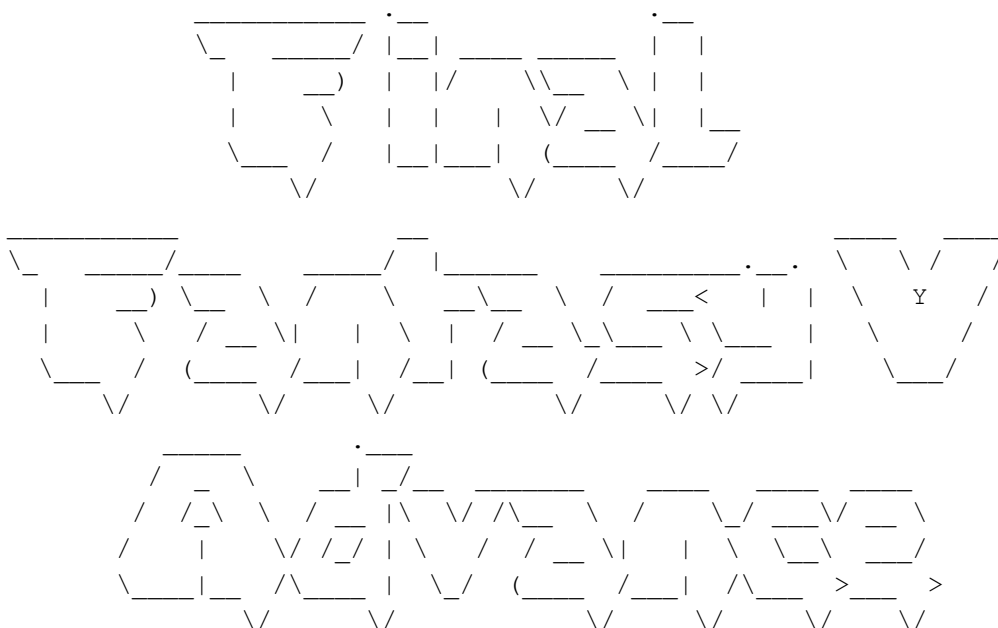


Final Fantasy V Advance FAQ/Walkthrough

by Courante2

Updated to v3.2 on Feb 9, 2007



FULL FAQ/WALKTHROUGH GUIDE

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|  
|Author: Tom Xia (Courante) |  
|===== |  
|  
|Began: 22/11/06 \ First version released on: 10/12/06 |  
|===== |  
|  
|Version 3.2 - Latest version can always be found on GameFAQs.com |  
|===== |  
|  
|Email: dark_gta201@hotmail.com |  
|===== |  
-----
```

In the beginning there was only the Void...

But from the Void came four essences.  
They formed the Crystals and the world was born.

Hope blessed the earth

Courage blazed into flame

Care and devotion turned water into the seeds of life

The passion for knowledge spread  
intelligence and wisdom on the winds

If ever the Void threatens to engulf the world,  
so long as the four essences still exist in man,  
light will be born anew.

The four essences shall rise from the Void  
and weave the light once again.

=====

INTRODUCTION

=====

Welcome everybody to my third FAQ/Walkthrough! If you have seen my other work, one which was Final Fantasy IV Advance, then you'll know the basic layout I do. This guide will cover all necessary tasks in the game, including the main walkthrough and additional side-quests. (like the Bonus Dungeon) This FAQ is still under construction so bear with me. I am making this FAQ for all people who are having troubles with this game (and because I don't have much else to do now since it's the summer holidays :D). I hope all you people enjoy reading it just as much as I had writing it!

Final Fantasy V was first released in 1992 for the Super Nintendo. I was probably still unable to talk by then, so I had no idea the greatness of Final Fantasy V until I first played it this year (2006!). I love RPG's, in fact, you could call me an RPG'coholic. I generally love all RPG's, and they are all unique in a certain way. However, Final Fantasy V stood out for me. The gameplay got me hooked on the first day I played this, and I couldn't put it down! Trust me, you have to play this game to experience it's awesomness, and you won't regret it.

For newbies to Final Fantasy V, and even Final Fantasy the series, first look at the Basics section of the guide. This will serve as a tutorial, and after reading it through, you'll be ready for the game itself.

I will, after some suggestions for my other guides, make this one as spoiler free AS POSSIBLE. It is probably impossible to make this guide completely spoiler free without confusing people, so in those cases, I will mark with \*SPOILERS\*. However, like my other guide, I will be writing the cutscenes of the game, and they sometimes may contain spoilers. If you don't want to spoil the game, just make sure you don't read them.

\*\*\*ARE YOU READING THIS IN THE RIGHT FORMAT?\*\*\*

DAFEGNEHGLSSKEGNREWGEGWPRKJGDGEGJKAHDPBMWEKZPAEWKJLHDSAGHEKJGHNBLAEWKJGEP  
<=====<>=====>

If you see more than two lines, you're reading in the wrong format. If you see both the gibberish and line above and under each other, that's a good start. What letters are above the diamond in the middle of the line? The answers AH. If it isn't, then you're reading in the wrong format.

After an email regarding this, there are MANY spelling errors in this guide. MANY of them. I type fast (94 words a minute) but when you're typing this fast the chances of making a spelling error is high. Don't concern me with spelling errors anymore please, I'll find them when I go through this guide.

=====

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[MIXX] ----- > Mix

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NOTE: For convenience, press Ctrl + F and type in the code for the section you want to read. eg. If you want to read the "Meteors" section then type in 6.6u

=====

ABOUT THE AUTHOR (1.0a)

=====

My name is Tom Xia (not like anybody really cares), and I'm 14 years old. You can tell I'm Asian from my name, but I live in Australia, and am a proud Aussie boy. I'm writing this guide because I like writing FAQs, and it takes up a lot of my too-much spare time.

If I went through all my likes, dislikes, dreams in the future etc, it'll take up probably 10 pages worth of stuff. Seriously, I can write a lot of things about myself. But, I'll keep it short to 1 paragraph. I like playing games, especially RPG's (yeah), reading action books, watching anime (japanese cartoons), playing basketball and table-tennis, posting on forums. I don't like a lot of things, primarily school-related, but also don't really like biography books, hockey (go ahead, flame me all ya want) and a hell a lot of other stuff that I don't want to mention <\_<.

I am currently playing FFV Advance and am enjoying it thoroughly. I am making this FAQ for all the people who play this game and are having troubles. I hope it helps you and you complete the game.

=====

COPYRIGHT STUFF AND CONTACT INFO (2.0b)

=====

This guide was created and is owned by me. This guide is Copyright 2007 Tom Xia. If anyone tries to reproduce it, profit from it, take credit for the info or post it on their website without my permission I will take legal action and sue you. If you want to ask my permission to host this guide on your website, email me at dark\_gta201@hotmail.com

Seriously, just ask. It's more than likely that I will say yes, unless I have a really good reason not to. I will check my email as often as possible (which is like every single day).

If you have any questions, suggestions, queries, or anything to do with this guide, contact me with the above email. Make sure you have something about this game in the subject, such as "FFV Walkthrough" or something. I'll

probably still check it even if it doesn't have a subject (I'm curious) but I'll definitely check the ones with a subject title first.

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

www.gamefaqs.com ----- [GameFAQs]  
www.gamespot.com ----- [GameSpot]  
www.supercheats.com ----- [SuperCheats]  
www.neoseeker.com ----- [NeoSeeker]  
www.cheats.de ----- [Cheats.de]  
www.mooglenix.info ----- [Mooglenix]  
www.geocities.com/dragonhobbs2 ----- [DragonHobbs2]  
[http://z9.invisionfree.com/Starcraft\\_Strategy/index.php](http://z9.invisionfree.com/Starcraft_Strategy/index.php) - [Starcraft\_Strategy]

