your right, through the hidden passages between the rooms and then down the stairs. Examine the sarcophagus to fight a Grand Mummy then enter the coffin for a Cursed Ring. When you have that head back to the entrance and up the western set of stairs.

Head into the small room and hit the three switches, then carry on up to the next floor. Open the three trapped chests to the north for a Flame shield, Dark Matter and a White Robe. In the next room, there's two chests both containing an Elixir at the north end and a Thornlet between them guarded by some Mummies. There's a switch at the west side of the room which lowers the spikes leading to a trapped chest containing a Black Robe. Examine the left sarcophagus to clear the way to the next floor and a save point.

On the fifth floor, follow the path west to find two trapped chests containing Crystal Armor and Dark Matter then head back and follow the path north. There's a hidden passage at the end of the eastern wall leading to a trapped chest with a Black Garb. Head back to the patch and continue to floor six.

Step onto the falling sand to drop into a room with a trapped chest containing Dark Matter then head back up to floor six. Hit the switch on the wall to stop the sand then proceed through the door to the right. Hit the left switch to move the wall back then open the two chests on the right for 8000 and 9000 gil then the two trapped chests on the left for two Dark Matters then return to the sixth floor. Hit the switches and proceed over the sand to the seventh floor.

Head up the stairs and drop down to get the Elixir, then go through the door and west to open the trapped chest containing and Gaia Hammer. Head east down the hidden passage to find 10000 gil and a Cottage then return to the main room and back up the stairs. Wait a few second for the floor to start shifting then open the chests for a Gold Hairpin, Ribbon and Protect Ring. Head up the stairs on right side of the room to get to the next floor.

Get the 12000 gil and trapped Dark Matter from the chests then head back down and up the left set of stairs. The chests in the left room contain an Elixir

and another trapped Dark Matter, grab them and head through the central door. Head forward and grab the tablet.

Leave the pyramid and head back past the great tree to get attacked.

```
*****
* Melusine (1)      * Level: 29 * HP: 20000 * Drops: Maiden's Kiss      *
*                  * Steal: Leather Armor                      *
* Melusine (2)      * Level: 29 * ----- * Drops: Maiden's Kiss      *
*                  * Steal: Leather Cap                       *
* Melusine (3)      * Level: 29 * ----- * Drops: Maiden's Kiss      *
*                  * Steal: Leather Shoes                    *
* Melusine (4)      * Level: 33 * ----- * Drops: Maiden's Kiss      *
*                  * Steal: Leather Shield                   *
*****
```

Comments: I totally forgot to even write a strategy for this one.

VeghEsther Comments: Weakness all, (constant elemental changing barrier but starts out weak to fire).

With Carbunkle summoned and Firaga targeted on all party members it does 9999 to her, 2 of them should easily kill her before she barrier changes even once. Immune to Zeniage/most physical attacks without guard off casted so don't use it.

After the fight head east to find your ship. Pretty much everything after this point is optional as you can head to where Tycoon Castle used to be and enter void straight away, you'll probably die rather quick at this point though.

THE WORLD

Magic: Sinewy Etude (Song), Mighty Guard (Blue, Stingray), Syltra (Summon)
Items: Three legendary weapons, Ribbon, Cottage, Magic Lamp
New Enemies: Lots

First, head to the Sealed Castle to pick up some Legendary weapons. Starting from the top, in a clockwise direction your choices are; Excalibur, Assassins Dagger, Sasukes Katana, Holy Lance, Rune Axe, Masamune, Yoichi's Bow, Fire Lash, Sages Staff, Magus Rod, Apollo's Harp and Gaia Bell.

Pick your three weapons and head outside. Next, head to Regole and enter the armor store. Walk through the hidden passage and talk to the girl to receive a Ribbon.

Go to the town of Carwen and you'll find a Cottage in one of the barrels in the north east corner of town.

Fly to Crescent and play the piano in the bards house then talk to him to learn Sinewy Etude. You need have have played seven pianos to get this. (They're all still available if you missed any)

Go find your chocobo (Who should be outside Ghido's cave) and ride him back east to Tule, then north east to Regole and west from there all the way to the waterfall where Istory used to be. Follow the rivers to the top of the waterfall and approach it to find a Magic lamp. Once you have it head back to your ship.

Fly to the town of Carwen and drop into the water to the south west. Here you'll encounter the enemy Stringray. You can control it and get it to cast

isn't above at least level 33. Even if you are, it's still a definite recommendation as Odin's Zantetsuken can hit your whole party for 1000+ damage. My recommended team would be, make your fastest member a summoner with the steal ability, your second fastest member a black mage with the blue magic ability and your last two black mages with the steal ability. As soon as the fight starts, Summon Carbuncle and cast Mighty Guard on your party then start throwing Fireagas on yourself. When you've only got one hit left, start stealing to try and get his Protect Ring, just make sure to kill him before the timer hits 0.

VeghEsther Comments: Weak to break. When you've got the ring Spellsword and break for instant win or use Catoblepas (though break spell blade is cheaper).

Congratulations, you now have the summon Odin.

GETTING BAHAMUT

Magic: Bahamut (Summon)
New Enemies: Bahamut (Boss)

Mount your Black chocobo and fly to the forest nearest to North Mountain, you have to head through a lot of desert to get there and some of the enemies are fairly tough. Head up north mountain to the peak and Bahamut will attack.

```
*****  
* Bahamut          * Level: 99 * HP: 40000 * Drops: Dragon Fang      *  
*                  * Steal: Dragon Fang                          *  
*****
```

```
| Immune to Earth |  
L-----|
```

Comments: A group of summoners will rush through this battle with ease, summon Golem and Carbuncle in the first turn then use Odin over and over (Syldra if you didn't manage to beat Odin). Any Physical or magic attacks he gets of will be blocked or reflected and if he gets of one of his skills like frost or maelstrom, he'll be dead before you feel any pain from it.

For winning the battle you'll be able to summon Bahamut.

PHOENIX TOWER

Magic: Roulette (Blue, Parthenope), Aeroga (Blue, Cherie [Control]),
Time Slip (Blue, Cherie [Control]),
Lillyputian Lyric (Blue, Cherie [Control]), Ponds Chorus (Blue, Lemure),
1000 Needles (Blue, Lemure [Control]), Phoenix (Summon)
Items: 5000 gil, 10000 gil, 15000 gil, 20000 gil, 25000 gil, Aegis Killer,
Phoenix Down
New Enemies: Lemure, Parphenope, Cherie, Magic Pot

While you're in the neighbourhood, you might as well head down to the southwest corner of the desert to find Phoenix tower.

You can learn the blue magic 'Roulette' here from Parthenope, it's easier if you give everyone the learning ability as it will hit a random person (even the enemies). You can learn Aeroga, Lillyputian Lyric and Time Slip from the enemy Cherie if you control one and from a lemure you can learn Pond's Chorus or control it for 1000 Needles.

On some of the floors here you have to examine the wall to make stairs appear,
You can either examine the left or the right of the wall, on the front portion.

|----|LEFT|----|RIGHT|----|

All hail my lame ASCII skills. Imagine that line was the wall and the five sections were the 5 squares you can stand in in front of it. Picking one square will open the stairs, picking the other will open the stairs after a fight. To make it up without a fight, pick the following sides:

- #1 - Left
- #3 - Left
- #4 - Right

On the fifth floor you'll find 5000 gil in the left pot and a Magic Pot monster in the right. Giving these creatures an Elixir will cause them to flee, awarding you with 100 ABP, however you may need to give them up to 10 Elixirs.

- #7 - Left
- #8 - Left
- #9 - Right
- #10 - 10000 gil in the left pot, the right is a Magic Pot with a Phoenix Down.
- #12 - Left
- #13 - Left
- #14 - Right
- #15 - 15000 gil in the right pot, the left is a Magic Pot with a Phoenix Down.
- #17 - Left
- #18 - Left
- #19 - Right
- #20 - 20000 in left pot, the right is a magic pot with a Phoenix Down.
- #22 - Right (HA! Didn't see that coming.)
- #23 - Left
- #24 - Right
- #25 - 25000 gil in the right pot, the left is a magic pot with an Aevis Killer.
- #26 - Left
- #27 - Left
- #28 - Right

On the 29th floor, there's just the center of the wall and you'll have to fight for it. It doesn't matter what you pick in the flashback, you'll get the summon Phoenix.

ISLAND SHRINE

Items: 12000 gil, Hi-Potion, <Missing item>, Elixir, 9000 gil, Rising Sun, Protect Ring, Ether, Crystal helm, Beast Killer, Ether, Dragon Fang, Dark Matter, Circlet, Tablet (Rare), Three legendary weapons
New Enemies: Executor, Oiseaurare, Shadow Dancer, Numb Blade, Tot Aevis, Wendigo (Boss)

You'll find the Island shrine in the middle of the big bridge, east of Castle Bal. You may remember it from world one, surrounded by mountains.

You'll fight two gargoyls when you enter, they're the same ones from the desert so use the same tactics. Head forward and you'll open the door with the book. In the next room, there's a hidden passage leading to 12000 gil.

Get sucked up the pipe in the next room and you'll end up in a room with two switches, they change the pipes destination. Examine the wall beside the pipe for a Hi-Potion and a <Missing item> (There's no chest or hidden passage).

Hit the switch on the right and go down the pipe to get an Elixir, hit the switch on the left (Leave the other down) to get 9000 gil, then hit the right switch again to find a trapped chest containing a Rising Sun. Head through the door to find a save point.

In the next room, head straight to find a trapped chest containing a Protect Ring. You'll find an Ether in the north west corner of the room and a hidden passage leading to a Crystal helm on the east wall.

In the next room, head into the door ahead for a Beast Killer. Ignore the hidden passage to your right and follow the path west. The next floor is empty so continue on to the fifth. There's holes in front of both chests so approach them from the side or rear to gain an Ether and Dragon Fang. On the sixth floor you'll find another save point so heal up and carry on.

Get the Dark Matter and Circlet from the left and right side of the room then head into the middle to find a Tablet and your next boss fight.

```
*****
* Wendigo                * Level: 7 * HP: 20000 * Drops: Nothing *
*                        * Steal: Dark Matter *
*****
| Absorbs Water | Immune to Earth |
L-----|-----|
```

Comment: This is quite a tough battle as he has three decoys that can't be hurt. When you do hit him, he'll randomly switch places with one of the decoys and you have to find him again. Using any magic or skills that hit all targets will cause all the decoys to counter with frost so make sure you have Coral Rings equipped. I don't know any way to predict his movements so just keep hitting out randomly until you get him. Your three strongest physical attacks and a white mage are recommended for this fight, at least until someone can give me a better strategy. Make sure to get the ability Mind Blast from him.

Edit: Since soooo many people have emailed me about this, I'm gonna go ahead and put it in. Zeninage makes this fight super easy if you have Ice Shields or Coral Rings equipped.

For the record, I hate Zeninage, I think it's quite possibly the cheapest move in the game and I never use it myself, nor do I want to recommend it to anyone else. Go buy some Elixirs or something and fight like men! And ladies! And ladies who dress like men!

Teleport out with your new tablet and go get three more legendary weapons.

FORK TOWER
Magic: Holy (White), Flare (Black)
Items: Ether, Wonder Wand, Hi-Potion, Defender
New Enemies: Tiny Mage, Chrono controller, Flaremancer (Magic side)
ALL MISSABLE!!!
Dueling Knight, Iron Muscles, Berserker (Physical side)
ALL MISSABLE!!!
Minotaur (Boss), Omniscient (Boss)

You'll find Fork Tower just west of Crescent, before the entrance was blocked but now you are free to enter. When you enter you'll have to split your party. Send your strongest physical attackers right and your best magic users left. You'll start with the two magic users, so enter the tower and head up to the third floor. Grab the Ether on the fourth floor, the Wonder Wand on the seventh floor and make sure you heal before heading onto the ninth floor.

The other side is identical to the first, grab the Hi-Potion on the fourth floor and the Defender on the seventh. Heal up and head up to the ninth. Grab the orb inside and you'll be attacked by Minotaur.

```
*****
* Minotaur           * Level: 37 * HP: 19850 * Drops: Nothing           *
*                   * Rare Steal: Fuma Shuriken * Common Steal: Leather Shoes *
*****
| Absorbs Poison, Holy, Earth & Water |
L-----|
```

Comment: He absorbs Holy damage so if you brought holy weapons with you, take them off before you enter this fight. You can't use any offensive magic in this fight so just keep hacking away at him until he dies. He tries to cast Holy on you at the end of the fight but doesn't have enough MP...

Back over in the other tower, your magic group will fight Omniscient.

```
*****
* Omniscient         * Level: 53 * HP: 16999 * Drops: Nothing           *
*                   * Rare Steal: Kornago Gourd * Common Steal: Potion     *
*****
| Vulnerable to Wind |
L-----|
```

Comment: I recommend a team of two summoners with reflect rings and black magic for this battle. Summon carbunle if you don't have the reflect rings then just keep hitting him with Syladra until he dies. He'll cast flare when he dies but if you have reflect up he'll just hit himself.

After the fights you'll have Holy and Flare magic and the tower will be gone, revealing the entrance to the underground area. Head inside and you'll find Cid who will upgrade your ship to a flying submarine. If you head to Karnak and dive under the water to the south of it, you'll find a cave containing a Wizard who will give you some misc details about your game.

RETURN TO WALSE TOWER

New Enemies: Gogo (Boss)
New Jobs: Mimic

Take your newly acquired submarine to the area that Walse tower sunk in world one, dive underwater and enter it. You'll have seven minutes to run down to the bottom of the tower, though if you climb up the vines on the fourth floor and open the chest it will reset the timer. Once you get to the bottom, tell GoGo that you're not going to leave and he'll attack you.

```
*****
* GoGo               * Level: 77 * HP: ????? * Drops: Tiger Mask           *
*                   * Rare Steal: Gold Hairpin * Common Steal: Leather Armor *
*****
```

Comment: Gogo tell you that to win this battle you'll have to mimic him, so go

right ahead and mimic him. 'But he's not doing anything!' I hear you say and you're right. To win this battle, do nothing (Paladin in FFIV anyone?). Just sit there and stare at him for about two minutes and he'll banish himself.

Note: Bestiary says he's weak to water but immune to water. Could someone test this please?

Edit: Got a response from Rayboy La to say that he's neither weak to or absorbs water attacks, but he's immune to them.

After you get the Mimic job, return to your sub.