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

=====

VERSION HISTORY (3.0c)

=====

Version 0.0, 22/11/06 - I started this FAQ today. Finished first four sections and got the general layout finished.

Version 0.1, 25/11/06 - Updated the Walkthrough, and also started the "Jobs" section.

Version 0.2, 27/11/06 - Finished up to "Karnak" of the main walkthrough, and started the "Characters" section.

Version 0.3, 28/11/06 - Finished World 1 and the Bestiary. YEAH!!!

Version 0.4, 30/11/06 - I got bored, so I did more of it today. Finished two sections of World 2

Version 0.5, 02/12/06 - Updated the "Characters section" and did more of the walkthrough

Version 0.6, 03/12/06 - Finished up to the "Forest of Moore" section on the main walkthrough

Version 0.7, 09/12/06 - Updated the walkthrough to World 3 (yeah!) and also added the Magic and a few other sections

Version 1.0, 10/12/06 - Finished the beginning of World 3, updated some of the latter sections and is the first version to be seen on GameFAQs.

Version 1.1, 12/12/06 - A big update, today. I was bored, what else? Finished up to the "Within the Rift..." section and also did the "Songs" section.

Version 1.2, 13/12/06 - Finished the Walkthrough (yippee!), plus updated "Jobs", "Jobs Abilities" and "Bosses".

Version 1.3, 17/12/06 - Small update, just added in info I recieved from emails and the GFAQs message boards, and fixed a few spelling errors. Can now be found at supercheats.com

Version 1.4, 18/12/06 - Another small update, did the first "half" of the

Bonus Dungeon (until you get in the Central Doors) and added in some more info which I recieved from emails. Keep them coming!

- Version 1.5, 20/12/06 - Finished the Bonus Dungeon completely! I'm doing the "Cloister of the Dead" section next before anything else.
- Version 1.6, 21/12/06 - Finished the "Cloister of the Dead" section. Yippee! Also did the Necromancer job, Blue Magic, and included Omega and Shinryu as bosses plus putting all Sealed Temple bosses into the Bosses section
- Version 1.7, 28/12/06 - After an email requesting it, I made maps for the Sealed Temple, made my final section better, and added many different things from the emails I've recieved during the last week I've been at my holiday house.
- Version 1.8, 29/12/06 - Added in an ASCII art at the top. Looks good. Thanks to Tyler for it.
- Version 1.9, 30/12/06 - Corrected a few mistakes in the guides and added in info from the emails I've been receiving.
- Version 2.0, 01/01/07 - Happy New Year to all! Small update, just info from emails and added in more stuff in the guide.
- Version 2.1, 02/01/07 - Added another section from a request, corrected more errors found in the guide and included in info from the people who have been emailing.
- Version 2.2, 03/01/07 - Put in the "Bugs" section, and added VeghEsther's boss strategies into the bosses section (I can't believe I didn't do that)
- Version 2.3, 04/01/07 - After numerous emails on Blue Magic, I put into the main walkthrough the blue magic which can be found, and also items, bosses and jobs. I finished the "Job Abilities" section, and made it clear that I have "!Oath, !Condemn and !Predict" in my guide, which can be found in the "Job's Abilities" section.
- Version 2.4, 06/01/07 - Did a better layout for my "Magic" section after a suggestion in an email. Also finished the Blue Magic section, plus a lot of unique job abilities.
- Version 2.5, 07/01/07 - Completed various things around the FAQ. Included where to find magic, a lot of useful info through email, and spelling errors :|
- Version 2.6, 08/01/07 - Thanks to KiaLobeli, I was able to get the Monster Locations. Added in info from emails, and, like always, spelling errors.....
- Version 2.7, 09/01/07 - Added in a new "translation" section, plus a "Basic" section which will help newbies and clarify things for them. Also switched to another ASCII art.
- Version 2.8, 10/01/07 - Added the "Gaia" section, credits to TakerVersion1. Plus "Monster Translations", credits to Ebmid2.





-----  
A Button - Action Button (talk, look etc)

B Button - Cancel

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

Start Button - Brings up Menu

Select Button - Not used

D-Pad - Walk around

On "Vehicle"  
-----

D-pad - move around (fly, sail etc)

A button - Action Button (go up, go down)

-----  
DIFFERENCES FROM SNES AND PS (4.2b)  
-----

~ Better graphics

~ This game uses a separate translation from the SNES and PS, although they're still roughly the same

~ A few bugs fixed from the other versions

~ Four new jobs, and a whole new Magic section to go along with one of the new jobs

~ Upon completion, a Bonus Dungeon is unlocked, with new bosses and items. Neo Shinryu, Omega MKII can now be fought, and also Enoo!

~ After the Bonus Dungeon is completed, the Bosh Rush is unlocked, called the Cloister of the Dead. While not all the bosses are found here, it's still pretty cool.

-----  
BATTLES (4.3c)  
-----

To initiate battles, you must first be in the overworld or a dungeon. While one might think that the battles come randomly, there is actually a "monster generator" system which, after a certain amount of steps, will automatically engage in battle. Some people use this to their advantage, by quicksaving and loading the game up again, which resets the monster generator.

Once you're in battle, you have to worry about the monsters now. Final Fantasy V, like it's predecessor FFIV, runs on an ATB sytem (Active Time Battle). So don't think you can rest in battle! There are no "turns" in this game. If you take time deciding upon what to do, the enemy, which might be slower than you are, might attack first. Be wary of that.

On the bottom right corner of the battle screen is where your info is displayed. It looks a little something like:

```

-----
Bartz      1840  <_____|_> \
Lenna     1763  <_____|____> |
Faris     2003  <_____|_> |
Galuf     1928  <_ |_____> |
_|_____|_____|_____|/
|      |      |      |

```

Name of character      HP of character      ATB Guage

The bar, or guage at the the right indicates how long until your characters can attack. In the above case, Bartz's guage is almost full, and so he will be able to attack first. As you rise in levels and stats, your guage will rise faster.

Now we come to the middel option. It looks something like:

```

/ Attack      \ --- Default ability for all jobs except Mime
| Black Magic |--- Default ability for job OR command option 1
| White Magic |--- Command option 2
| Items       |--- Default ability for all jobs except Mime
\ _____/

```

"Attack" is when your character does a simple attack with his/her current weapon. The damage done varies on your stats and the weapon in question, but will rise when you raise levels.

"Items" is when you use the items you've obtained and use them. This will use your turn up, so only use when necessary.

When you press right on the D-Pad, a new option will appear, "Defend". If, for any reason, that you don't want to do anything this turn and leave it for somebody else, then use this option. You will take less damage from the enemy when you get hit when you defend.

When you press left on the D-Pad, another option will appear, "Row". This option will allow you to switch rows, from the back to front. At the front, you'll do more damage but take more damage as well. At the back, you'll do less damage (there are exceptions) but also take less damage. This option only lasts for the duration of the battle. After the battle's ended, your row will switch back to the way it was before.

If you feel you can't win, or don't want to face the battle, press L+R simultaneously to try and flee. If you're lucky, they'll flee right away. If you're unlucky, it will take some time before you can flee. There are some monsters which you can't flee from, and you can't flee from bosses.

Tip for battle: Always put your offensive fighters at front, for they will do more damage, and your mages at the back. Most rods are most effective at the back anyway.

After each battle, you'll usually recieve a certain amount of gil, EXP, ABP (explained later), and sometimes treasure that is dropped by the monsters you've killed.

-----  
Like all other Final Fantasy games, there are status effects. Each status ailment is harmful in their own way. There are those that are temporary, and only last for the duration of the battle, while others stay until you treat it properly.

-----  
TEMPORARY

Aging

=====

Desc - Your hair will turn to white, and all your stats will decrease

Berserk

=====

Desc - You'll lose control of the character.

Charm

=====

Desc - You'll join the enemies side, cure the enemy and attack your party instead

Paralyze

=====

Desc - You'll be paralyzed and unable to attack for a while.

Silence

=====

Desc - You'll be unable to cast spells for a certain period of time

Sleep

=====

Desc - You'll fall asleep and be unable to do anything.

-----  
The best way to cure these is just to end the battle, either by fleeing or just killing the monsters. To cure them manually, Esuna works, and I think them being attacked works as well (only for sleep and possibly charm).

-----  
PERMANENT

Darkness

=====

Desc - You'll be blinded, and will most likely miss for every attack you make.

To cure - Esuna, Eye Drops

KO

==

Desc - You'll be knocked out, unable to do anything. Note that if all characters are KO'd, it's Game Over

To cure - Phoenix Down

Mini

=====

Desc - You'll be turned to mini-size, you won't be able to cast spells, and the damage you do is pitiful

To cure - Esuna, Mallet

Poison

=====

Desc - You'll be poisoned and you'll take damage from attacking the enemy and also when you walk

To cure - Esuna, Antidote

Petrification

=====

Desc - You'll turn to stone, unable to do anything. Note that if all your characters are stoned, or just one but the others are KO'd, then it's Game Over

To cure - Esuna, Gold Needle

Toad

=====

Desc - You'll be turned into toad, you won't be able to cast spells, and the damage you do is pitiful

To cure - Esuna, Maiden's Kiss

Zombie

=====

Desc - You'll be turned into a zombie, losing control of your character, hurt from white magic and healing items.

To cure - Holy Water

-----

-----

STATS (4.5e)

-----

The many stats that effect how strong and weak your character is. For each new level your gain, the stats are increased, and therefore, your character is stronger.

To look at your stats, press "Start" which will bring up the Menu Screen. Then go down to "Status", pick your character, and voila! The top half looks like this:

Sprite pic  
of class

| Name and class |              |                    |                                              |
|----------------|--------------|--------------------|----------------------------------------------|
|                |              |                    |                                              |
|                |              | Bartz              | Status                                       |
|                |              | Freelancer         |                                              |
|                |              |                    |                                              |
|                |              |                    |                                              |
|                | LV 81        | Current EXP        | 4466093--- How much EXP you've gained        |
|                | HP 7560/8006 | For next level:    | 88988--- EXP needed to get to the next level |
|                | MP 680/680   | Abilities learned: | 61--- How many class abilities learned       |
|                |              |                    |                                              |

The "LV" indicates the level you're currently on.

The "HP" stands for Hit Points. The first number is how much HP you have left,

and the second number indicates your Maximum HP (rises when level rises). Your HP decreases after each hit you take in battle. When you reach 0 HP, you will be Knocked Out and unable to battle until you're restored.

The "MP" stands for Magic Points. The first number is how much MP you have left, and the second number indicates your Maximum MP (rises when level rises) Your MP decreases after every magic spell you cast. When you reach 0 MP, you will be unable to cast any more magic until you recover some MP.

The bottom half section looks like:

```

/
| Strength      ... 59   Command      |
| Agility       ... 46   _____ |
| Stamina      ... 70   /!Attack     \ |
| Magic        ... 66   |!Rapid Fire| |
| Attack       ... 325  |!Dark Arts ----- The Commands you've picked for
| Defense      ... 36   |!Items      | |                battle
| Evasion      ... 0%   \_____ / |
| Magic Defense ... 26   |
\_____ /

```

"Strength" determines how much damage you inflict on enemies. The higher it is, the more damage you do. The strength of the weapon and the defense of the enemy in question will alter the final result.

"Agility determines how fast the ATB Guage rises. The higher it is, the faster the ATB Guage will rise.

"Stamina" determines how much HP you get after each new level. The higher the stamina, the more HP you'll recieve when you gain a new level.

"Magic" determines how powerful your magic will be. The higher it is, the more damage Black will harm the enemy, the more White will cure you etc.

"Attack" determines, along with strength, how much damage you inflict on the enemy. It is altered easily with weapons and your current strength.

"Defense" determines how stable you are aginst enemies. The more defense you have, the less damage you'll take from enemy attacks.

"Evasion" determines your percent of evading enemy attacks. This is altered by the weight, and certain items equipped.

"Magic Defense" determines how much damage you take from enemy magic. The higher Magic Defense, the less damage you'll take from enemy magic.

-----  
MENU SCREEN OPTIONS (4.6f)  
-----

Press "start" during the game and you'll bring up the Menu Screen. It looks something like:

```

/
|   Bartz           Freelancer       |   Job
|   -----         \_____ /       |   Ability
|                                     |

```

```

| | | HP 8006/8006 / \
| | | LV 81 MP 680/ 680 | Item | | |
| |-----| | Magic |
| | | Equip |
| Lenna Mime | Status |
| ----- LV0 - 980/ 999 | Config |
| | | HP 7339/73339 | Quicksave |
| | | LV 81 MP 642/ 642 | Save |
| |-----| | |
| | | | | | |
| Faris Freelancer /-----/
| -----| | | | | |
| | | HP 6957/6957 | Tule |
| | | LV 81 MP 468/ 468 | |
| |-----| | |
| | | | | | |
| Galuf (0_o) Freelancer | |
| -----| |Play time 57:48 |
| | | HP 7815/7815 |Gil |
| | | LV 81 MP 695/695 | 6363845 |
| |-----| | |
\-----/

```

The right-hand side is what we're looking for, but before that, take a look at Lenna. Under "Mime", it says LV0 - 980/999. This means that She's still a LV0 Mime, and that to get to the next level and ability, she needs 999 ABP (Ability Points), which gets us to our next topic.

For every job, there are numerous abilities to learn. How do you learn them? That's where ABP comes in. After every battle, you'll receive ABP. The stronger the monster does NOT affect the ABP gained. There is a set amount of ABP gained from each monster and each monster team. Under the Job name, there is the ABP indication. The first number indicates how much ABP you've gained since the last time you've got an ability for the job, and the second indicates how much ABP required for the next ability.

Still focusing on the left-hand side, you can change the formation and row for each character. First, move the cursor to the left-hand side, then click on a character. Click again on the character and the character will switch rows, from front to back and back to front. Click on a character again, but this time, click on another character. Those two will switch positions. What you change on this screen it is permanent until you change it again.

Now we move on to the right-hand side of the Menu Screen, the most important part of it. It is divided into four sections. The first section contains the "Job" and "Ability" options. The "Job" option allows you to change the job your character to another job, provided you've unlocked it. The "Ability" option allows you to set abilities for your character. Usually, you're only allowed one extra ability plus the compulsory ability for your class. But Freelancers are allowed to choose 2 abilities, and Mime 3! Choose your abilities wisely, and make sure to spread them out within the group.

Since the second option is the biggest, we'll skip it for now. The third section tells you where you're currently at, whether it be a town, the World Map (overworld) or a dungeon. The fourth section tells you how long you've been playing and the current gil you possess.

Now we get to the second section. An explanation for all the options:

"Items" is where you can view the current items you have and also use them.

You can sort out your items and view the "rare" items which you currently possess.

"Magic" is where you can use various magic which you've collected so far. You can only use White, Black and Time magic outside of battle (and only a select few from those). Choose the character who cast the magic, and then use it.

"Equip" allows you to change the various equipment your character has currently equipped. You can Equip, Unequip, Optimize (which automatically sets you up with the best possible armor, BE CAREFUL of this, for it only takes into account the stats and not abilities, plus the only stats it really takes into account is Strength and Defense), and Unequip all.

See the "Stats" section above for info on "Status"

"Config" is where you can change the current settings for this game. You can change various things, and also view your Bestiary inside Config.

"Quicksave" is for when you're in the middle of the dungeon, and your parents want you to do something. This saves the game, but also brings you to the Start Menu Screen. When you load your quicksave game, it disappears, which allows for no abuse.

"Save" is when you can save the game which will never disappear. You can only save on the overworld and on consecrated circles located in dungeons.

=====  
WALKTHROUGH (5.0e)  
=====

w00t! Here it is. The main section of this guide. The belly of the beast. Whatever you want to call it. It's completed...finally...

I will, after some suggestions for my other guides, make this guide as spoiler free AS POSSIBLE. It is probably impossible to make this guide completely spoiler free without confusing people, so in those cases, I will mark with \*SPOILERS\*. However, like my other guide, I will be writing the cutscenes of the game, and they sometimes may contain spoilers. If you don't want to spoil the game, just make sure you don't read them.

NOTE: For convenience, press Ctrl + F and type in the code for the section you want to read. eg. If you want to read the "Meteors" section then type in 6.6u

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

NOTE: Do NOT get confused between a Cutscene and a scene. Scenes are considerably shorter than a cutscene, and are usually there to inform you about the situation. Cutscene's are generally long, and they give information about all sorts of things.

\*\*\*HOW TO TELL A CUTSCENE\*\*\*  
=====

A cutscene will be within a "-----"

So if xxxxxxxx was a cutscene, it would be:

-----  
xxxxxxx

-----  
If there's a sudden change in landscape, then it will be marked with a ( )

So if aaa was to describe the landscape of xxxxxxx, it would be:

-----  
(aaa)

xxxxxxx

-----  
If a noticeable action takes place within the cutscene, it will be marked with  
a \* \*

So if zzz was to describe the action which took place after xxxxxxx, it would  
be:

-----  
(aaa)

xxxxxxx

\*zzz\*

-----  
Simple enough I hope?

=====  
WORLD 1 (5.1f)  
=====

This game can be split into 3 sections: World 1, World 2 and World 3. To make  
it more convenient for you who are reading this, I will split the walkthrough  
into 3 sections. Remember always use the Ctrl + F function to get to whatever  
you need help on.

-----  
FIRST METEOR (5.2g)  
-----

~~~~~  
Items Found: Phoenix Down
Blue Magic: None
Bosses: None
New Jobs: None
~~~~~

-----  
(On top of Castle Tycoon)

Prepare for a long scene where it's dark and turns light. The first cutscene  
of the game occurs.



Lenna: Father! Do you really have to go?

King Tycoon: You know I do, dear. I need you to protect the castle. Under no circumstances are you to follow me, do you understand?

Lenna: But, Father...

King Tycoon: Something is wrong with the wind... I must go to the Wind Shrine to make certain nothing's happened to the crystal.

Lenna: Yes...I've noticed it as well. But, to go alone is-

King Tycoon: Lenna. Don't worry, I'll be fine. Have faith.

\*King Tycoon hops on dragon and flies off\*

(On a ship somewhere...)

Faris: The wind just...stopped...

(In a cave somewhere...)

Old Man: I've got to hurry!

(Back on top of Castle Tycoon)

Lenna: The wind's stopped. ...Father!

(On top of the Wind Shrine)

King Tycoon: What in blazes...!?

\*The crystal breaks\*

\*A Man and a chocobo are sitting around a fire, when a meteor strikes\*

-----  
After that, you finally gain control of your character. Actually, he's on a chocobo, and you can't get out of it. At the start, you'll have an option of going two ways. Don't walk north yet, it leads to a dead end. Instead, walk east. There's a meteor at the end. Step on it.

Tycoon Meteorite eh? Follow the path and shortly after the man will get off the chocobo (yeah, walk on your own two feet). Walk wherever the path leads you, until the man sees a woman (you recognize her?) being carried by two goblins. You'll engage in a fight. It's easy as hell, just keep attacking and they'll go down. After the battle a cutscene starts.

-----  
???: Hey, are you alright?

Lenna: Y-Yes...I believe so...I give you my thanks. My name is Lenna. And you are...?

???: Me?

You can now enter a name for you character. The default name is Bartz, and that is what I'll be calling the character in the guide. Just don't get confused with Bartz and whatever you're calling him. I called him Aizen, after Aizen Sousuke, 5th division captain in the anime "Bleach". He plays a major role in "Bleach" as well, but I won't get into any specifics.

\*coughcough Watch Bleach NOW! coughcough\*

Bartz: Call me Bartz. Me and my chocobo just go wherever the trail leads us...  
Lenna: Bartz...This rock suddenly fell from the sky...The impact must have knocked me out.  
Bartz: Guess it's a meteorite.  
Lenna: A meteorite...I wonder if it has a connection to the wind stopping? Again, I give you my thanks. I wish I could do something more to show my appreciating, but I really must go...  
Bartz: Whoa-hey, hold up a sec...  
Lenna: Bartz...Did you hear something?  
Bartz: Huh?  
???: Ohh...Ughhh...Help...me...  
Bartz: Over there!

\*Just walk to your right and up and you'll spot an old man\*

Lenna: Are you alright?  
Old Man: Where am I...Oh...my aching head! Sakes alive...what's happened? I don't remember... Ehh...? I can't remember anything!  
Bartz: Looks like you hit your head pretty bad...Maybe you got Amnesia.  
Old Man: Oh! Something came back to me...My name is Galuf!  
Lenna: That's a start! Anything else?  
Galuf: .....Nope, just the name! other than that, my memory's a blank slate...  
Lenna: I'm very sorry...but you must excuse me, I have no time to waste.  
Bartz: Where're you going?  
Lenna: I must go to the Wind Shrine...  
Galuf: The Wind Shrine! Now that you mention it, I'm pretty sure that's where I was headed! It's decided, I'm going with you!  
Lenna: But...  
Galuf: I could never let such a sweet girl go all by her lonesome. Plus, I know I've gotta get to that shrine...I feel it in my bones. You've gotta take me with!  
Lenna: Bartz, what about you?  
Bartz: ...Sorry, I'm gonna bow out on this one. Good luck, though.  
Lenna: Bartz...Thank you again. Farewell...  
Galuf: Godspeed, and all that whatnot!

-----  
After quite a long cutscene, you regain control of your character. Head down, hugging the cliffs and when you reach the foresty bits, walk right. You'll be in a secret passage. Follow it to a chest with Phoenix Down. Walk back up and backtrack back to the chocobo. Man you're one lazy guy. Back on the chocobo you go!

Walk up the north path I told you to ignore, and you'll be thrown into another cutscene:

-----  
\*Boko throws Bartz off him\*

Bartz: Ow!!! Boko! Bad, bad chocobo! What are you doing, stopping like that!? ...Now don't you give me that look.  
Boko: Kweh! Kweh kweh!  
Bartz: ...I know, it's just a girl and an old man...And with all the goblins around...Fine, I got it, I got it.

\*Suddenly the ground starts breaking\*

Lenna: Augh!

Galuf: Geh!

Bartz: Boko, come on!

Boko: Kweh!

-----  
Walk up the track and you'll face more goblins. And you walk up, you'll see some nice chocobo leaping skills. Continue heading north and more goblins will come. Go up and rescue Lenna and Galuf...

-----  
Lenna: Ohhh...

Bartz: G'morning.

Lenna: Bartz! It seems I cannot escape being in your debt...

Bartz: Hey, don't worry about it. The shockwave from the meteorite's impact caused landslids...The road's covered in rubble. I don't think you're gonna be able to make it to Tule that way.

Lenna: But...if I can't get to the Wind Shrine, then...

Galuf: Uhhhh...Wind Shrine...gotta hurry...

Bartz: The old guy's pretty dead set on getting there, too...All right! I'll go with you and personally see to it that you get there safely!

Lenna: Oh! Really?

Bartz: Yeah! You know, it was my dad's dying wish that I go out and travel the world...Plus, this time, it feels like - like the wind is calling me.

Galuf: What a sweet-talker! As if you don't just have the hots for the little missy.

Bartz: Wha - You're awake?

Galuf: Don't sound so surprised. This old dog is always ready for anything! Still, if the road is blocked, that makes things a slight more difficult...

Bartz: Hrm...

Lenna: ...I won't give up. There must be a way to reach the Wind Shrine!

Galuf: Right! And we'll find it! (A bit confident there, aren't they?)

Bartz: All right! Let's ride!

-----  
In the chocobo, follow the northern path until you reach a cave. Enter.

MY LEVELS

=====

Bartz - Freelancer

Lvl 2

Lenna - Freelancer

Lvl 1

Galuf - Freelancer

Lvl 1

-----  
PIRATE'S HIDEOUT (5.3h)  
-----