Fly to Cresent and dive under the water to the east, if you check your map you'll see a flashing dot just north of you, that's your next destination.

GREAT SEA TRENCH

Magic: Meteor (Time)

Items: Water Scroll, <missing item>, Dragon Fang, Ether, Phoenix Down, Kaiser Knuckle, Tablet (Rare), Three legendary weapons

New Enemies: Unknown, Unknown, Unknown, Unknown, Unknown, Triton (Boss), Nereid (Boss), Phobos (Boss)

You'll fight the gargoyles again, they shouldn't even bother you by now so head inside.

Follow the path, heading south at the fork for a water scroll then back and east to a save point. In the next room, hit the first switch to proceed but ignore the second as it removes the bridge over the lava. In the next area there are five switches, hit the one fourth from the left then the one second from the left to fall down to the floor below. Grab the Dragon Fang from the chest in the north end of the room and then down the stairs. Head south into the lava (Cast float on your party) and get the Ether, then follow the path to the east, grabbing the Phoenix Down on the way. USe the save point on the next floor and you'll be in the great dwarven kingdom. Lali-Ho! Head down the stairs and into the water. There's a small alcove in the south wall on the west side of the room that will re-power your Magic Lamp if you've used it. Head through the door behind the waterfall and onward down the path. Ignore the chest in the room of lava for now as it will just dump you back in, push the three switches to the south and the one to the west then open it. Make sure the grab the Kaiser knuckle from the central staircase before heading onward. Try to take the tablet and you'll be stopped by the next group of bosses.

* Triton * Level: 37 * HP: 13333 * Drops: Iron Draft *
* * Rare Steal: Elixer * Common Steal: Gold Needle *

* Nereid * Level: 20 * HP: 13333 * Drops: Power Drink *
* * Rare Steal: Elixer * Common Steal: Gold Needle *

* Phobos * Level: 39 * HP: 13333 * Drops: Goliath Tonic *
* * Rare Steal: Elixer * Common Steal: Gold Needle *

Comment: If you got Odin before, summon him and he'll kill them. It you don't have Odin, summon Bahamut a couple of times to wipe them out. If you didn't get Bahamaut either then a group of bards using Requiem should work. The red one is weak against ice and absorbs fire, the blue one is the opposite. The green one is weak against earth attacks and absorbs poison.

Edit: Thanks to AGGRONM, aka Zulu, for pointing out that the Requim song is a free and easy way to win this battle in one round.

Teleport out and head back to the castle for another three legendary weapons.

THE FINAL TABLET

Items: Ether, Turtle Shell, Air Knife, Goliath Tonic, Rune Blade, Protect Ring, Phoenix Down, Reflect Ring, Artemis Bow, Enhancer, 12000 gil, Aegis Shield, Fuma Shuriken, Titan's Axe, Tablet (Rare), Three legendary weapons
New Enemies: Mercury Bat, Coral, Tonberry, Aquagel, Steel Fist, Alchymia, Leviathan (Boss)

Fly to the waterfall east of Istory, there's a small lake just southeast of it and if you head directly south of that to the sea and submerge, you'll see a cave. That's you're next destination. Head through the cave and into the waterfall.

You'll fight two gargoyles again, kill them, open the door and head inside.

Head up the stairs, grabbing the chests as you go for an Ether, Turtle Shell and Air Knife. In the next room head down the right set of stairs and go south for a Goliath Tonic, south of that is a hidden passage leading to a Rune Blade. Head to the west side of the room and you'll see a switch on the north wall. Equip the Thief's Sprint ability, hit the switch and run to the chest for a Protect Ring. Once you have it, head south to B3. Head north at the first fork for a Phoenix Down, then return and take the south path. West at the next fork for a Reflect Ring then continue south to B4. Save and rest at the save point then continue into the next room.

Head south then into the cave on your left for an Artemis Bow, then up the path to your left (watch out for the pitfall) to get an Enhancer from the chest you may have noticed earlier. Head back south and south some more for 12000 gil, then back east and down the stairs to the next floor.

Open the chest to the west from the front to avoid being spiked and you'll receive an Aegis Shield, the chest to the east should also be opened from the front for a Fuma Shuriken. There's a switch near the chest to the south which will lower the spikes and allow you to walk round to the front of it for a Titan's Axe. Drop down into one of the holes by the southern chest and you'll see the final tablet. Walk round and grab it then try to leave to initiate the next boss battle, although it's not with who it first appears.

```
*****
* Leviathan          * Level: 37 * HP: 40000 * Drops: Reflect Ring      *
*                   * Steal: Elixer                               *
*****
| Vulnerable to Lightning | Absorbs Water | Immune to Fire & Earth |
L-----|-----|-----|
```

Comment: Four black mages are recommended for this fight. Give two the Blue ability and the fastest two the Summon ability. As soon as the fight starts, summon Golem and Carbuncle then hit your party with Thundaga spells. If he uses his Tidal Wave attack, two uses of White Wind should restore your party to full health (You can't use white magic or it will reflect). He dies in a couple of rounds.

VeghEsther Comments: if you have 200,000 gil buy 4x coral rings (phantom village) and white wind won't be needed since tidal wave will be absorbed. Rapid Fire after using spell blade thundaga with Dual Wield. Or Quick + 2 Thundaga spells casted using all 4 party members.

Note: After all the fire ring use, I can't believe I forgot about the coral rings. -_-''

You'll receive the summon Leviathan after the fight. Head back to your ship and grab the last three legendary weapons.

If this was the SNES version, you'd have done everything possible in this world, but when you try to leave the sealed castle one of the scholars tells you of an earthquake to the south. Fly down to Phantom Town and you'll see some bubbles in the sea to the south. Submerge and move over to the hole in the floor to get sucked in.

Head through the cave and the door will shut behind you. To the south are three crystal shards holding the Jobs Gladiator, Oracle and Cannoneer. Some random guy will then walk in and explain the new jobs. The exit will now be open again and you can leave.

Now you've completed everything possible in the third world :)
For now at least.

Note: The guy from the hole is located in Crescent Inn where he'll sell you ammo for the cannoneer Job.

Checklist of things to have before heading onward:

Bestiary entries: 1-203, 243-298

Everything else. You should now have every single available magic, including blue magic, all the jobs (except one gba exclusive), legendary weapons, Everything.

When you're done, fly to where Tycoon castle used to be and enter the big portal there. None of the other portals work.

=====

4.d) THE RIFT

=====

INTO THE RIFT

If you want to leave at any time, just head back to your ship and use the wheel to be warped back to the sky above Tycoon Castle.

Follow the desert to the east and approach the building there, a group of monsters threaten your life then disappear so head inside.

Climb down the chain ahead and south into the next room. Here you'll find an Ether, Cottage, Dark matter and an Elixir. In the next room, hop down the two chains, head east then up the right chain for an Elixir then the left chain to get to the next area.

Head up the stairs to the east for a Blood Sword, then back and up the left set

into the next room. Head up the chain and you'll be in Phantom Village, though you can't do anything here so leave as if you were going to the world map.

In the forest area, head north past the fork for a Dragon Fang, then back and west. When the path widens into an open area, head south for a Ribbon, further south for an enhancer. To the north east of that you'll find a Lilith Rod and south of that is a tree with a hole in it. Examine the hole and a ramp will appear just like in the original forest. Try to go down it and you'll be stopped by Calofisteri.

```
*****
* Calofisteri          * Level: 68 * HP: 18000 * Drops: Diamond Plate      *
*                    * Rare Steal: Reflect Ring * Common Steal: Plumed Hat *
*****
```

Comment: Rapid Shot + Dual weild = Dead in first round.

My boss strategies have become less strategy and more 'spam your strongest attack'. :p

VeghEsther comments: If you don't have rapid fire, I didn't yet, Bahamut using 4x mimes till she dies.

Head down the ramp and stairs to the room with waterfalls. Watch out for the Oрукat if you're just pounding enemies with physical attacks as they absorb holy. Follow the path east and enter the cave that you come to. There's a coral ring in the chest above you and a save point down the stairs to the east. In the next area you'll see a robot wandering around, avoid it if you don't want to be sent straight back to that save point (Via the game over screen :p) and head into the cave to the east to end up inside a library looking room. The two books on the shelves will tell you about Omega (the robot outside), Shinryu and Gigaflare. Touching the book on the desk will get you attacked.

```
*****
* Apanda              * Level: 59 * HP: 22200 * Drops: Ash                *
*                    * Steal: Ash                                *
*****
```

| Vulnerable to Fire |
L-----|

Comment: This guy is pretty strong against physical attacks so give your team dualcast and summon then spam Bahamut to end it in the first round (or the second if he frogs you and you lose a turn using maidens kiss).

If you're really anal about MP usage spamming bahamut, then make the three slower people Mimes.

Head outside after the fight and you'll be in a floating castle with invisible floors, so give some the hidden passage ability. Just follow the path west and into the castle at the end.

Ignore the stairs ahead, the doors are locked and head west. Take the door on the south wall (the other one's empty) and enter the tower to find a Thor Hammer. The door on the other side of the castle leads to a Hermes Sandles. Back in the center room, head up the top set of stairs to reach a prison. Enter the south west cell and say yes to fight Azulmagia.

```
*****
* Azulmagia          * Level: 57 * HP: 27900 * Drops: Black Cowl          *
*                    * Rare Steal: Titan's Gloves * Common Steal: Elixer      *
*****
```

| Vulnerable to Poison |

L-----|

Comment: I couldn't actually find a way to kill this guy in one round...
Don't I suck? I think you know how to kill mages by now.

Edit: Got a couple of lucky crits with rapidshot and one rounded him. Woot!

VeghEsther comments: Weak to bio spells. Use that via spell blade or just cast it normally then mime it (boss has nearly every blue mage spell in the game if you miss any.)

After killing him, he'll turn into a save point so save and rest up.

In the south east cell is a couple of Alte Roite's, these things will transform into Jura Aegis' when you kill them. The chest contains a Rainbow Dress and the chest in the other cell contains some Red slippers. Cast float on your party then examine the grey thing beside the last cell door and you'll be attacked by Catastrophe.

* Catastrophe * Level: 71 * HP: 19997 * Drops: Gold Needle *
* * Rare Steal: Cottage * Common Steal: Elixer *

| Absorbs Earth |
L-----|

Comment: One rounded this guy with Rapid Shot. He managed to get of an Earth Shaker but my float toally voided the damage. Yay me!

VeghEsther comments: Float + Equip reflect ring before starting then the boss will NEVER attack even once.

Go save the girl for your 'reward' then head up the stairs after her (You stalker, you). At the top, head over to the other side of the castle and down into the cell with no door for a Man-Eater. Head back up and into the central building. You can go down the stairs here and unlock the door from earlier if you want, then try and carry on through the door by the throne twice and you'll be attacked by the woman from the cell.

* Halicarnassus * Level: 97 * HP: 33333 * Drops: Elven Mantle *
* * Rare Steal: Aegis Shield * Common Steal: Staff of Light *

Comment: Couldn't manage to one round this gal :(Make sure you have ribbons equipped as she'll cast frog before you can take her down.

After the fight, head out the door and up the stairs to fight Twintania.

* Twintania * Level: 39 * HP: 50000 * Drops: Tinkerbell *
* * Rare Steal: Flame Shield * Common Steal: Phoenix Down *
* Twintania Charging * Level: 30 * ----- * Drops: Murasame *
* * Steal: Titan's Axe *

| Vulnerable to Holy & Water |
L-----|

Comment: This SOB actually killed me :(My killing spree is over.

Edit: One rounded him. Dual cast holy with three of the characters and have the

other one rapid shot with Excalibur and HolyLance. He's weak to holy so the damage is massive.

VeghEsther Comment: Bahamut with 4x wall rings/carbunkle if you don't have rapid fire yet or take the cheap way out. Wait till it attempts Giga Flare then 1 cast of Odin and its instant death effect will instant kill it.

Ng Yitkenn also wrote in to let me know about summoning Odin during the Giga flare Charge. It's appreciated :)

After he dies, head up the stairs that appear and you'll be in the void.

THE VOID HAS YOU

Head down the stairs and over to the right for a Fuma Shuriken. Head round to the funny looking guy in red and you'll fight Gilgamesh again.

Note: Gilgamesh will only be there and will only appear in the Necrophobe fight if you opened the empty chest in Exdeath's castle.

* Gilgamesh * Level: 59 * HP: 37000 * Drops: Rune Bow *
* * Steal: Genji Shield *

Comment: I one rounded him, but then I had to go back and fight slower so that I could steal the Genji shield from him. Make sure you grab that.

After the fight, enter the magic circle to get to the next area.
Just follow the path here, grabbing the Fuma Shuriken and Exlixer on the way. Ignore the chest in the next area, it holds the Shinryu that the book near Omega spoke about. If you fought Omega then you know what will happen here. Head left at the fork for a Fuma Shuriken then back and continue right. In the next area, you'll come across a glowing green light. Examine it for a fight with Necrophobe.

* Necrophobe * Level: 66 * HP: 44044 * Drops: Luminous Robe *
* * Rare Steal: Thief's Gloves * Common Steal: Elixer *

* Barrier * Level: 44 * HP: 8800 * Drops: Nothing *
* * Rare Steal: Reflect Ring * Common Steal: Hi-Potion *

* Gilgamesh * Level: 93 * HP: ????? * Drops: Nothing *
* * Steal: Genji Armor *

| Vulnerable to all elements (Necrophobe) | Immune to Earth (Barrier) |
L-----|-----|

Comment: Four mimes with Dualcast, Summon and Steal will get this battle sorted. You can't one round him because he's protected by some barriers at the start of the fight. Dualcast bahamut to take them out, then wait for him to talk or you're next attacks will still miss. Once he loses a lot of health Gilgamesh will appear. Steal his Genji armor and wait for him to self destruct to end the fight.

Head into the next area and you'll find ExDeath, the final boss guy.

```

*****
* ExDeath          * Level: ?? * HP: 49001 * Drops:          *
*                  * Steal:          *
*****

```

Comment: I got really impatient to get to the bonus dungeon here so you wont get a real strategy untill I replay the third world.

Cannoneers Combine ability, Mix a Blitzshot and Dark Matter then just keep miming it until he dies. Instead of transforming you'll win the fight.