~~~~~  
Items Found: Leather Cap

Blue Magic: Vampire (Steel Bat)

Bosses: None

New Jobs: None

~~~~~  
As you get towards the entrance, everyone will hop off Boko. Now without the aid of a chocobo, Bartz can finally get exercise.

Follow the path and Bartz will ask about the spring. It will heal you completely if you step in it, which just makes it an ideal training place. If you've read my Final Fantasy IV Walkthrough, you know how much I train. Well, do as you wish, I won't force you to train, except it'll be helpful.

Head up through the gap. Just keep following the path (it's so straightforward it's not funny) and eventually you'll see a scene with a pirate. He'll show you how to progress. Before you do that though, grab the Leather Cap in the chest to your left. Don't forget to equip it on someone!

Go up to where the pirate was, and press the skull-like button to the right. Go through the newly-opened door. Walk up and you'll see another scene on a ship entering the hideout. Follow the path and enter the door at the end.

You are now at the centre of the Pirate's Hideout. Watch the scene and head up. Ignore the button to your left, and talk to the sleeping pirates if you wish. Afterwards, walk across the bridge. There's nothing downstairs except a sleeping pirate, so walk to the northern side of the ship and press A on the wheel. YAY! Cutscene time!

-----  
Bartz: Yo-ho-ho, and stuff! Time to cast off!

Galuf: ...Well? "Cast off" means start sailing, kid.

Bartz: I know that! The wheel won't even budge. How do you work this thing?

???: Try working anything and there'll be the devil to pay!

\*A pink-haired guy and his pirates appear\*

Faris: Trying to steal my ship, are you? You've a lot of brass...or mayhap you're just lacking in brains! I'd wager it's the latter.

Lenna: Wait! I am Princess Lenna of Tycoon. Please accept my apologies for attempting to commandeer your ship.

Bartz: Wha? Princess...

Galuf: ...of Tycoon?

Lenna: Sir, this is a formal request from the Kingdom of Tycoon. Please, allow us the use of your vessel. I must get to the Wind Shrine - my father is in danger!

Faris: Oho, the Princess of Tycoon, here on my ship? I'm sure we could fetch a good price for this one.

Bartz: Hey! Leave her alone, you degenerate, lecherous, piratey...pirate!

Lenna: I beg of you, please...

\*Lenna's pendant shines\*

Faris: That pendant...!...Toss the lot of 'em into the brig!

Pirates: Aye-aye, Cap'n!

(In a room within the ship)

Galuf: Well, this is a fine how-do-you-do. What genius came up with the idea to steal a pirate ship, anyway?

Bartz: Look in the mirror, Pops.

Galuf: ...Ohh, my aching head! I can't remember a thing!

Bartz: ...And you amnesia oh-so-conveniently returns. Still...I can't believe you're really the Princess of Tycoon, Lenna!

Lenna: I'm sorry...I didn't intend to keep it a secret.

Bartz: It's not that big of a deal. But if you're the princess, why were you going to the Wind Shrine all alone?

Lenna: My father is there. He hadn't been gone long when the wind slowed to almost nothing...I just can't shake the feeling that something terrible is happening. I slipped out alone to head to the shrine, but then that meteorite fell, and...you know the rest.

(In Faris' room at night)

Faris: Why does the princess of Tycoon have the same pendant as I do? She said her father's at the Wind Shrine...

(The next day at the front of the ship)

Faris: Prepare to cast off, lads. Set a course for the Wind Shrine.

Pirate: But Cap'n...what about the landlubbers?

Faris: Untie 'em. I meant, sometime today!

Lenna: But...why?

Faris: I reconsidered your request. You can go back into the brig if you'd rather. Pull anchor! We sail for the Wind Shrine!

Pirates: ...

Faris: Hey! Something wrong with your ears? I hope I don't have to repeat myself! Well!?

Pirates: Aye...aye-aye, Cap'n!

Lenna: But the wind has stopped...How can the ship move?

Faris: Full of curiosity, aren't you, lass? Syl dra! Come up and say hello!

\*A dragon appears in the ocean\*

Faris: Beautiful, isn't she? Syl dra and I were raised together. We're close as siblings. All right, we're off!

-----  
Long cutscene eh? As you sail north, you'll have the option of being sailed to the Wind Shrine by the Pirates. If you say no and want to explore, (there isn't much to explore anyway). If you say no, the Wind Shrine is just located north of your current position; just follow the river. You can enter Tule if you wish, but we'll do that after the Wind Shrine. So head north and enter the shrine surrounded by forests.

MY LEVELS

=====

Bartz - Freelancer

Lvl 6

Lenna - Freelancer

Lvl 6

Galuf - Freelancer

Lvl 6

Faris - Freelancer

Lvl 3

-----  
WIND SHRINE (5.4i)  
-----