VeghEsther Comment: For beating it without Chaos Shot via combine, cast Holy + Mime 1st round (after hastaga + mighty guard) then for Neo Ex Death Zeniage + mime till all parts die (recast hastaga + mighty guard if you need to.)

```

-----
*****
* Right part      * Level: ?? * HP: 50000 * Drops:          *
*                  * Steal:          *
*****
* Middle right    * Level: ?? * HP: 55000 * Drops:          *
*                  * Steal:          *
*****
* Middle left     * Level: ?? * HP: 60000 * Drops:          *
*                  * Steal:          *
*****
* Left part       * Level: ?? * HP: 55000 * Drops:          *
*                  * Steal:          *
*****

```

Comments: didn't fight it. No strategy yet.

Sit back and watch the ending. I certainly didn't earn it ;)

(If you earned all 111 abilities on all 4 characters, be prepared to watch a LOT of text scrolling over your screen. Bwahahahaha)

```

=====
                4.e) CLEAR GAME
=====

```

```

-----
                THE BONUS DUNGEON
-----

```

To help you out white traveling in the bonus dungeon, I made a little ascii map of the areas and how to move between them.

```

    |-> Right door --> Tower --> Caves
    |           @           @
    |           @           @
Begin      Waterfall --> Ancient
    |      (Catch Behemoth) @      ----<-----<-----<-----|
    |           @ /           |
    |-> Left door --> Water Caves !!Gil Turtle           ^
    |           |           |
    |-> Central Door !!Grand Aevis           (Pitfall)
    |           |           |
    |--> Ancient --> Waterfall --> Water caves --> Pyramid !! Omega MK II
    (Warp to top)   |           |

```

V
Lava !!Neo Shinryu

V
Void !!Soul Cannon, Euno

Key:

- @ = Teleport. This only leads down.
- > = Doorway. This goes both ways.
- !! = Boss fight
- () = Notes.

Load up your clear data and you'll find yourself outside Tule with your airship. Get in it and fly south of Crescent to the place you got your last three Jobs. Head inside and pull the switch that was broken before and the room will move. Once you're back on your feet head into the door in the top left corner.

You'll find a save point here, head past it and down the stairs to the north. You start in a grassy area, head south and down the right set of stairs, follow the path west to a door and enter it. Follow the path, ignoring the south path at the fork and enter the door into the Tower area.

Head south a bit and you'll see a hidden passage on your left, go down it then south and the pthe passage on your right to find two Blitzshot's. Head back down the hidden passage (The way to the crossroads it blocked by pitfalls) then south to the crossroads and take the western path. Go through the hidden passage here and pick up the two Blastshots from the chests before returning to the crossroads. Move down the west passage and then north to drop into a pitfall to the cave area. Follow the path round west to find a Blitzshot, then head back to where you dropped down and head north. At the north end, head north west for an Elixir then head back and go east. Ignore the first passage south and hit thw switch you see at the end to move the rock, then head south and east to find a Dark Matter. Head back to where you turned east and go south west. When the path splits, head north for a Mace of Zeus then west and north to drop into the Ancient area.

To save backtracking later, head west and into the door to reach the waterfall area, get into a fight with a Behemoth and catch it with the Beastmasters Catch ability. When you have one, head east through the Ancient are and use the teleporter to get to the Water Caves area.

Hea down the stairs into the water twice and you'll end up on a different platform. Head east past a fork and you'll find an Iron Draft, head back to the fork and go south into the water. Grab the Power Drink from the chest then drop into the hole to the south east. Grab the Dark Matter to the west then head south into the water. Head west from here and you'll find a Turtle Shell, grab it and follow the path north. When you get to four sets of stairs, take the second from the left to get the Elixir, then hop into the water again to be returned to the eastern platform. Head up and west at the fork, into the cave to get back to the first area. Follow the path to two sets of stairs and go down the right set to get a Goliath Tonic. Jump into the water again the back down the hole to the south east. Head north here to the fork you were at earlier and head east this time to encounter the Gil Turtle.

CAST FLOAT BEFORE YOU FIGHT HIM!

```
*****
* Gil Turtle           * Level: ?? * HP: ????? * Drops: Grand Helm *
*                     * Steal:                *
```

Comment: Give your fastest person Dualcast + Summon, next dualcast + black, next Summon + black, next dualcast + black.

When the fight starts summon Golem and Carbuncle, have the next person dualcast blizzaga on your whole party doing about 5000 damage each time, he'll counter with 4 attacks and may hit for a fifth, have the next person resummon golem then the last person dual cast Blizzaga. Repeat until death.

He'll end the fight with earthquake, doing 3500 damage to everyone without float.

Note: I don't think this is the same Gil turtle from World two, as he dropped a Grand Helm. The Bestiary says he drops nothing.

The Grand Helm is better than even the Genji Helm, so be happy with your new trophy. Head south into the next area.

Go east for Cottage, then come back and head west to find a Fuma Shuriken. Take the north path by the Shuriken to find a person who wants an ikkle wikkle Behemoth pet... or something. If you listened to me you already have one, if not, follow the map to the waterfall area and get one. He'll unlock the middle door back at the top floor. Head back to the last area, head west to a cave entrance to go back another area then follow the path east and into another cave entrance to get back to the castle. Follow the path round to the exit, but before leaving, there's a hidden passage to your right that leads to a Buckshot and a Blastshot. When you have them head outside to the beginning then into the double doors in the center.

THROUGH THE DOUBLE DOORS

Head west, taking the south path at the split. Get the Dark Matter, the Hero Cocktail through the hidden path to the west and the Holy Water to the south. Move east into the big room and get the Gladius from down the hidden passage, then examine the statue to the north, you can't do anything with it now so head back outside (You have to examine it here to get the key item in the next bit).

Head into the door on the right, taking the south path at the fork this time, and use the left teleporter to get to the waterfall area. Take the Dark Matter in the chest and drop down one of the waterfalls to the west. Grab the Vishnu Vest and head east into the next area. Head south down the stairs to get an Elixir then follow the path east to the Ancient area. Make sure someone has the sprint ability and whoever goes first has Flee, head east then north and talk to the person there to be given a potion that softens stone and a five minute timer. Run south and use the teleporter to the east to get to the Water Cave area. Enter the cave right above you to get back to the castle and follow the path outside. Enter the central door and run back to the snake statue from before, prepare yourself for combat and examine it to remove the petrification.

```
*****
* Grand Aegis          * Level: 97 * HP: 42000 * Drops: Fairy's Bow      *
*                      * Steal: Cottage                               *
*****
* Dark elemental x2    * Level: ?? * HP: 5500 * Drops:                  *
*                      * Steal:                                      *
*****
| Absorbs Fire, Ice, Lightning & Wind |
L-----|
```

Comment: The Aevis absorbs Fire, Ice and Lightning and is immune to Earth. The two Dark Elementals have extreme Magic Defense and only summons and level 6 magic will hurt them. The Dark Elementals will cast Aeroga and White Wind throughout the fight, while the Aevis will cast Zombie Breath, Poison Breath, Zombie Powder, Maelstrom, Wing attack and Breath Wing. Four Angel Rings and ribbons are heavily recommended for this fight.

The only way I've been able to kill this boss is with dualcast and summon Bahamut. The Dark elemntals Aeroga hurt too much to not summon carbuncle, but then I don't have enough healing to survive the Aevis' attacks in a drawn out fight. Have fun being cheap ;)

Follow the path that the monster was guarding, taking the north eastern path at the exit to grab an Ether before exiting into another Ancient area.

Open the chests around you for two Fuma Shurikens and two Ethers. Head south and open the chests there for a Dark Matter and a Cottage. Further south is a Cottage, Blitzshot and Sorceror's Mantle. Return to the crossroads and head east to find two Holy Waters then move south into the next area. Get the Kagenui here and return the the previous area. Head back to the crossroad and go west to find a Phoenix Down and a Blitzshot then head south into the next area. Head south and you'll find five chests like the ones in Ghido's cave. Take the stone out of the central chest and drop it in the north western chest. Head into the open door and get the Blastshop and Buckshot, then return and pick up the stone. Drop it into the south eastern chest and head through the door to get a Hyper Wrist, return and pick up the stone. Drop it in the south western chest and head through the door into the next area.

Open the chest to your right for a Cottage and the head west. Climb down the chain and head south (If you head east and north instead you'll find a teleporter to take you back to the beginning [one way]). To the east you'll find five chains, climb up the second from the left. Through the hidden passage to the west you'll find an Apocolypse. Head back to the room with five chains and climb up the left one. Go through the hidden passage to the east and all the way north then down the stairs to your left to get to another waterfall area.

Head down the stairs to the second platform, then cross over to the other side of the waterfall. Go down the stairs for a Cottage then down the next set for a Royal Crown. Head down tht next two sets of stairs then east to the next area. Head down the stairs ahead, then take the right set of stairs to the bottom and then the stairs to your right to enter another area. Head down to the bottom and you'll find Dark Matter, Turtle Shell, Dark Matter, Water Scroll and Cottage. Once you have them head back up into the previous area. Move east into the waterfall, then open the chest for a Coral Ring. Hit the switch and run quickly into the next Water Cave area.

Head north at the fork to find a Longinus and enter the waterfall to find a save point. Talk to the person in the center of the room then backtrack to the Anceint area, to the teleporter I mentioned earlier to get back to the Beginning. Once there, head into the left door and open the middle cell that contains a creature, in return for saving it, it will attack.

* Archeodemon * Level: 17 * HP: 50000 * Drops: Chaos Orb *
* * Steal: Phoenix Down *

| Absorbs all elements |

NEO SHINRYU

This bit's coming later

RETURN TO THE VOID

Enter the teleporter south of the save point to be warped to the void area.

Head south then east to get a Mutsunokami, the west to find an Elixir. Head down the stairs and follow the path west and north to get to the next area. Just follow the path to the next two teleporters, there's no items. Head up the stairs on the right in the next area for a Robe of Lords, then back down and up the left set of stairs to find an upgraded version of the Soul Cannon.

```
*****
* Guardian          * Level: 97 * HP: 50000 * Drops: Crystal Orb      *
*                   * Steal: Blitzshot                            *
*****
* Wave Cannon       * Level: 97 * HP: 22000 * Drops: Nothing        *
*                   * Steal: Blitzshot                            *
*****
* Launcher x2       * Level: 97 * HP: 20000 * Drops: Nothing        *
*                   * Steal: Blastshot                            *
*****
```

```
| Absorbs Lightning |
L-----|
```

Comment: A group of four mimes with with dualcast, time and summon are recommended for this fight. Just have everyone cast Bahamut, Quick, Bahamut, Bahamut, Mimic. If you run out of MP just keep using Mimic, though you'll only get two bahamuts a turn instead of five. The Wave Cannon and two Launchers will go down in the first volley, then you'll have to wait a couple of second for the Guardian to become attackable (The ATB guages will freeze for a second when this happens) before continuing the assault.

After the fight, enter the teleporter to the north. Go north in the next room to find Enuo.

```
*****
* Enuo              * Level: ?? * HP:          * Drops:                *
*                   * Steal:                    *
*****
```

```
| |
L--|
```

Comment: Have everyone in the freelancer job for this one with dualcast and summon. Equip them all with ribbons and angel rings then spam him with Bahamut. If he kills one of your people, use the phoenix summon to revive them and keep on attacking.

After the fight you'll be pulled all the way back to the first room along with the crystal shard containing the Necromancer job.

Congratulations, you've completed the bonus dungeon and defeated the master of the void.

ROOM 3|

```
*****
* Byblos                * HP: 12000 * Drops: N/A          * Steal:          *
* Tyrannosaur           * HP: 22000 * Drops: N/A          * Steal:          *
* Dragon Pod            * HP: 20000 * Drops: N/A          * Steal:          *
* Dragon Flower         * HP: 3000  * Drops: N/A          * Steal:          *
* Archeodemon           * HP: 50000 * Drops: N/A          * Steal:          *
* Apanda                * HP: 22200 * Drops: N/A          * Steal:          *
*****
```

Preperation: Make sure no one has any holy weapons equipped.

Team: A group of freelancers with Rapid Fire and Summon.

Strategy: Rapid fire Byblos, use a Phoenix Down on Tyrannosaur, summon Odin to kill the Dragon Pod and Flowers, two rounds of Bahamut will take down Archeodemon and back to Rapid Fire for Apanda.

ROOM 4|

```
*****
* Manticore             * HP: 13000 * Drops: N/A          * Steal:          *
* Adamantoise           * HP: 18000 * Drops: N/A          * Steal:          *
* Jackanapes            * HP: 6000  * Drops: N/A          * Steal:          *
* Calofisteri           * HP: 24000 * Drops: N/A          * Steal:          *
* Twintania             * HP: 50000 * Drops: N/A          * Steal:          *
*****
```

Preperation: Put your holy weapons back on.

Team: Four freelancers with Rapid Fire.

Strategy: You don't need one. They all die quickly to rapid fire.

ROOM 5|

```
*****
* Omniscient            * HP: 23000 * Drops: N/A          * Steal:          *
* Wendigo x4            * HP: 30000 * Drops: N/A          * Steal:          *
* Sandworm              * HP: 18000 * Drops: N/A          * Steal:          *
* Atomos                * HP: 25000 * Drops: N/A          * Steal:          *
* Halicarnassus         * HP: 23000 * Drops: N/A          * Steal:          *
*****
```

Preperation: Equip everyone eith Flame Rings and Ribbons.

Team: Four freelancers with Rapid fire and Summon.

Strategy: Use Bahamut to kill Omniscient and Wendigo (The flame rings negating the damage from frost), normal attacks to kill the sandworm and rapidfire to kill atamos and Halicarnassus (The ribbon stopping frog status).

ROOM 6|

```
*****
* Crystal x4            * HP: 15000 * Drops: N/A          * Steal:          *
* Melusine              * HP: 24000 * Drops: N/A          * Steal:          *
*****
```

* Catastrophe	* HP: 33300	* Drops: N/A	* Steal:	*
* Azulmagia	* HP: 37000	* Drops: N/A	* Steal:	*
* Necrophobe	* HP: 18000	* Drops: N/A	* Steal:	*
* Barrier x4	* HP: 12000	* Drops: N/A	* Steal:	*

Preperation: Make sure no one has any holy weapons equipped. Give everyone float status and equip them with Reflect rings.

Team: Four freelancers with Rapid Fire and Summon

Strategy: Summon Odin to kill the crystals, rapid fire Melusine, Catastrophe and Azulmagia. Hit the barriers twice with Bahamut then rapid fire Necrophobe.

After killing every enemy in the six rooms, you'll be given a medal of smiting, which does absolutely nothing :)

~ ~ ~ ~ ~

6) Missable Items

~ ~ ~ ~ ~

Since this question is asked so much on the gamefaqs forum, I decided that I would give the answer it's own section. Here you'll find a list of every item in the game, in chronological order of where it's found, and when you can no longer get it. IF you've finished the game already then this list wont help you much =P

=====

First World Missables

=====

---Meteorite at Tycoon (End of world one)
Phoenix Down

---Ship Graveyard (End of world one)
Flail, Tent, 990 gil, Phoenix Down, Potion, World Map, Antidote, Antidote,
Phoenix Down

---Castle Tycoon (After talking to Ghido in World 3)
Hi-Potion, Ether, cottage, Phoenix Down, Elixir, Ether, Maiden's Kiss,
Phoenix Down, Elixir, Healing Staff, Ashura, Shuriken, Diamond Bell, Cottage,
Cottage

---Town of Walse (End of world one)
Silver Specs

---Castle Walse (End of world one)
Shiva (Summon)
Tent, Phoenix down, 490 gil, 1000 gil, 1000 gil, Elven Mantle

---Tower of Walse (Right after completing it)
Silk Robe, Maiden's Kiss, Silver Armlet, Ether

---Karnak Castle (After escaping it)
Esuna (White)
2000 gil, Elixir, Shuriken, Ribbon, 2000 gil, Elixir, Elixir, Elven Mantle,
Elixir, Elixir, Elixir, 2000 gil, Main Gauche, Lightning Scroll

---Library of the Ancients (After completing Pyramid, third world)
Ether, Ninja Suit, Phoenix Down

---Istory (End of world one)
Romeo's Ballad (Song)

---Lix (End of world one)
Alluring Air (Song)

---Ronka Ruins (Right after completing it)
Golden Armor, Elixir, Phoenix Down, Golden Shield, Hi-Potion, Shuriken,
5000 gil, Ancient Sword, Moonring Blade, Power Armet, Ether, Cottage

=====
Second World Missables
=====

---Moogles Village (End of world two)
Ether, Phoenix Down, 10000 gil, 1 gil, Dancing Dagger, Cottage, Elven Mantle

---Barrier Tower (Right after completing it)
9000 gil, 18000 gil, Blood Sword, Gold Hairpin

---World map (End of world two)
Catoblepas (Summon)

---Forest of Moore (After it burns down)
2500 gil, Ether, 4900 gil, Phoenix Down, 9500 gil, Cottage, Goliath Tonic,
Elixir, Morning Star

---Forest of Moore (End of world two)
Aegis Shield or Fire Shield, Ash, Flametounge

---Exdeath's castle (Right after completing it)
Carbuncle (Summon)
Diamond Shield, Ether, Ice shield, Ether, Hayate Bow, Elixir, Kotetsu,
Icebrand, Elixir, 9900 gil, 8000 gil, Twin Lance, Partisan, Fuma Shuriken

=====
Third World Missables
=====

---Library of the Ancients (After completing Pyramid)
Mana's Paeon (Song)

---Fork Tower (Right after completing it)
Ether, Wonder Wand, Hi-Potion, Defender

~ ~ ~ ~ ~
7) Job information

~ ~ ~ ~ ~
Improving the section slowly, will add my thoughts and descriptions for the
jobs in the next update when I complete the ability descriptions.

The first column is the job level, second column is the ABP to reach it.
I means it's an innate ability,
I* means it's innate but doesn't transfer to Freelancer,
C means it's a command ability that needs to be used,
S means it's a special skill that has to be equipped to take effect.
Skills denoted with Q aren't learned and can only be used by that class.

Knight
Str: +23 Agi: +01 Sta: +20 Mag: -14

- 1 - 10 - I - Cover - Takes physical damage in place of critical allies.
- 2 - 30 - C - !Guard - Reduces physical damage taken to 0.
- 3 - 50 - S - Two-Handed - Deals double damage but only one weapon can be equipped.
- 4 - 100 - S - Equip shields - Allows a job to equip shields.
- 5 - 150 - S - Equip Armor - Allows a job to equip heavy armor.
- 6 - 350 - S - Equip Swords - Allows a job to equip swords.

Monk

Str: +26 Agi: +01 Sta: +26 Mag: -23

- 0 - --- - Q - !Kick - Damages all enemies.
- 1 - 15 - C - !Focus - Waits one turn then attacks for double damage.
- 2 - 30 - I - Barehanded - Gives you the strength of a monk while attacking Unarmed.
- 3 - 45 - C - !Chakra - Restores some of the users HP and MP.
- 4 - 60 - I - Counter - Occasionally attacks back when physically hit.
- 5 - 100 - S - HP +10% - Increases HP by 10%.
- 6 - 150 - S - HP +20% - Increases HP by 20%.
- 7 - 300 - S - HP +30% - Increases HP by 30%.

Thief

Str: +01 Agi: +16 Sta: +02 Mag: -6

- 1 - 10 - I - Find Passages - Allows you to see hidden passages.
- 2 - 20 - C - !Flee - Escapes from a fight.
- 3 - 30 - I - Sprint - Run faster by holding the B button.
- 4 - 50 - C - !Steal - Try to steal an item from the enemy.
- 5 - 75 - I - Vigilance - Stops you from being back attacked.
- 6 - 150 - C - !Mug - Try to steal while attacking.
- 7 - 300 - I - Artful Dodger - Gain the thieves Agility bonus.

Dragoon

Str: +18 Agi: +05 Sta: +15 Mag: -12

- 1 - 50 - C - !Jump - Jumps into the air to attack an enemy. Does double damage when weilding spears.
- 2 - 150 - C - !Lance - Deals aproximatly 1/4 damage and absorb it as health along with 1/10 MP.
- 3 - 400 - S - Equip Lances - Allows a job to equip lances.

Ninja

Str: +15 Agi: +14 Sta: +03 Mag: -10

- 1 - 10 - C - !Smoke - Escapes from a fight.
- 2 - 30 - C - !Image - Blocks the next two Physical attacks.
- 3 - 50 - S - First Strike - Allows you to go first in battle.
- 4 - 150 - C - !Throw - Throws a weapon at the enemy.
- 5 - 450 - I - Dual wield - Weild two single handed weapons at once.

Samurai

Str: +19 Agi: +02 Sta: +19 Mag: -12

- 1 - 10 - C - !Mineuchi - Attacks the enemy and may cause stun.
- 2 - 30 - C - !Zeninage - Throws gil at the enemy.
- 3 - 60 - I - Shirahadori - Increases evade rate for Physical attacks.
- 4 - 180 - S - Equip Katanas - Allows a job to equip Katanas.
- 5 - 540 - C - !Iainuki - Try to one hit kill all enemies.

Beserker

Str: +21 Agi: -09 Sta: +25 Mag: -23

- 1 - 100 - I* - Beserk - Inflicts permanent berserk status.
- 2 - 400 - S - Equip Axes - Allows a job to equip Axes.

Ranger

Str: +16 Agi: +12 Sta: +01 Mag: -05

- 1 - 15 - C - !Animals
- 2 - 45 - C - !Aim
- 3 - 135 - S - Equip Bows
- 4 - 405 - C - !Rapid Fire

Mystic Knight

Str: +14 Agi: +14 Sta: +14 Mag: +01

- 1 - 10 - I - Magic shell
- 2 - 20 - C - !Spellblade LV1
- 3 - 30 - C - !Spellblade LV2
- 4 - 50 - C - !Spellblade LV3
- 5 - 70 - C - !Spellblade LV4
- 6 - 100 - C - !Spellblade LV5
- 7 - 400 - C - !Spellblade LV6

White Mage

Str: -07 Agi: +01 Sta: --- Mag: +25

- 1 - 10 - C - !White Lv1
- 2 - 20 - C - !White Lv2
- 3 - 30 - C - !White Lv3
- 4 - 50 - C - !White Lv4
- 5 - 70 - C - !White Lv5
- 6 - 100 - C - !White Lv6
- 7 - 300 - S - MP +10%

Black Mage

Str: -09 Agi: --- Sta: -02 Mag: +31

- 1 - 10 - C - !Black Lv1
- 2 - 20 - C - !Black Lv2
- 3 - 30 - C - !Black Lv3
- 4 - 50 - C - !Black Lv4
- 5 - 70 - C - !Black Lv5
- 6 - 100 - C - !Black Lv6
- 7 - 450 - S - MP +30%

Time Mage

Str: -05 Agi: +02 Sta: -03 Mag: +24

- 1 - 10 - C - !Time LV1
- 2 - 20 - C - !Time LV2
- 3 - 30 - C - !Time LV3
- 4 - 50 - C - !Time LV4
- 5 - 70 - C - !Time LV5
- 6 - 100 - C - !Time LV6
- 7 - 250 - S - Equip Rods

Summoner

Str: -10 Agi: -01 Sta: -01 Mag: +33

- 1 - 15 - C - !Summon LV1
- 2 - 30 - C - !Summon LV2
- 3 - 45 - C - !Summon LV3
- 4 - 60 - C - !Summon LV4
- 5 - 100 - C - !Summon LV5
- 6 - 500 - C - !Call

Blue Mage

Str: -08 Agi: +01 Sta: +03 Mag: +23

- 1 - 10 - C - !Check
- 2 - 20 - I - Learning

3 - 70 - C - !Blue
4 - 250 - C - !Scan

Red Mage

Str: -08 Agi: +01 Sta: +03 Mag: +23
1 - 20 - C - !Red LV1
2 - 40 - C - !Red LV2
3 - 100 - C - !Red LV3
4 - 999 - C - !Dual Cast

Beastmaster

Str: +13 Agi: +01 Sta: +08 Mag: -03
1 - 10 - C - !Calm
2 - 50 - C - !Control
3 - 100 - S - Equip Whips
4 - 300 - C - !Catch

Chemist

Str: +02 Agi: +03 Sta: +06 Mag: -04
1 - 15 - I - Pharmacology
2 - 30 - C - !Mix
3 - 45 - C - !Drink
4 - 135 - C - !Recover
5 - 405 - C - !Revive

Geomancer

Str: +05 Agi: +02 Sta: +04 Mag: +24
1 - 25 - C - !Gaia
2 - 50 - I - Find Pits
3 - 100 - I - Light Step

Bard

Str: -08 Agi: +08 Sta: -09 Mag: +11
1 - 25 - C - !Hide
2 - 50 - S - Equip Harps
3 - 100 - C - !Sing

Dancer

Str: +05 Agi: +05 Sta: -10 Mag: -05
1 - 25 - C - !Flirt
2 - 50 - C - !Dance
3 - 325 - S - Equip ribbons

Necromancer

Str: +04 Agi: +01 Sta: +21 Mag: +29
1 - 15 - C - !Oath
2 - 30 - C - !Dark Arts Lv1
3 - 45 - C - !Dark Arts Lv2
4 - 60 - C - !Dark Arts Lv3
5 - 100 - C - !Dark Arts Lv4
6 - 200 - C - !Dark Arts Lv5
7 - 300 - I* - Undead

Oracle

Str: -09 Agi: -01 Sta: -04 Mag: +36
1 - 20 - C - !Condemn
2 - 50 - C - !Predict
3 - 150 - S - ABP Up
4 - 300 - S - Read Ahead

Cannoneer

Str: +09 Agi: +06 Sta: +06 Mag: +04

- 1 - 50 - C - !Open Fire
- 2 - 150 - S - EXP Up
- 3 - 300 - C - !Combine

Gladiator

Str: +26 Agi: +14 Sta: +03 Mag: -14

- 1 - 30 - S - Lure
- 2 - 70 - C - !Finisher
- 3 - 150 - S - Long Reach
- 4 - 400 - C - !Bladeblitz

The ability !Finisher has a chance of three outcomes, it can miss, hit for critical damage or do an elemental attack for 9999 damage.
 The table below shows the chance of each outcome as the job levels up. (posted on the gamefaqs board by n8NMONSTER, source quoted as the official guide)

- job lvl 1 = miss (6/16), crit (6/16), elemental (4/16)
- job lvl 2 = miss (5/16), crit (6/16), elemental (5/16)
- job lvl 3 = miss (5/16), crit (5/16), elemental (6/16)
- job lvl 4 = miss (5/16), crit (4/16), elemental (7/16)
- job lvl 5 = miss (4/16), crit (4/16), elemental (8/16)

Mimic

- 0 - --- - Q - !item
- 0 - --- - Q - !attack
- 1 - 999 - C - !Mimic

Freelancer stats

Bartz: Str: 28 Agi: 25 Sta: 27 Mag: 25
 Lenna: Str: 25 Agi: 26 Sta: 25 Mag: 28
 Galuf: Str: 27 Agi: 24 Sta: 28 Mag: 24
 Faris: Str: 28 Agi: 25 Sta: 27 Mag: 25
 Krile:

~ ~ ~ ~ ~

8) Items

~ ~ ~ ~ ~

~ ~ ~ ~ ~

9) Weapons

~ ~ ~ ~ ~

=====
 Knives
 =====

Can be equipped by everyone except Monks, White Mages, and Oracles (except for the Man-Eater, which can only be equipped by Dancers)
 Can be used with spellblade (except for the Man-Eater).
 Knives can be thrown (except for the Dancing Dagger, Thief Knife, Man-Eater and Chicken Knife).

Name	Atk	Str	Agi	Sta	Mag	Location/Notes
Knife	7					Lenna starts with it equipped.
Dagger	14					Bought in Carwen, Walse.
Mythril Knife	23					Bought in Karnak
Mage Masher	31				1	Bought in Jachol. May cast Silence.
Main Gauche	36					Found in Walse Castle and Moore.
Orichalcum Dirk	41					Bought in Regole, Castle Bal, Quelb.

Dancing Dagger	51	2	1	Found in Moogles Village. May use Dance.
Air Knife	56			Bought in Moore
Thief Knife	66	1		
Assassin's Dagger	81	1		
Man-Eater	89	2	2	2
Gladius	118	2		
Chicken Knife	0-127	5		

=====
Ninja Katanas
=====

Can be equipped by Ninjas.
Can be used with spellblade.
Can be thrown.