~~~~~  
Items Found: Broadsword, Leather Cap, Potion X 5, Staff, Tent
Blue Magic: Aero (Moldwynd), Goblin Punch (Goblin)
Bosses: Wing Raptor
New Jobs: Black Mage, Blue Mage, Knight, Monk, Thief, White Mage
~~~~~

"I noticed that you didn't mention the hidden chest containing a Staff at the bottom right corner of the 4th floor. A much appreciated item at this point in the game for Galuf if I do say so myself. Just wanted to mention that."

(thanks to ChainsawMonkey)

The music here is damn awesome, and it fits the Wind Shrine perfectly. Now, before heading to the top, walk left and enter the room at the bottom. Watch a scene. You'll learn that monsters have appeared inside the Wind Shrine (what a hefty coincidence eh? we come, there are monsters) and that King Tycoon is at the top of the Wind Shrine but has yet to return. Talk to the guy standing at the left of the big jar to receive 5 potions! Take note that the big jar will heal you just like the spring did. Makes this place another exceptional place to train doesn't it?

When you're ready, go up the stairs at the east side of the room. Monsters can now be found. Walk to the very western side of the room for a chest that contains Tent. Now go through the middle door. You'll be in a room with a consecrated circle. You can save your game and use Tents or Cottages. Sweet. Save your game, but don't waste the tent we just got. If you need to heal, just use the big jar at the bottom level.

Exit through the door, and go RIGHT and up the staircase. The chest contains another Leather Cap. Now go back downstairs, walk to the left side of the room and up the staircase there.

Follow the circular path to the centre of the room. In the middle there's a dragon thingy blocking the staircase up. The door to your right has nothing in it, and the door to your left has a Broadsword within. I recommend to equip it on Lenna. Now, once you're ready (and by that I mean level up a few levels and full health), save at the consecrated circle, approach the dragon to initiate your first boss battle of Final Fantasy V!

=====  
Wing Raptor  
\=====/  
=====

HP - 250  
Strength - 7  
Defense - 0  
Magic - 1  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Potion  
Treasure - Phoenix Down  
Type - None

Battle Strategy: Um...strategy...yes...<\_< Well, since it's about the only thing you can do, keep attacking. Use some elixirs (you

should have plenty by now if you were training) if your characters get on low health. Use the Phoenix Down if you wish. If you're at a high-enough level, the Wing Raptor will fall not long after the battle's started.

Difficulty: 3/10

=====  
That wasn't too hard now was it? Go up the stairs and you'll be on the 4th floor, the highest floor of the Wind Shrine. YAY! The Central Room is the Wind Crystal's room. Don't worry about having low health, you won't have to fight anybody. Enter the room and go up for a cutscene.

-----  
Lenna: The crystal -  
Bartz: It's shattered!

\*The Crystals shine\*

Bartz: What the -

(It'll go on a scene where the other crystals lend there power to the 4 heroes)

Bartz: What...  
Faris: What's happening?  
Galuf: Feels warm...  
Lenna: Are these the crystals'...essences?  
King Tycoon: Le...nna...

\*King Tycoon suddenly appears where the Crystal was\*

Lenna: Father!  
Faris: !?  
King Tycoon: Listen, and listen well. You four are the chosen ones, the warriors of light...(always the same thing ain't it?)bearers of the four crystal essences.  
Lenna: Father...What do you mean?  
King Tycoon: The wind crystal has already shattered. The other three crystals are in danger as well. You four must protect them! An evil presence is awakening...one that wishes to return everything to darkness...

\*King Tycoon gets wrapped around a purple ball\*

Lenna: Father!

\*King Tycoon flies? off in the purple ball\*

King Tycoon: Go forth, Light Warriors! Save the crystals...  
Lenna: Wait - No, father!!!

\*The crystal shards shine\*

Lenna: ...What are these?  
Bartz: Guess they're pieces of the crystal...

\*The crystal shards move in towards the characters. You may now choose jobs

for Knight, Monk, Thief, White Mage, Black Mage and Blue Mage\*

Bartz: The crystal...it's lending us its power...

Galuf: ...For now, let's get out of here.

Faris: Lenna...

Lenna: There should be a warp panel to the outside behind the altar.

-----  
You can control your characters again! Walk up to the warp and step on it. A scene will occur (not in the actual game itself), where a chocobo, possibly Boko, would give you an explanation of using the crystal fragments and the job ability system. If you're a beginner, I recommend you say yes, and listen him out.

You'll appear back outside the Wind Shrine. Go back inside and to the room with the people inside. Heal with the big jar. Now go back outside. Sail south and you should see a river with a gate. This is the Torna Canal. However, the gate is locked and you need a key to open it. Where's the key?

MY LEVELS  
=====

Bartz - Monk  
Lvl 10

Lenna - White Mage  
Lvl 10

Galuf - Blue Mage  
Lvl 10

Faris - Black Mage  
Lvl 9

-----  
THE KEY? (5.5j)  
-----

~~~~~  
Items Found: 100 gil, 150 gil, Ether, Leather Shoe X 2, Potion X 2, Phoenix
Down X 2, Tent

Blue Magic: None

Bosses: Karlabos

New Jobs: None
~~~~~

You might be wondering, what's with my job picks? Well, I had Bartz be a monk so that I can learn the ability "Barehanded" and be able to attack with my fists as strong as a monk even if I'm a different class. Lenna's a White Mage...that speaks for itself, she's a natural healer. I want Galuf to be able to use monster attacks and I wanted Faris to be able to perform Black Magic. Simple.

Sail west to a spot of land with a town on it. Enter the town, which is called Tule. The pirates will scramble out crying for "Grog!" and Faris will leave the party as well. (Don't worry, only temporary). There is quite a lot to do in Tule, so be prepared to stay in this town for quite some time.

First, enter the Pub located just north of the entrance. Talk to the pirates if you want, it doesn't really matter. If you stand on the chair and face the



geisha girls you'll be rewarded with a nice scene. Whao eh? Next, get on stage and play the piano. This is the first town out of many which you can play the piano. Man, he sucks, he can't even play the scales correctly. Next, head upstairs and check on Faris. Man, it's dead hilarious. But wait...isn't he a guy? And from the sprite pic, he looks dead ugly anyway! There's not much else to do at the pub, so exit.

Head south-west to a building which is in actual fact the Greenhorn's Club. Talk to the clerk there to gain access to the building. Talk to everyone in the building, grab the 100 gil inside the chest and the Tent, Phoenix Down and Potion in each of box, barrel and container. Walk directly left from the container for a hidden passage to a chest with Ether. Head upstairs. Talk to everyone here as well, before opening the chest. WHOA!!! It's a Goblin! No biggy, just kill it. After the battle you'll obtain Leather Shoes for your trouble. That guy who said the chest had a present from him is cruel... Now exit the Greenhorn Club. If you say no to the clerk inside the Greenhorn Club, she'll kick you out. Pretty scary, huh...I bet she's single...

The Inn is located to the right of the entrance. I don't know why you need it, but at the far end there's a guy who's selling a potion for 40gil and a Tent for 250gil. Buy some if you wish.

The weapon's shop is located north-west of the Pub. If you talk to the clerk to buy something, Faris will suddenly barge in saying "Don't forget about me!" How the \*\*\*\* do you know we're here? Anyway, the weapons shop sells:

```
=====
| Weapon      | Cost |
=====
|Broadsword  |  280 |
|Rod         |  200 |
|Staff       |  200 |
=====
```

The Armor shop is north-west of the weapon's, and if you talk to the clerk to buy something, Faris will barge in again. Man, he's got a sixth sense or something. The Armor shop sells:

```
=====
| Armor       | Cost |
=====
|Leather Shield|  90 |
|Leather Cap  |  50 |
|Leather Armor|  80 |
=====
```

The northern-most box and barrel north-east of the weapon's shop contains a Tent and Potion. East of that, with the Staff symbol, is the magic shop. Buy Black Magic and White Magic here. The good thing about FFV is that you only need to buy the magic once for everyone to use it, not for each individual character like FFI. Buy everything here, unless you want to carry out the game without Black Mages and White Mages which isn't likely.

Back outside, head north and Lenna will say that Zok, the guy who built the Torna Canal, lives in the house. Maybe he has the key to the Torna Canal? Enter the house for a cutscene to initiate.

-----  
Zok: Ohhh, Princess Lenna!

Lenna: Zok! It is good to see you.

Zok: Yes...It's been a long time.

Lenna: Zok...I have a favour to ask. We must go to Walse, so we need to pass through the Torna Canal.

Zok: Oh, dear. Ever since the wind crystal was destroyed, the beasts in the canal have multiplied like rabbits! It is much too dangerous to enter! Moreover...I-I seem to have lost the key to the canal somewhere...(\*\*\*) I'm sorry I cannot help you with the key. Still, since you've come all this way, won't you at least stay the night? Wonderful. Then, follow me!

(At night inside the bedroom)

\*Bartz suddenly gets out of bed, and exits the house. He stands at the river-bank\*

Bartz: The crystals...Now that I think of it, they're the reason Dad...

(A memory, in a house somewhere. Bartz is lying on the bed, his parents are standing quite far away at a desk)

Bartz's father: The crystals must be protected at any cost! Stella - if anything should happen to me, never tell Bartz about the crystals...They aren't his burden to bear.

Stella: Oh, darling...please, don't say things like that...

(Back at the present)

\*Bartz walks back inside the house\*

(In the bedroom, Zok is inside by Lenna's bed)

Lenna: (sleeptalking) ...Father...I'll protect the crystals...promise...

\*Zok nods and heads back to the living room\*

Zok: What's the matter, Bartz?

Bartz: Nothing...I just was reminded of my folks...They died a while back, though...

Zok: ...Here. Take it.

Bartz: Huh? Take what?

Zok: The key to the canal. With it, you can open the gate and travel to Walse. I was worried about Lenna, so I hid the key, but...Please! Take care of her!

-----  
Yeah! We now have the key to the canal! So the guy did have it all along... Phew. At least we didn't have to go through another dungeon where the key was the prize at the end.

Before leaving Tule, head to the north-west and east corners, for Phoenix Down and Leather Shoes respectively. They're easy to find, so don't complain to me if you can't find them. (I'll just say that you're an idiot and go look closer).

Try and leave town and you'll be thrown into a scene where Faris will dump his pirate friends and tell them to guard the hideout. Now board the ship and you'll initiate another cutscene.

-----

Bartz: Lenna, what's wrong?

Lenna: The wind crystal has shattered...Right now, the only difference is that the wind has slowed...But soon, it will stop blowing completely. And in a few years, the air will grow stagnant, and the birds won't have any place to fly...Father said that we had to protect the three remaining crystals.

Bartz: ...Three crystals?

Lenna: Yes, the crystals of fire, water, and earth.

Bartz: If those were lost too, then...

Lenna: At first, nothing would happen. But it wouldn't be very long before the earth began to decay...the seas dirtied and rivers ceased to flow, fires lost their heat and the world became dark and cold...(um...the sun is still ther dumbass) It really would become an inlivable world...

Galuf: We've gotta protect the crystals!

Bartz: Huh? Did that trigger any of your memories?

Galuf: Nope...Doesn't matter. I'm still gonna help!

Faris: Well said, old man. I'm coming along too. Plus, we still have to find Lenna's father.

Bartz: King Tycoon? But he disappeared into thin air.

Faris: He still lives, I feel it in my bones! (What a way to boost each others confidence) Never for a moment believe otherwise!

Lenna: Bartz...Will you come with us?

Bartz: Before, I was just coming along for the ride...But seeing everyone here...

Lenna: The crystal shards...

Bartz: We were given power to protect the world...The power of the wind crystal... .....That's it, I'm in! We've got some crystals to save!

Galuf: Sure enough! Let's be off!

-----  
Not a bad cutscene. Anyway, now that we have the key to the canal, we can surely move onwards, but why do that in such a hurry when we can train? :P The land connected to the northern gate of the Torna Canal is the home to several ferocious beasts, Big Horn and Bandersnatch to name a few. If you're lucky enough to meet 3 Bandersnatches together, you'll get 3 whooping ABP! Take your time training. However, I wouldn't recommend training in that particular area unless you're confident on your fightings skills and have at least one White Mage in the party. The shrine is right up north if you feel the need to completely heal yourself.

Before we head inside the Torna Canal, have you wondered what happened to our furry friend we left some time ago? Let's go check on him shall we? Head south of the Torna Canal to the Pirate's Hideout. At the entrance, Bartz realises that Boko tried to go after you! OMG!

The monsters inside shouldn't be any problem to you now. Head to the Pirate's Hideout. Talk to one of the pirates to recieve 8 potions. Sweet! If you talk to the pirates, you'll learn that a bird is in being treated. Oh no! Before we see Boko, press the skull-like button at the south-western bit of the room, and enter the LEFT door. Inside is 3 chests containing Ether, 300 gil and a Tent. SWEET! Now enter the second room. A scene will occur where you'll see Boko. How sad... If you exit the door at the right, you'll find a pirate that's trying to say something to Faris...well, you can guess. Now it's time to leave. Go back to where the monsters are located in the Hideout. You can learn "Vampire" from one of the Steel Bats for Blue Mage. Also, if you have a Blue Mage in the party, go to the Wind Shrine, and learn "Goblin Punch" from a Black Goblin and "Aero" from a Moldwynd.

Afterwards, go back to the Torna Canal. Bartz will unlock the gate. Everyone would be surprised that he actually got the key, and Bartz is shrugging it off. Continue to sail across the river, watching out for the monsters along the way. At some point, a whirlpool will appear, and after a scene, you'll be thrown straight into your second boss battle!

=====

Karlabos  
\=====/

HP - 650  
Strength - 10  
Defense - 0  
Magic - 0  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Potion  
Treasure - Tent  
Type - Water

Battle Strategy: WTF is this thing? A Scorpion/Lobster would pretty much describe it's looks. The Karlabos is especially weak against thunder, so use thunder magic. If things aren't looking well, heal with a White Mage (you should have one). Other than that just attack with all your might. It'll go down not long after the battle starts.

Difficulty: 3/10

=====

Unfortunately, killing Karlabos didn't get rid of the whirlpool. While the ship escaped the wrath of Karlabos, Syldra wasn't as lucky. Watch the scene unfold as Syldra sinks beneath the waves. Without Syldra, all the ship can do is get drift with the current. The ship finally lands...in the Graveyard of Ships.

MY LEVELS  
=====

Bartz - Black Mage  
Lvl 14

Lenna - Knight  
Lvl 14

Galuf - Monk  
Lvl 14

Faris - Thief  
Lvl 14

-----  
SHIP'S GRAVEYARD (5.6k)  
-----

~~~~~  
Items Found: 990 gil, Antidote X 2, Flail, Phoenix Down X 2, Potion, World Map
Blue Magic: None
Bosses: Siren