Name	Atk	Agi	Location/Notes
Kunai	29	1	Bought in Karnak.
Kodachi	46	1	Bought in Quelb.
Sasuke's Katana	99	1	
Kagenui	126	3	

=====
Swords
=====

Can be equipped by Knights, Mystic Knights, Blue Mages, Red Mages, Cannoneers, and Gladiators.
Can be equipped with the Equip Swords ability.
Can be used with Two Handed.
Can be used with Spellblade (except Rune Blade and Excalipoor).
Can be thrown (except Rune Blade and Enhancer).

Name	Atk	Str	Agi	Sta	Mag	Location/Notes
Broadsword	15					Bought in Tule.
Long Sword	22					Bought in Carwen, Walse.
Mythril Sword	31					Bought in Karnak.
Coral Sword	37					Bought in Jachol.
Ancient Sword	43					Bought in Regole, Castle Bal, Quelb.
Sleep Blade	49					
Rune Blade	50					
Great Sword	57					Bought in Surgate.
Excalipoor	100					
Enhancer	102				3	
Ultima Weapon	180	2	2	2		

=====
Knight Swords
=====

Can be equipped by Knights and Gladiators.
Can be equipped with the Equip Swords ability.
Can be used with Two Handed.
Can be used with Spellblade.
Defender, Excalibur and Ragnorak can be thrown.

Name	Atk	Str	Sta	Mag	Location/Notes
Flametounge	63				Bought in Phantom Village.
Icebrand	65				Bought in Phantom Village.
Blood Sword	84			5	
Defender	99				
Excalibur	110	5			
Ragnarok	140				

Apocalypse 145 3 3
Brave Blade 0-150

=====
Spears
=====

Can be equipped by Dragoons and Gladiators.
Can be equipped with the Equip Lances ability.
Will do twice as much damage if you use the Jump command.
Can be thrown.

Name	Atk	Str	Agi	Location/Notes
Spear	25		1	Stolen from Jail Bear
Mythril Spear	30			Bought in Karnak
Trident	38			Bought in Jachol
Wind Spear	44			Bought in Regole
Heavy Lance	54			Bought in Surgate
Javelin	55	1		Stolen from Sand Bear
Partisan	62			Bought in Phantom Village
Holy Lance	109	3		
Dragon Lance	119			
Longinus	132	2		

=====
Axes
=====

Can be equipped by Berserkers and Gladiators.
Can be equipped with the Equip Axes ability.
Battle Axe, Poison Axe, Rune Axe and Earthbreaker Axe can be thrown.

Name	Atk	Str	Agi	Sta	Mag	Location/Notes
Battle Axe	23					Bought in Walse.
Ogre Killer	33					Bought in Jachol.
Death Sickle	43					
Poison Axe	48					Bought in Surgate.
Rune Axe	71				3	
Titan's Axe	91					
Earthbreaker	133	5	-5	5	-5	

=====
Hammers
=====

Can be equipped by Berserkers.
Can be equipped with the Equip Axes ability.
Can be used with Two Handed.
Thor Hammer has full power in the back row.
War Hammer and Gaia Hammer can be thrown.

Name	Atk	Location/Notes
Mythril Hammer	28	Bought in Karnak.
War Hammer	38	Bought in Regole, Castle Bal, Quelb.
Gaia Hammer	58	Bought in Phantom Village.
Thor Hammer	81	

=====
Samurai Katanas
=====

Can be equipped by Samurais.
Can be equipped with the Equip Katanas ability.
Can be used with Two Handed.

Can be thrown.

Name	Atk	Location/Notes
Ashura	42	Bought in Jachol.
Wind Slash	44	
Osadune	51	Bought in Surgate.
Kotetsu	58	
Kiku-Ichimonji	87	Bought in Phantom Village.
Murasame	97	
Masamune	107	
Murakumo	117	
Mutsunokami	142	

====

Rods

====

Can be equipped by Black Mages, Time Mages, Summoners, Blue Mages, Red Mages, Necromancers and Mimes.

Can be equipped with the Equip Rods ability.

Have full power in the back row.

Name	Atk	Mag	Location/Notes
Wonder Wand	0	2	
Rod	8	1	Bought in Tule.
Thunder Rod	16		Bought in Karnak.
Frost Rod	16		Bought in Karnak.
Flame Rod	16		Bought in Karnak.
Lilith Rod	30	3	
Poison Rod	32		Bought in Quelb.
Magus Rod	40		
Demon's Rod	55	2	

=====

Staves

=====

Can be equipped by White Mages, Time Mages, Red Mages, Chemists, Oracles and Mimes.

Can be equipped with the Equip Rods ability.

Staff, Mace of Zeus, Flail and Morning Star can be used with Two Handed.

Staff of Light, Sage's Staff, Judgment Staff, Flail and Morning Star Have full power in the back row.

Name	Atk	Str	Mag	Location/Notes
Power Staff	0	5		
Healing Staff	0		2	
Staff	9			Bought in Tule, Carwen.
Flail	16			
Mythril Staff	19			Dummy item. Can't be found.
Staff of Light	45		2	
Morning Star	50			
Sage's Staff	53			
Judgment Staff	60		3	
Mace of Zeus	78		3	

====

Bows

====

Can be equipped by Rangers and Gladiators.

Can be equipped with the Equip Bows ability.

Must be used Two Handed. (A shield can be equipped with the Rune Bow)
Have full power in the back row.

Name	Atk	Str	Agi	Location/Notes
Rune Bow	0			Bought in Phantom Village.
Silver Bow	38			Bought in Jachol.
Thunder Bow	39			Bought in Crescent.
Frost Bow	39			Bought in Crescent.
Flame Bow	39			Bought in Crescent.
Dark Bow	43			Bought in Regole, Castle Bal, Quelb.
Killer Bow	49			Bought in Quelb.
Elven Bow	56			Bought in Moore.
Hayate Bow	69			
Aevis Killer	91			
Yoichi's Bow	101	3	3	
Artemis Bow	111			
Fairy's Bow	130			

=====

Harps

=====

Can be equipped by Bards.
Can be equipped with the Equip Harps ability.
Must be used Two Handed.
Have full power in the back row.

Name	Atk	Location/Notes
Silver Harp	15	Bought in Crescent.
Dream Harp	25	Bought in Regole, Castle Bal, Quelb.
Lamia's Harp	35	
Apollo's Harp	45	

=====

Whips

=====

Can be equipped by Beastmasters.
Can be equipped with the Equip Whips ability.
Have full power in the back row.

Name	Atk	Str	Agi	Location/Notes
Whip	26			Bought in Karnak
Blitz Whip	42			
Chain Whip	52			Bought in Regole, Castle Bal, Quelb.
Beast's Killer	72			
Fire Lash	82	2	2	
Dragon's Whisker	92			

=====

Bells

=====

Can be equipped by Geomancers.
Have full power in the back row.

Name	Atk	Location/Notes
Diamon Bell	24	Bought in Karnak
Gaia Bell	35	
Rune Chime	45	
Tinkerbelle	55	

=====

Location: Tule, Karnak, Jachol

Poisona MP: 2

Cures the target of poison status.

Location: Tule, Carwen, Karnak, Jachol

=====
Level 2
=====

Silence MP: 2

Stops the target from being able to cast spells.

Location: Carwen, Karnak, Jachol

Protect MP: 3

Reduces physical damage taken by the target.

Location: Carwen, Karnak, Jachol

Mini MP: 5

Shrinks the target, reducing their attack and defense.
Will remove mini status if already inflicted.

Location: Underwater area near Crescent, Phantom Village

=====
Level 3
=====

Cura MP: 9

Restores a moderate amount of HP to the target. Damages Undead.

Location: Karnak, Jachol

Raise MP: 29

Revives the target.

Location: Karnak, Jachol

Confuse MP: 4

Confuses the target, making it fight for the other side.

Location: Karnak, Jachol

=====
Level 4
=====

Blink MP: 6

Nullifies the next two physical attacks against the target.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Shell MP: 5

Reduces magic damage recieved by the target.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Esuna MP: 10

Cures all status effects except KO and Zombie.

Location: Karnak Castle, Lix, Regole, Castle Bal, Quelb, Surgate Castle, Moore

=====
Level 5
=====

Curaga MP: 27

Restores a large amount of HP to the target. Damages Undead.

Location: Moore

Reflect MP: 15

Reflects most of the spells casts against the target.

Location: Moore

Berserk MP: 8

Causes the target to attack non-stop.

Location: Moore

=====
Level 6
=====

Arise MP: 50

Restores the party from KO status.

Location: Carwen, Karnak, Crescent

Toad

Inflicts toad status on the target, decreasing their attack and defense and causing silence. Cures the status if target is already afflicted

Location: Istory, Phantom Village

=====
Level 3
=====

Fira MP: 10

Deals moderate fire damage to the target.

Location: Karnak, Crescent

Blizzara MP: 10

Deals moderate ice damage to the target.

Location: Karnak, Crescent

Thundera MP: 10

Deals moderate lightning damage to the target.

Location: Karnak, Crescent

=====
Level 4
=====

Drain MP: 13

Absorbs HP from the target. Undead drain health from you.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Break MP: 15

Turns the target to stone.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Bio MP: 16

Deals poison damage to the target.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

=====
Level 5
=====

Firaga MP: 25

Deals heavy fire damage to the target.

Location: Moore

Blizzaga MP: 25

Deals heavy ice damage to the target.

Location: Moore

Thundaga MP: 25

Deals heavy lightning damage to the target.

Location: Moore

=====
Level 6
=====

Flare MP: 39

Deals heavy damage to the target.

Location: Fork Tower

Death MP: 29

Kills the target. Fully heals undead.

Location: Phantom Village

Osmose MP: 1

Drains MP from the target. Undead drain MP from you.

Location: Phantom Village

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11.3) Time Magic
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=====
Level 1
=====

Speed MP: 1

Hastens the pace of battle.

Location: Walse Castle, Phantom Village

Slow MP: 3

Slows the target causing the ATB guage to fill slower.

Location: Walse, Karnak, Istory

Regen MP: 3

Restores HP to the target over time.

Location: Walse, Karnak, Istory

=====
Level 2
=====

Mute MP: 3

Casts silence on all allies and enemies.

Location: Walse, Karnak, Istory

Haste MP: 5

Hastes the target causing the ATB guage to fill faster.

Location: Walse, Karnak, Istory

Float MP: 10

Causes your party to float above the ground, immune to earth based attacks and damaging terrain. Works outside of battle.

Location: Surgate Castle, Phantom Village

=====
Level 3
=====

Gravity MP: 9

Halves the targets HP.

Location: Karnak, Istory

Stop MP: 8

Freezes the target making it unable to do anything.

Location: Karnak, Istory

Teleport MP 15

Warps the party out of dungeons and combat.

Location: Castle Bal, Phantom Village

=====
Level 4
=====

Comet MP: 7

Deals random damage to the target.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Slowga MP: 9

Casts slow on all enemies.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

Return MP: 1

Restarts the current battle.

Location: Regole, Castle Bal, Quelb, Surgate Castle, Moore

=====
Level 5
=====

Graviga MP: 18

Reduces targets HP to 1/8th.

Location: Moore

Hastega MP: 15

Castes Haste on your whole party.

Location: Moore

Old MP: 4

Causes old status.

Location: Moore

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11.4) Summons

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=====
Level 1
=====

Chocobo MP: 4

Dealths physical damage to the target.

Location: Walse, Phantom Village

Sylph MP: 8

Drains health from the target.

Location: Walse, Phantom Village

Remora MP: 2

Casts stop on the target.

Location: Walse, Phantom Village

=====
Level 2
=====

Shiva MP: 10

Deals ice damage to all enemies.

Location: Karnak Castle

Ramuh MP: 12

Deals lightning damage to all enemies.

Location: Forest near Istory, Castle in the void.

Ifrit MP: 11

Deals fire damage to all enemies.

Location: Library of the Ancients

=====
Level 3
=====

Titan MP: 25

Deals earth damage to all enemies.

Location: Karnak Meteorite

Golem MP: 18

Blocks an amount of physical damage meant for your party.

Location: Drakenvale

Catoblepas MP: 33

Turns the enemy to stone.

Location: North west area of World 2

=====
Level 4
=====

Carbuncle MP: 45

Casts reflect on your whole party.

Location: ExDeaths castle

Syl dra MP: 32

Deals wind damage to all enemies.

Location: Pirate Hideout (World 3)

Odin MP: 48

Kills all enemies if not immune to death or damages single enemy.

Location: Castle Bal Basement (World 3)

=====
Level 5
=====

Phoenix MP: 99

Deals fire damage and revives fallen party members.

Location: Phoenix Tower (World 3)

Leviathan MP: 39

Deals heavy water damage to all enemies.

Location: Istory falls (World 3)

Bahamut MP: 66

Deals heavy damage to all enemies.

Location: North Mountain (World 3)

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11.5) Blue Magic
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First location may be world one, two or three.
SCC is the first place to get it in a Blue Mage SCC.
Late Locations are all in world three and available even after beating the game. They are not always the only place the get them end game, just the place I think is easiest.
Words in [] are conditions for use, words in () are the location, numbers in {} are the world it's found, words in || are extra notes.

Doom

Causes the enemy to die after 30 seconds.

First: ExDeath {2}
First: ExDeath {2}
All: ExDeath {2}, The Damned [Control], Unknown |172|, Azulmagia |Boss|
Late: Unknown |172| (Great Sea Trench)

Roulette

Randomly kills one ally or enemy.

First: Parthenope (Phoenix tower)
SCC: First: Parthenope (Phoenix tower)
All: Parthenope, Death Dealer, Azulmagia |Boss|, Shinryu |Boss|
Late: Death Dealer (The rift - Ruins)

Aqua Breath

Deals water damage to all enemies.

First: Dhorme Chimera (Karnak)
SCC: Dhorme Chimera (Karnak)
All: Dhorme Chimera, Manticore |Boss|, Crystal |Boss|, Gogo |Boss|,
Bahamut |Boss|, Aquagel, Leviathan |Boss|, Azulmagia |Boss|
Late: Aquagel (Istory Falls)

Level 5 Death

Kills all enemies whos level is a multiple of 5.

First: Page 64 (Ancient Library)
SCC: Executioner (Island Shrine) |Wear Bone Mail|
All: Page 64, Level Tricker [Control and reflect], Executioner, Level Checker,
Azulmagia |Boss|

Late: Executioner (Island Shrine)

Level 4 Graviga

Reduces health of enemies whos level is a multiple of 4 to 1/4.

First: Ghidra (Flying ruins) [On death]

SCC: First: Ghidra (Flying ruins) [On death]

All: Ghidra [On death], Level Tricker, Executioner, Level Checker,
Azulmagia (Boss)

Late: Executioner (Island Shrine)

Level 2 Old

First: Level Tricker (Barrier tower) [Control and Wall]

SCC: Magic Dragon (Exdeath's Castle)

All: Level Tricker [Control and reflect], Magic Dragon, Executioner,
Level Checker, Azulmagia (Boss), Shinryu (Boss)

Late: Executioner (Island Shrine)

Level 3 Flare

First: Red Dragon (Barrier tower) [Control and Wall]

All: Red Dragon [Control and reflect], Exdeath,
Archeosaur [Control and reflect], Executioner, Level Checker,
Azulmagia (Boss), Shinryu (Boss)

Late: Executioner (Island Shrine)

Pond's Chorus

Inflicts toad status on the enemy.

First: Elf Toad (Walse Castle/Tower) [When alone]

All: Elf Toad [When alone], Archeotoad, Kornago, Elf Toad (Metamorphis),
Lemure, Farfarello

Late: Lemure (Phoenix Tower)

Liliputian Lyric

Casts mini on the target.

First: Minimage (Moore forest)

All: Minimage, Gilgamesh (Exdeath's castle), Mykale [control], Cherie,
Vilia [Control], Farfarello

Late: Cherie (Phoenix Tower)

Flash

Inflicts darkness on all enemies.

First: Headstone (North Mountain)
All: Headstone [Needs Ether], Crewdust [When alone or control and wall],
Ramuh (Boss), Stone Mask, Neon, Gilgamesh (Exdeath's castle),
Parthenope [Control], Azulmagia (boss), Necrophobe (Boss), Orukat [Control]
Late: Parthenope (Phoenix Tower) [Control]

Time Slip

First: Traveller (Barrier Tower)
All: Traveller, Gilgamesh (Exdeath's castle), Cherie, Azulmagia (boss)
Late: Cherie (Phoenix Tower)

Moon Flute

Causes beserk status on all allies.

First: Page 256 (Ancient Library)
All: Page 256, Jackanapes [Rect: Physical], Mykale
Late: Mykale (Moore, Crescent)

Death Claw

Reduces targets hp to single digits and causes paralysis.

First: Death Claw (Boss)
All: Death Claw (Boss), Treant, Strapparer [Control], Objet d'Art [Control],
Gilgamesh (Xezat's Fleet), Death Claw, Azulmagia (boss), Soul Eater
Late: Objet d'Art (Castle Bal Basement) [Control]

Aero

Deals minor wind damage to the target.

First: Moldwynd (Wind Tower)
All: Moldwynd, Magissa (Boss), Defeater [Control], Gigas [React: Physical],
Mykale, Azulmagia (boss)
Late: Moldwynd (Wind Tower)

Aera

Deals moderate wind damage to the target

First: Gigas (Karnak Castle)
All: Gigas, Page 32, Enchanted Fan, Gilgamesh (Big Bridge), Enkidu,
Galajelly [Control], Abductor (Exdeath's castle), Azulmagia (boss)
Late: Enchanted Fan (Sunken Walse Tower)

Aeroga

Deals heavy wind damage to the target

First: Enchanted Fan (Metamorphis) (Ghido's Cave)

All: Enchanted Fan (Metamorphis), Magic Dragon, Crystal (Boss), Elm Gigas,
Cherie [Control], Baldanders, Azulmagia (boss), Neo Exdeath
Late: Elm Gigas (Near Ancient Library)

Flame thrower

Deals fire damage to the target.

First: Prototype (Islands south west of Crescent)
All: Prototype, Flame thrower, Triton (Boss), Omega (Boss), Mecha Head,
Great Dragon, Mindflayer [Control], Azulmagia (boss)
Late: Great Dragon (CoD - Area 4: Caves)

Goblin Punch

Deals the more damage the close your level is to the targets.

First: Goblin (Near Tule)
All: Goblin, black Goblin, Sahagin [Control], Gilgamesh (Big Bridge),
Gobbledygook, Nix, Azulmagia (boss)
Late: Nix (Sea Battle)

Dark Spark

Halves targets level.

First: Black Flame (Near Crescent)
All: Black Flame, Strapparar, Druid, Shadow [Control], Ushabti,
Azulmagia (boss)
Late: Shadow (Near Ancient Library) [Control]

Off-Guard

Reduces target's defense.

First: Page 256 (Ancient Library [Control])
All: Page 256 [Control], Ziggurat Gigas, Magic Dragon, Shadow [Control],
Ushabti, The Damned [Control], Azulmagia (boss)
Late: Shadow (Near Ancient Library) [Control]

Transfusion

Sacrifices self to restore an ally's HP and MP.

First: Calcruthi (Ship Graveyard) [Confuse]
All: Calcruthi [Control], Mythril Dragon [Control], Devilfish, Birostris,
Unknown (169) [Control], Mover [Control]
Late: Unknown (169) (Great Sea Trench) [Control]

Mind Blast

Causes paralysis and sap on the target.

First: Wendigo

All: Wendigo (boss), Twintania (boss), Azulmagia (boss), Mindflayer
Late: Mindflayer (The Void)

Vampire

Absorbs HP from one enemy.

First: Steel Bat (Pirate Hideout)

All: Steel Bat, Blood Slime, Abductor (Castle Bal),
Zombie Dragon (Golem Fight), Enkidu (Boss fight), Dark Aspic,
Dechirer [Control], Python, shadow [Control], Mercury Bat,
Azulmagia (Boss), Achelon [control]

Late: Steel Bat (Pirate Hideout)

Magic Hammer

Halves target's MP.

First: Byblos (Boss) (Library of the Ancients)

All: Byblos (Boss), Drippy, Apanda (Boss), Azulmagia (Boss)

Late: Drippy (Drakenvale)

Mighty Guard

Casts protect, shell and hast on your party.

First: Stingray (Sea Battle) [Control]

All: Stingray, Azulmagia (Boss), Shinryu (Boss)

Late: Stingray (Sea Battle) [Control]

Self Destruct

Deals damage to target equal to casters remaining HP.

First: Motor Trap (Fire Ship) [Counter lightning damage]

All: Motor Trap [Counter: lightning], Prototype [Control], Bomb,
Purobolos (Boss), Grenade, Unknown (171) [Control]

Late:

???

Deals (Max HP-Current HP) damage to target.

First: Wild Nack (Forest near Karnak)

All: Wild Nack

Late: Wild Nack (Plains south east of Big Bridge)

1000 Needles

Deals 1000 damage to target.

First: Lamia (Flying ruins) [Control]

All: Lamia [Control], Cactus [Control]

Late: Lamia Queen (Desert Palace)

White Wind ----- NOT DONE YET!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Restores allies HP by amount equal to casters current HP

First: Enchanted Fan (Flying Ruins) [Control]

All: Enchanted Fan [Control]

Late:

Missile

Reduces enemy to 1/4 HP.

First: Motor Trap (Fire Ship) [Control]

All: Motor Trap [Control], Prototype, Rocket Launcher, Enkidu,

 Gilgamesh (Xeza's Fleet), Mechahead, Sol Cannon (Phoenix Tower), Azulmagia

Late: Sol Cannon (Phoenix Tower)

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 11.6) Songs

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Sinewy Etude

Increases allies strength.

Location: Crescent

Swift Song

Increases allies speed.

Location: Surgate Castle

Mighty March

Casts regen on all allies

Location: Crescent

Mana's Paeon

Increases allies Magic Power.

Location: Library of the Ancients (World 3)

Hero's Rime

Increases all stats.

Location: Crescent

Requiem

-Flying Squirrel
Level Aquired: 20

-Falcon
Level Aquired: 30
Reduces target's HP to 1/3

-Skunk
Level Aquired: 40
Casts poison and blin on all enemies.

-Wild Boar
Level Aquired: 50
Damages a single target.

-Unicorn
Level Aquired: 60
Restors HP and MP to ally.

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12.2) Catching

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Catch is the primary ability of the beastmaster. It allows you to catch an enemy at 1/8 health (1/2 with Kornago Gourd) and then release it at a later time to case an effect. Not all enemies are catchable.

To find the effect of catching a specific enemy, please cosult my monster information guide, located at:

<http://www.gamefaqs.com/portable/gbadvance/game/930369.html>

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12.3) Mix List

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Mix is a secondary ability of the Chemist job, it allows you too combine two items from your inventory to create a unique skill with various types of effects.

The following table was provided by Sky Render from the gamefaqs forums and lists all the item combinations and their effects. Some edits have been made to the effect descriptions:

Note: Combining two healing items enhances the effect. Combining healing with statues restoration removes the status and heals [Noted by the letters in the chart].

	A	B	C	D	E	F	G	H	I	J	K	L
A: Potion	A	2	3	D	4	F	A	C	5	6	7	8
B: Hi-Potion	2	B	9	D	4	F	B	10	5	6	7	8
C: Ether	3	9	C	D	11	12	C	3	13	14	15	16
D: Elixir	D	D	D	D	11	12	D	1	D	D	17	18
E: Phoenix Down	4	4	11	11	E	19	20	21	22	23	24	25
F: Maiden's Kiss	F	F	12	12	19	F	26	27	28	29	30	31
G: Holy Water	A	B	C	D	20	26	G	32	33	34	35	36
H: Turtle Shell	C	10	3	1	21	27	32	37	38	29	1	40
I: Antidote	5	5	13	D	22	28	33	38	I	41	42	43
J: Eyedrop	6	6	14	D	23	29	34	39	41	J	44	45

K: Dragon Fang 7 7 15 17 24 30 35 1 42 44 46 47
L: Dark Matter 8 8 16 18 25 31 36 40 43 45 47 48

1	Failure	Casts "Slip" and "Confuse"
2	Water of Life	Casts "Regen"
3	X-Potion	Recover all HP
4	Resurrection	Brings ally back to life
5	Neutralize	Recover some HP and cure poison
6	Cure Blind	Recover some HP and cure darkness
7	Dragon Power	Raise level by 20
8	Dark Potion	Does 666 points of damage
9	Half Elixir	Cure HP to maximum
10	Ether Dry	Triple the power of normal Ether
11	Reincarnation	Revive ally to max HP
12	Lilith's Kiss	Drain MP from enemy
13	Resist Poison	Make resistant to poison
14	Resist Fire	Make resistant to fire attacks
15	Dragon Shield	Make resistant to Ice, Fire, and Thunder attacks
16	Dark Ether	Drain MP to 1/4
17	Giant Drink	Double maximum HP
18	Dark Elixir	Reduce HP/MP to single digits
19	Kiss Of Life	Bring dead ally back to life, 1/2 HP, Full MP
20	Life Shield	Make resistant to sudden-death attacks
21	Panacea	Heal all status ailments
22	Resist Ice	Make resistant to ice attacks
23	Resist Thunder	Make resistant to thunder attacks
24	Dragon Armor	Increase defense and magic defense
25	Death Potion	Instant kill
26	Kiss of Blessing	Casts "Berserk", "Haste", and "Image"
27	Drain Kiss	Drain HP from target
28	Levitate	Cast "Float" on target
29	Lamia's Kiss	Confuse target
30	Dragon's Kiss	Unknown
31	Toad's Kiss	Transforms target into a frog
32	Bacchus' Wine	Berserks target
33	Samson Power	Raise level by 10
34	Elemental Power	Increase magic damage by 50%
35	Holy Breath	Cast powerful, holy wind attack
36	Failure	Poison target
37	Protect Drink	Casts "Protect" on target
38	Split Shell	Decrease defense by 1/2
39	Haste Drink	Speed up target
40	Explosive	Massive fire damage at cost of user's life
41	Restorative	Cure status for duration of battle only
42	Poison Breath	Poisons many targets
43	Poison	Poisons target
44	Dark Sigh	Blinds and confuses target
45	Dark Gas	Blinds target
46	Dragon Breath	Fire, Thunder, and Ice breath damage
47	Dark Breath	Cast an unholy fire over targets
48	Shadow Flare	Darkness inflicts massive damage on enemies

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12.4) Gaia Attacks

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12.5) Dances

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Dance is the primary ability of the dancer. It will randomly pick a dance from

the list and use it's ability against a random enemy. You don't need to find or buy dances, you are able to use them all as soon as you get the dance command.

Equipping Lamia's Tiara or Red Slippers will increash the chance of you doing sword dance.

Following is a description of the four dances you can do:

Sword Dance: Deals four times your normal damage to the enemy.

Mystery Waltz: Steals MP from the enemy.

Jitterbug: Steals HP from the enemy.

Tempting Tango: Confuses the enemy.

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12.6) Oath

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Oath is a secondary ability of the Oracle, one of the four new jobs in Final Fantasy V Advance. The ability is simmlar to the call of summoners in that it summons a random creature to cause an effect on the enemy or your party, but unlike Call you don't have to find the creatures to use them.

Following is a list of demons that may be summoned and their effect:

Zombie Dragon: Casts Poison Breath on the enemy.

Rajiformes: Casts Aqua Breath on the enemy.

Flaremancer: Casts flare on a random enemy.

Skeleton: Casts lightning on a random enemy.

This list is very likely incomplete, but the damage done by the summoned creatures is absolutely pitiful and i heavily advise against ever touching this ability.

~ ~ ~ ~ ~

12.7) Condemn

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Condemn is the primary ability of the Oracle. It activates a timer on the target that counts down from 5 to 0 before using the selected skill.

Note that even if the oracle dies after using Condemn, the move will still triger when the timer reaches 0.

Following is a list of the skills given by Condemn and their effects:

Rejuvenation: Restores health to the target.

Recuperation: Removes status effects from the target.

Brimstone: Deals fire damage to the target.

Black Frost: Deals ice damage to the target.

Judgement: Deals thunder damage to the target.

Salentia: Casts Toad on the target.

Doom: Casts death on the target.

Still wing: Casts stop on the target.

As with Oath, the damage done it pitiful, the status effects are useless and they can be replicated with the more usefull commands Time and Black. Stay away from this ability.

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12.8) Predict

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Predict is another one of the Oracles secondary abilities. When selected in

battle you get to choose one of three ranks and then a random ability will be selected and a timer will count down for the ability to trigger. First Degree counts down from 5 and is the strongest, Second Degree counts down from 4 and is slightly weaker, Third Degree counts down from 3 and is the weakest.

Following is a list of effects, depending on what is said after "The future brings ":

- Starfall: Deals damage to enemies and party. Can inflict death.
- Cleansing: Deals damage to the enemy.
- Pestilence: Poison damage to the party. Can cause poison status.
- Rockslide: Randomly deals earth damage to various targets.
- Hurricane: Deals wind damage to enemies and party. Can cause silence status.
- Deluge: Deals water damage to enemies and party. Can cause Toad status.
- Eruption: Deals fire damage to enemies and party.
- Healing Wind: Heals the party and removes some status effects.
- Blessing: Heals the party.
- Divine Judgement: Deals holy damage to the enemy and heals the party.

As with the last two Oracle abilities, stay away from this one. the damage is pathetic and you can end up casting multiple status effects on your own party.

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12.9) Combine List
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

Combine is a secondary ability of the Cannoneer, one of the four new jobs in Final Fantasy V Advance. Their ability is simmilar to the chemists mix, in that they use items from your inventory to attack the enemy, but unlike the chemist they mix items with special ammo that you can purchase in Crescent after you have gotten the job.

The following section was sent to me by Oboyo Jinsaka from gamefaqs. All credit and lots of thanks go to him for the following information:

There are three ammo types, and they can be mixed with ninja throwing items, chemist drinks and mixing items, and a few recovery items.

One shot must be used, and one of the other items listed must be used. No shot can be combined with another. The type of shot effects its damage, and each can be purchased in the inn at the crescent island. Every !Combine effect hits -all- enemies, but the weaker the shot, the weaker the damage.

This is the order of strength:
Buckshot -> Blastshot -> Blitzshot

All status effects are the same regardless of ammo type, with the exception of Dark Matter. Ammo type -only- affects damage and animation (All of which are pretty cool by the way). I listed them under the Blitzshots.

And here are the combinations:

- Buckshot + Gold Needle = Needle Shot (Always 1000 damage)
- Buckshot + Mallet = Mini Shot
- Buckshot + Goliath Tonic = Quake Shot
- Buckshot + Speed Shake = Silver Shot
- Buckshot + Power Drink = Power Shot
- Buckshot + Iron Draft = Vulner Shot
- Buckshot + Hero Cocktail = Divine Shot

Buckshot + Turtle Shell = Slow Shot
Buckshot + Dragon Fang = Dragon Shot
Buckshot + Dark Matter = Chaos Shot (Confuses Enemies)
Buckshot + Flame Scroll = Flame Shot
Buckshot + Water Scroll = Water Shot
Buckshot + Lightning Scroll = Spark Shot
Buckshot + Ash = Dark Shot
Buckshot + Shuriken = Normal Shot
Buckshot + Fuma Shuriken = Killer Shot

Blastshot Combinations

Blastshot + Gold Needle = Needle Burst (Always 2000 damage)
Blastshot + Mallet = Mini Burst
Blastshot + Goliath Tonic = Quake Burst
Blastshot + Speed Shake = Silver Burst
Blastshot + Power Drink = Power Burst
Blastshot + Iron Draft = Vulner Burst
Blastshot + Hero Cocktail = Divine Burst
Blastshot + Turtle Shell = Slow Burst
Blastshot + Dragon Fang = Dragon Burst
Blastshot + Dark Matter = Chaos Burst (Poisons Enemies)
Blastshot + Flame Scroll = Flame Burst
Blastshot + Water Scroll = Water Burst
Blastshot + Lightning Scroll = Spark Burst
Blastshot + Ash = Dark Burst
Blastshot + Shuriken = Normal Burst
Blastshot + Fuma Shuriken = Killer Burst

Blitzshot Combinations

Blitzshot + Gold Needle = Needle Cannon (Always 3000 damage)
Blitzshot + Mallet = Mini Cannon (Minis some enemies)
Blitzshot + Goliath Tonic = Quake Cannon (Earth Damage)
Blitzshot + Speed Shake = Silver Cannon (Olds some enemies)
Blitzshot + Power Drink = Power Cannon (Berserks some enemies)
Blitzshot + Iron Draft = Vulner Cannon (Def-Down maybe?)
Blitzshot + Hero cocktail = Divine Cannon (Holy Damage)
Blitzshot + Turtle Shell = Slow Cannon (Slows some enemies)
Blitzshot + Dragon Fang = Dragon Cannon (Double damage to Dragon targets)
Blitzshot + Dark Matter = Chaos Cannon (Deaths some enemies)
Blitzshot + Flame Scroll = Flame Cannon (Fire Damage)
Blitzshot + Water Scroll = Water Cannon (Water Damage)
Blitzshot + Lightning Scroll = Spark Cannon (Thunder Damage)
Blitzshot + Ash = Dark Cannon (Blinds some enemies)
Blitzshot + Shuriken = Normal Cannon
Blitzshot + Fuma Shuriken = Killer Cannon (Double damage to Human targets)

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13) Bestiary

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For a listing of every creature in game, including those not in the games bestiary, along with its stats, learnable blue magic, locations and catch effects, please consult my Monster Guide located at:

<http://www.gamefaqs.com/portable/gbadvance/game/930369.html>

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14) Monster Locations

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This section is based on the lists created by Zelloss, aka Genis Irving, who created them on the gamefaqs message boards through his own experience and the input of many of the boards inhabitants. to see you original thread containing these lists, look here:

<http://boards.gamefaqs.com/gfaqs/genmessage.php?board=930369&topic=31674973>

I have expanded on the original lists by Zelloss by including all monster names, more accurate locations for some of the creatues and noting if creatures from the first two worlds are still available in the third.

3: If there is a star in this column, the creature is still findable in world three.

M: If there is a star in this column, the creature cannot be found again once you have completed the area in which it is located, make sure to get them before you leave.

WM: The creature is found on the World Map.

Note: The listing for which enemies can still be found at the end of the game is not yet complete. Please don't email me saying I've missed something.

=====  
Chapter 1  
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| Num | Name          | 3 | M | Location                                                           |
|-----|---------------|---|---|--------------------------------------------------------------------|
| 001 | Goblin        | * |   | Tycoon (WM), Tule (WM), Wind Shrine (WM)                           |
| 002 | Steel Bat     | * |   | Pirate Hideout                                                     |
| 003 | Devil Crab    | * |   | Pirate Hideout                                                     |
| 004 | Stropper      | * |   | Pirate Hideout                                                     |
| 005 | Killer Bee    | * |   | Tycoon (WM), Tule (WM), Wind Shrine (WM)                           |
| 006 | Nutkin        | * |   | Tule (WM), Wind Shrine (WM), Lix (WM), Jachol Cave                 |
| 007 | Stray Cat     |   |   | Tule (WM), Wind Shrine (WM), Lix (WM)                              |
| 008 | Black Goblin  | * |   | Wind Shrine (2F-4F)                                                |
| 009 | White Serpent | * |   | Wind Shrine (2F-4F)                                                |
| 010 | Moldwynd      | * |   | Wind Shrine (2F-4F)                                                |
| 011 | Mani Wizard   | * |   | Wind Shrine (3F-4F)                                                |
| 012 | Sekelton      |   |   | Ship Graveyard                                                     |
| 013 | Calcruthl     |   |   | Ship Graveyard                                                     |
| 014 | Undead Husk   |   |   | Ship Graveyard (Shipwrecks)                                        |
| 015 | Mindflusher   |   |   | Ship Graveyard (Shipwrecks)                                        |
| 016 | Gatling       | * |   | Torna Canal (WM), Carwen (WM), Castle Walse (WM)                   |
| 017 | Big Horn      | * |   | Torna Canal (WM), Carwen (WM), Castle Walse (WM)                   |
| 018 | Tatou         | * |   | Carwen (WM), Castle Walse (WM)                                     |
| 019 | Bandersnatch  | * |   | Torna Canal (WM), Castle Walse (WM)                                |
| 020 | Garula        | * |   | Carwen (WM), Tower of Walse (WM)                                   |
| 021 | Rock Slug     | * |   | North Mountain                                                     |
| 022 | Gaelicat      | * |   | North Mountain                                                     |
| 023 | Cockatrice    | * |   | North Mountain                                                     |
| 024 | Headstone     | * |   | North Mountain                                                     |
| 025 | Elf Toad      |   |   | Castle Walse (Watertower),<br>Tower of Walse (1F-2F, 7F)           |
| 026 | Ice Soldier   |   |   | Castle Walse (Watertower),<br>Tower of Walse (1F-3F, 5F-6F, 8F-9F) |
| 027 | Ricard Mage   | * |   | Tower of Walse (1F-3F, 5F-6F, 8F-9F)                               |
| 028 | Wyvern        | * |   | Tower of Walse (3F-5F, 7F-8F)                                      |
| 029 | Pas de Seul   | * |   | Tower of Walse (3F-6F, 9F)                                         |
| 030 | Jackanapes    | * |   | Castle Walse (Basement)                                            |
| 031 | Aegir         |   |   | Karnak (WM), Library of the Ancients (WM)                          |



|                       |   |                                             |
|-----------------------|---|---------------------------------------------|
| 032 - Zu              |   | Karnak (WM), Library of the Ancients (WM)   |
| 033 - Wild Nakk       |   | Karnak (WM) (Forests)                       |
| 034 - Grass Tortoise  |   | Karnak (WM), Library of the Ancients (WM)   |
| 035 - Silent Bee      |   | Library of the Ancients (WM)                |
| 036 - Mythrill Dragon |   | Library of the Ancients (WM) (Forests)      |
| 037 - Crew Dust       | * | Fire-Powered Ship                           |
| 038 - Poltergeist     | * | Fire-Powered Ship                           |
| 039 - Defeater        | * | Fire-Powered Ship                           |
| 040 - Motor Trap      | * | Fire-Powered Ship (Kill defeater last)      |
| 041 - Sergeant        | * | Karnak Castle                               |
| 042 - Sorcerer        | * | Karnak Castle                               |
| 043 - Cur Nakk        | * | Karnak Castle                               |
| 044 - Gigas           | * | Karnak Castle                               |
| 045 - Page 32         |   | Library of the Ancients                     |
| 046 - Page 64         |   | Library of the Ancients                     |
| 047 - Page 128        |   | Library of the Ancients                     |
| 048 - Page 256        |   | Library of the Ancients                     |
| 049 - Bomb            |   | Jachol (WM)                                 |
| 050 - Doublizard      |   | Crescent (WM), Jachol (WM)                  |
| 051 - Bio Soldier     |   | Crescent (WM), Jachol (WM)                  |
| 052 - Harvester       |   | Crescent (WM)                               |
| 053 - Black Flame     |   | Crescent (WM), Istory (WM)                  |
| 054 - Stone Golem     |   | Istory (WM)                                 |
| 055 - Mini Dragon     |   | Istory (WM)                                 |
| 056 - Prototype       |   | Two islands south west of Crescent (WM)     |
| 057 - Skull Eater     | * | Jachol Cave                                 |
| 058 - Dhorme Chimera  |   | Desert near Library of the Ancients (WM)    |
| 059 - Sandboil        |   | Desert of Shifting Sands                    |
| 060 - Desert Killer   |   | Desert of Shifting Sands                    |
| 061 - Sand Bear       |   | Desert of Shifting Sands                    |
| 062 - Ra Mage         | * | Ronka Ruins                                 |
| 063 - Ronkan Knight   | * | Ronka Ruins                                 |
| 064 - Stone Mask      | * | Ronka Ruins                                 |
| 065 - Enchanted Fan   | * | Ronka Ruins                                 |
| 066 - Lamia           | * | Ronka Ruins                                 |
| 067 - Archeotoad      | * | Ronka Ruins                                 |
| 068 - Hydra           | * | Ronka Ruins                                 |
| 069 - Ghidra          | * | Ronka Ruins                                 |
|                       |   |                                             |
| 191 - Sucker          | * | Torna Canal                                 |
| 192 - Octokraken      | * | Torna Canal                                 |
| 193 - Sahagin         | * | Sea battles                                 |
| 194 - Thunder Anemone | * | Sea battles                                 |
| 195 - Sea Ibis        | * | Sea battles                                 |
| 196 - Corbetta        | * | Sea battles (Edge of world)                 |
|                       |   |                                             |
| 243 - Wing Raptor     | * | Wind Shrine                                 |
| 244 - Karlabos        |   | Torna Canal                                 |
| 245 - Siren           | * | Ship Graveyard                              |
| 246 - Magissa         | * | North Mountain                              |
| 247 - Forza           | * | North Mountain (Don't kill Magissa to fast) |
| 248 - Ice Commander   | * | Castle Walse (Watertower)                   |
| 249 - Shiva           | * | Castle Walse (Watertower)                   |
| 250 - Garula          | * | Tower of Walse                              |
| 251 - Liquid Flame    | * | Fire-Powered Ship                           |
| 252 - Iron claw       | * | Karnak Castle (Don't kill Sergeant outside) |
| 253 - Ifrit           |   | Library of the Ancients                     |
| 254 - Byblos          | * | Library of the Ancients                     |
| 255 - Ramuh           | * | Forest near Istory (WM)                     |

(Available later only if you miss him in world one)

|                   |   |                          |
|-------------------|---|--------------------------|
| 256 - Sandworm    | * | Desert of Shifting Sands |
| 257 - Cray Claw   |   | Sea near Crescent        |
| 258 - Adamantoise | * | Meteorite at Tycoon      |
| 259 - Soul Cannon | * | Outside Gohn Ruins       |
| 260 - Launcher    | * | Outside Gohn Ruins       |
| 261 - Launcher    | * | Outside Gohn Ruins       |
| 262 - Archeoaevis | * | Ronka Ruins              |
| 263 - Purobolos   | * | Walse Meteorite          |
| 264 - Titan       |   | Karnak Meteorite         |
| 265 - Manticore   | * | Gohn Meteorite           |

=====  
CHAPTER 2  
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| Num - Name              |   | 3 M Location                                  |
|-------------------------|---|-----------------------------------------------|
| 070 - Pao               |   | Solitary Island, where you start (WM)         |
| 071 - Tarantula         |   | ExDeath's Castle (B2-B3)                      |
| 072 - Shell Bear        |   | ExDeath's Castle (B2-B3)                      |
| 073 - Devilfish         |   | Exdeath's Castle (WM)                         |
| 074 - Treant            |   | Exdeath's Castle (WM)                         |
| 075 - Strapparer        |   | Exdeath's Castle (WM)                         |
| 076 - Merrow            | * | Big Bridge                                    |
| 077 - Flying Killer     | * | Big Bridge                                    |
| 078 - Little Chariot    | * | Big Bridge                                    |
| 079 - Neo Garula        | * | Big Bridge                                    |
| 080 - Tunneler          |   | Regole (WM)                                   |
| 081 - Birostris         |   | Regole (WM)                                   |
| 082 - Fairy Orc         |   | Regole (WM)                                   |
| 083 - Devourer          |   | Regole (WM)                                   |
| 084 - Mandrake          |   | Regole (WM)                                   |
| 085 - Kuza Beast        |   | Sealed Castle (Beach east of the castle) (WM) |
| 086 - Shield Dragon     | * | Sealed Castle                                 |
| 087 - This monster only |   | appears during Chapter 3.                     |
| 088 - Blood Slime       |   | Underground Waterway                          |
| 089 - Acrophies         |   | Underground Waterway                          |
| 090 - Moogle Eater      |   | Underground Waterway                          |
| 091 - Lesser Lopros     |   | Underground Waterway                          |
| 092 - Cactus            |   | Desert before Moogle Village (WM)             |
| 093 - Sandcrawler       |   | Desert before Moogle Village (WM)             |
| 094 - Aquathorn         | * | Quelb (WM)                                    |
| 095 - Weresnake         | * | Quelb (WM)                                    |
| 096 - Kornago           | * | Quelb (WM)                                    |
| 097 - Cursed Being      | * | Quelb (WM)                                    |
| 098 - Undergrounder     |   | Gil Cave                                      |
| 099 - Objet d'Art       | * | Castle Bal Basement                           |
| 100 - Drippy            | * | Drakenvale                                    |
| 101 - Lycaon            | * | Drakenvale                                    |
| 102 - Bone Dragon       | * | Drakenvale                                    |
| 103 - Poison Eagle      | * | Drakenvale                                    |
| 104 - Zombie Dragon     | * | Drakenvale                                    |
| 105 - Gobbledygook      |   | Xezat's Fleet                                 |
| 106 - Neon              | * | Barrier Tower                                 |
| 107 - Magnetite         | * | Barrier Tower                                 |
| 108 - Reflect Knight    | * | Barrier Tower                                 |
| 109 - Traveler          | * | Barrier Tower                                 |
| 110 - Level Tricker     | * | Barrier Tower                                 |
| 111 - Gravitator        | * | Barrier Tower                                 |
| 112 - Ziggurat Gigas    | * | Barrier Tower                                 |
| 113 - Dark Aspic        |   | Ghido's Cave                                  |

|                        |                                                                     |
|------------------------|---------------------------------------------------------------------|
| 114 - Metamorph        | Ghido's Cave                                                        |
| 115 - Cure Beast       | North of Surgate Castle (WM), Moore (WM)                            |
| 116 - Land Turtle      | North of Surgate Castle (WM), Moore (WM)                            |
| 117 - Dechirer         | North of Surgate Castle (WM), Moore (WM)                            |
| 118 - Mini Magician    | Great forest of Moore                                               |
| 119 - Galajelly        | Great forest of Moore                                               |
| 120 - Mammon           | Great forest of Moore                                               |
| 121 - Imp              | * Great forest of Moore (second and third area)                     |
| 122 - Wyrn             | * Great forest of Moore (second and third area)                     |
| 123 - Twin Lizard      | Exdeath's Castle (2F-4F, 10F)                                       |
| 124 - Blind Wolf       | Exdeath's Castle (2F-4F, 6F-7F, 10F, 12F)                           |
| 125 - Hellraiser       | Exdeath's Castle (2F-5F, 9F-11F)                                    |
| 126 - Reflect Mage     | Exdeath's Castle (2F-6F, 8F, 10F-12F)                               |
| 127 - Magic Dragon     | Exdeath's Castle (4F, 10F)                                          |
| 128 - Black Warlock    | Exdeath's Castle (4F-6F, 8F-12F)                                    |
| 129 - Adamantite Golem | Exdeath's Castle (5F-6F, 8F-9F, 11F-12F)                            |
| 130 - Bandercoeur      | Exdeath's Castle (6F-7F, 12F)                                       |
| 131 - Iron Fist        | Exdeath's Castle (7F, 9F)                                           |
| 132 - Blue Dragon      | Exdeath's Castle (7F-9F)                                            |
| 133 - Red Dragon       | Barrier tower (Chest), Exdeath's Castle (7F-8F)                     |
| 134 - Yellow Dragon    | Barrier tower (Chest), Exdeath's Castle (8F-9F)                     |
| 176 - Druid            | Underwater cave (North west)                                        |
| 177 - Ironback         | Underwater cave (North west)                                        |
| 266 - Abductor         | * Solitary Island, where you start                                  |
| 267 - Gilgamesh        | Exdeath's Castle                                                    |
| 268 - Gilgamesh        | Big Bridge                                                          |
| 269 - Tyrannosaur      | * Underground Waterway                                              |
| 270 - Abductor         | Castle Bal (WM)                                                     |
| 271 - Golem            | * Drakenvale<br>(Available later only if you miss him in world two) |
| 272 - Dragon Pod       | * Drakenvale                                                        |
| 273 - Dragon Flower    | * Drakenvale                                                        |
| 274 - Gilgamesh        | Xezat's Fleet                                                       |
| 275 - Enkidu           | * Xezat's Fleet                                                     |
| 276 - Atomos           | * Barrier Tower                                                     |
| 277 - Crystal          | * Guardian Tree                                                     |
| 278 - Crystal          | * Guardian Tree                                                     |
| 279 - Crystal          | * Guardian Tree                                                     |
| 280 - Crystal          | * Guardian Tree                                                     |
| 281 - Catoblepas       | * North western island                                              |
| 282 - Gil Turtle       | * Gil Cave                                                          |
| 283 - Carbuncle        | * Exdeath's Castle                                                  |
| 284 - Gilgamesh        | * Exdeath's Castle                                                  |
| 285 - Exdeath          | Exdeath's Castle                                                    |

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CHAPTER 3  
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| Num - Name         | M Location           |
|--------------------|----------------------|
| 087 - Exdeath Soul | Sealed Castle        |
| 135 - Sleepy       | Ancient Library (WM) |
| 136 - Triffid      | Ancient Library (WM) |
| 137 - Hedgehog     | Ancient Library (WM) |
| 138 - Python       | Ancient Library (WM) |
| 139 - Shadow       | Ancient Library (WM) |
| 140 - Elm Gigas    | Ancient Library (WM) |
| 141 - Desertpede   | Pyramid (WM)         |

|                         |                                |
|-------------------------|--------------------------------|
| 142 - Bulette           | Pyramid (WM)                   |
| 143 - Lamia Queen       | Pyramid                        |
| 144 - Rajiformes        | Pyramid                        |
| 145 - Ushabti           | Pyramid                        |
| 146 - Archeosaur        | Pyramid                        |
| 147 - Zephyrus          | Pyramid                        |
| 148 - Mummy             | Pyramid                        |
| 149 - Aspis             | Pyramid                        |
| 150 - Mech Head         | Pyramid                        |
| 151 - The Damned        | Pyramid                        |
| 152 - Grand Mummy       | Pyramid                        |
| 153 - Sekhmet           | Pyramid                        |
| 154 - Slug              | Moore, Crescent                |
| 155 - Gloom Widow       | Moore, Crescent                |
| 156 - Mykale            | Moore, Crescent                |
| 157 - Executor          | Island Shrine                  |
| 158 - Oiseaurare        | Island Shrine                  |
| 159 - Shadow Dancer     | Island Shrine                  |
| 160 - Numb Blade        | Island Shrine                  |
| 161 - Tot Aegis         | Island Shrine                  |
| 162 - Tiny Mage         | * Fork Tower (Left Side)       |
| 163 - Chrono Controller | * Fork Tower (Left Side)       |
| 164 - Flaremancer       | * Fork Tower (Left Side)       |
| 165 - Deuling Knight    | * Fork Tower (Right Side)      |
| 166 - Iron Muscles      | * Fork Tower (Right Side)      |
| 167 - Berserker         | * Fork Tower (Right Side)      |
| 168 - Unknown           | Great Sea Trench               |
| 169 - Unknown           | Great Sea Trench               |
| 170 - Unknown           | Great Sea Trench               |
| 171 - Unknown           | Great Sea Trench               |
| 172 - Unknown           | Great Sea Trench               |
| 173 - Frost Bull        | Between Istory and Regole (WM) |
| 174 - Istory Lythos     | Between Istory and Regole (WM) |
| 175 - Spizzner          | Between Istory and Regole (WM) |
| 178 - Mercury Bat       | Istory Falls                   |
| 179 - Coral             | Istory Falls                   |
| 180 - Aquagel           | Istory Falls                   |
| 181 - Steel Fist        | Istory Falls                   |
| 182 - Alchymia          | Istory Falls                   |
| 183 - Tonberry          | Istory Falls                   |
| 184 - Ankheg            | Phoenix Tower (WM)             |
| 185 - Ammonite          | Phoenix Tower (WM)             |
| 186 - Landcrawler       | Phoenix Tower (WM)             |
| 187 - Lemure            | Phoenix Tower                  |
| 188 - Parthenope        | Phoenix Tower                  |
| 189 - Cherie            | Phoenix Tower                  |
| 190 - Magic Pot         | Phoenix Tower                  |
| 197 - Nix               | Sea battle (WM)                |
| 198 - Water Scorpion    | Sea battle (WM)                |
| 199 - Vilia             | Sea battle (WM)                |
| 200 - Gel fish          | Sea battle (WM)                |
| 201 - Rukh              | Sea battle (WM)                |
| 202 - Sea Devil         | Sea battle (WM)                |
| 203 - Stingray          | Sea battle (WM)                |
| 286 - Antlion           | Pit near Tule                  |
| 287 - Melusine          | Guardian Tree                  |
| 288 - Gargoyle          | Multiple places                |

|                        |                     |
|------------------------|---------------------|
| 289 - Wendigo          | Island Shrine       |
| 290 - Odin             | Castle Bal Basement |
| 291 - Minotaur         | Fork Tower          |
| 292 - Omniscient       | Fork Tower          |
| 293 - Triton           | Great Sea Trench    |
| 294 - Nereid           | Great Sea Trench    |
| 295 - Phobos           | Great Sea Trench    |
| 296 - Leviathan        | Istory Falls        |
| 297 - Famed Mimic gogo | Sunken Walse Tower  |
| 298 - Bahamut          | North Mountain      |

=====  
Cleft of Dimensions  
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| Num - Name                                                                         | Location                |
|------------------------------------------------------------------------------------|-------------------------|
| 204 - Grenade                                                                      | Area 2: Ruins           |
| 205 - Baldanders                                                                   | Area 2: Ruins           |
| 206 - Death Dealer                                                                 | Area 2: Ruins           |
| 207 - Level Checker                                                                | Area 2: Ruins           |
| 208 - White Flame                                                                  | Area 3: Forest          |
| 209 - Moss Fungus                                                                  | Area 3: Forest          |
| 210 - Farfarello                                                                   | Area 3: Forest          |
| 211 - Orukat                                                                       | Area 4: Caves           |
| 212 - Great Dragon                                                                 | Area 4: Caves           |
| 213 - Achelon                                                                      | Area 4: Caves           |
| 214 - Ninja                                                                        | Area 6: Sky Area        |
| 215 - Dragon Aevis                                                                 | Area 6: Sky Area        |
| 216 - Sword Dancer                                                                 | Area 7: Castle          |
| 217 - Death Claw                                                                   | Area 7: Castle          |
| 218 - Fury                                                                         | Area 7: Castle          |
| 219 - Yojimbo                                                                      | Area 7: Castle          |
| 220 - Iron Giant                                                                   | Area 7: Castle          |
| 221 - King Behemoth                                                                | Area 8: Void            |
| 222 - Crystal Dragon                                                               | Area 8: Void            |
| 223 - Necromancer                                                                  | Area 8: Void            |
| 224 - Gorgimera                                                                    | Area 8: Void            |
| 225 - Mindflayer                                                                   | Area 8: Void            |
| 226 - Crystelle                                                                    | Area 8: Void            |
| 227 - Belphegor                                                                    | Area 8: Void            |
| 228 - Mover                                                                        | Area 8: Void            |
| 299 - Apanda                                                                       | Area 5: Library         |
| 300 - Calofisteri                                                                  | Area 3: Forest          |
| 301 - Azulmagia                                                                    | Area 7: Castle          |
| 302 - Alte Roite                                                                   | Area 7: Castle          |
| 303 - Jura Aevis                                                                   | Area 7: Castle          |
| 304 - Catastrophe                                                                  | Area 7: Castle          |
| 305 - Halicarnassus                                                                | Area 7: Castle          |
| 306 - Twintania                                                                    | Area 7: Castle          |
| 307 - Gilgamesh                                                                    | Area 8: Void            |
| (Only appears if you fought Gilgamesh in Exdeath's Castle)                         |                         |
| 308 - Necrophobe                                                                   | Area 8: Void            |
| 309 - Barrier                                                                      | Area 8: Void            |
| 310 - Gilgamesh                                                                    | Area 8: Void            |
| (Only appears during Necrophobe fight if you fought Gilgamesh in Exdeath's Castle) |                         |
| 311 - Omega                                                                        | Area 4: Waterfall Caves |
| 312 - Shinryu                                                                      | Area 8: Void            |
| 313 - Exdeath                                                                      | Final Boss              |

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SEALED TEMPLE (Bonus Dungeon)
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Table with 3 columns: Num, Name, Location. Lists enemies 229-323 including Mini Satana, Assassin, Soul Eater, Behemoth, Dark Elemental, Exoray, Deulist, Medusa, Dinozombie, Claret Dragon, Ironclad, Hades, Grand Aevis, Archeodemon, Guardian, Launcher, Wave Cannon, Omega MK II, Neo Shinryuu, and Enuo.

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15) Music Player

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16) World Maps

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You can find world maps for the game at

http://www.rpgclassics.com/shrines/snes/ff5/maps.shtml

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17) Frequently Asked Questions

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18) Hints and Tips

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~ ~ ~ ~ ~

19) Bugs

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20) Version History

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I've mentioned my thanks to people in the area where their information has been entered, but I've collected all their names and put them into this single section as well so they're not missed.

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Thanks to me for writing this guide. ^\_^  
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If I've missed anyones name in this list, I apologise deeply. Please e-mail me and let me know so I can include you.

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