New Jobs: None

~~~~~  
Just before we begin: I hate the Ship's Graveyard with a passion. It's not because it's long, or hard or anything, there's just this feeling about it that's just not right. Maybe it's the fact that there is such a high monster rate in this area, and that since the enemies are all undead, it can get EXTREMELY ANNOYING! Oh well, no point complaining about it, let's begin.

First, walk across the plank. Follow the path onto another ship and go through the door. It's all foggy in this room for some reason. Follow the path downstairs, and enter the room to your left before proceeding south. In this room there's a Tent. Now go back through the door and head south. Faris will complain about getting soaked. Ohhh nooo the world's gonna end!!! Head into the water and downstairs. The box with the skull-symbol on it has 990 gil. Nice. Go up and when given a choice of going north and south doors, go through the northern one first. Go downstairs in this room and grab the Phoenix Down in the chest. Now go back through the door.

This time go through the southern door. There's nothing to do here besides going downstairs. Follow the path up to a chest with potion. Now go back up some stairs. Make sure not to step on some cracks because they'll cause you to fall back down. Exit through the southern door. Go down and watch the scene.

\*\*\*SPOILERS\*\*\*

-----  
Bartz: I'm soaked...Yow! There's a fish in my shorts!

Lenna: This room seems safe enough...Let's take a rest. I'm going to change into dry clothes...No peeking!

\*Bartz starts a fire\*

Bartz: Okay, time to get dry!

Faris: I'm fine like this...don't worry about me.

Galuf: Are you crazy, boy? You'll catch pneumonia in those wet things!

\*Galuf and Bartz go stand on either side of Faris\*

Faris: Hey, what're you doing? Get away! Don't touch -

\*Lenna comes back outside\*

Lenna: What's all the commotion?

Bartz: Yeow! Lenna - this - he -

Galuf: Oh, my stars and comets! HE'S A SHE!

Faris: Well - maybe I am! You got a problem with it!?

Lenna: Of course not...Just, why were you trying to hide it?

Faris: When I was just a lad - er, lass, a pirate band took me in. I've been one of them ever since.

Bartz: Yeah, so?

Faris: Well, would YOU want to be the only girl on a ship full of pirates?

Bartz: ...Ah, right. Yeah.

Galuf: Haw! I knew from the very start that you were too pretty to be a man!  
\*whew...\*

Faris: Anyhow - make fun of me for really being a woman and I'll shiver your timbers but good!

Bartz: Uh...okay...

Faris: That's right, it's okay! Now, I'm turning in, and you louts had best do

the same!

(The next day)

Faris: Ahhh, slept like a log! Rise and shine, dullards! Time's a-wasting!

\*Galuf falls off the bed\*

Faris: Hey, old man! That's enough lollygagging (wtf?) from the likes of you!  
On your feet! Let's go!

Galuf: Bah...If you aren't gonna dress like a girl - and you should, a real  
shame to hide such assets - y'could at least talk like one...

Bartz: Heh...No poing in trying to change her...Faris is who she is!

Lenna: That's for certain!

-----  
What a surprise eh? With you fully rested, go up and through the door Lenna  
was changing in. Remember, you can always rest here again if you feel like it.  
In this new room, there's a consecrated circle (yeah!) for you to save. Go  
upstairs and you'll once again be shrouded in fog. Keep going upstairs until  
you reach the surface. No, it's not finished yet. Walk across the plank and  
walk south on the wood, then jump on a rock and back on wood. Jump onto  
another ship. Enter the door.

The weird looking scroll thingy up by the northern wall is the World Map!  
Yeah! Go downstairs for 3 chests containing 2 antidotes and a Phoenix Down.  
Now leave this forsaken ship.

Jump across the rocks on the right side and open the chest. Instead of getting  
an item, the whole ship will appear. Don't worry, there's no way to go inside,  
instead just walk north, jump across the rocks and hit land!!!

Unfortunately, as soon as you hit land, you have to watch a scene, which  
involves hypnotism, and then be thrown straight into another boss battle.

=====  
Siren  
\=====/

HP - 900  
Strength - 15  
Defense - 0  
Magic - 0  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Bronze Armor, Bronze Shield  
Type - Humanoid/Undead

Battle Strategy: Not bad looking ain't she? Just wait until she turns undead,  
before you reconsider. The first thing she does is cast haste  
upon herself, which makes it quicker for her to attack. This  
can get annoying. DON'T use black magic no matter what, she  
is resistant to all types. When she's normal, just pummel her  
with your strongest offensive attacks. It's as soon as she  
turns undead, when you start using magic. All types do heaps,  
but fire does especially much. Also, White Magic will also  
harm her when she's undead. Use all this to your advantage,

and she'll fall before long.

Difficulty: 4/10

=====  
After that boss battle, head up and leave the Ship's Graveyard for good.

MY LEVELS

=====

Bartz - Monk (Lvl 5 Monk, Lvl 5 Black Mage)  
Lvl 16

Lenna - Knight (Lvl 5 Knight, Lvl 3 White Mage)  
Lvl 16

Galuf - Monk (Lvl 5 Monk, Lvl 3 Blue Mage)  
Lvl 16

Faris - Black Mage (Lvl 5 Black Mage, Lvl 5 Thief)  
Lvl 16

-----  
CARWEN AND THE NORTH MOUNTAIN (5.71)  
-----

~~~~~  
Items Found: 1000 gil, Antidote, Frost Rod, Golden Needle, Mythril Helm,
Phoenix Down, Silver Specs

Blue Magic: Flash (Headstone - Use an Ether on it)

Bosses: Magissa

New Jobs: None
~~~~~

You are back in the overworld. Follow the path RIGHT and at the next fork head SOUTH. That town is Carwen.

Man, the magic is catchy in this place. Head up the stairs to an inn. It's only 10 gil, so it's not worth going back to Ship's Graveyard just to heal to save gil.

The Item's shop is located just east of the Inn, here's what it sells:

| Item          | Cost |
|---------------|------|
| Potion        | 40   |
| Antidote      | 30   |
| Eye Drop      | 20   |
| Maiden's Kiss | 60   |
| Mallet        | 50   |
| Gold Needle   | 150  |
| Phoenix Down  | 1000 |
| Tent          | 250  |

Now head north of the Inn to the Weapon and Armor shops. The weapon shop sells:

=====

| Weapon     | Cost |
|------------|------|
| Dagger     | 300  |
| Long Sword | 480  |
| Rod        | 200  |
| Staff      | 200  |

I would buy a Long Sword for your Knight. Sell all unnecessary weapons now and then proceed to the Armor Shop right next door.

| Armor          | Cost |
|----------------|------|
| Bronze Shield  | 290  |
| Bronze Helm    | 250  |
| Bronze Armor   | 400  |
| Copper Cuirass | 350  |
| Cotton Robe    | 300  |

Buy some stuff if you're rich. Now just a little east of the building, there's the magic shop. Buy "Sleep", "Silence" and "Protect", since the others you already have. Head south and you see the 5 barrels? The second one from the left contains an Antidote. If you walk east and talk to the sailors, you'll learn that the ships can't sail because there's not enough wind. Oh well.

The Pub is just north. There's a Piano here, so play it. Well, he can play the scales perfectly now. There's not much to do in the pub except talking to everyone (listen to the clerk behind the counter, YEAH!!!). There's a hidden passage at the bottom-left under the white container going left. Follow it to another area. The top white container contains 1000 gil. Man, that's stealing, it's probably where the clerk stashes his money...hehehehehe... With not much else to do, exit the pub. There's not much else to do in Carwen, so leave the town.

Back in the overworld, head north and follow the RIGHT foresty path. At the end enter North Mountain.

Here, head up and into the cave. Walk south first to a chest with Phoenix Down. Then head back up north, and before exiting from the north-west, head south again for a Gold Needle. Now exit from the north-west.

Follow the path north and into another cave. Go down the stairs and out from the north-east. One warning: DO NOT stand on the purple grass. If you do, it'll poison the entire party. Not very nice ain't it? Go north across the bridge and be VERY careful not to stand on the purple grass. Don't sprint no matter what. Go inside the cave at the end for a consecrated circle. Exit the cave and head west for a scene. Afterwards, you'll be thrown into a boss battle.

=====  
 Magissa  
 \=====/

HP - 650  
 Strength - 14  
 Defense - 0  
 Magic - 1  
 Magic Defense - 0



Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Power Drink, Whip  
Type - Humanoid

Battle Strategy: Do not, I repeat, DO NOT kill her until she summons Forza. Forza is much stronger than Magissa, but take out Magissa first, because she will heal Forza. She isn't really resistant to magic, but isn't weak against it either. Just pummel her with your strongest attacks. She'll go down before long.

VeghEsther's Strategy: Magissa with or without Forza summoned the free frost rod in Carwen should instant kill both after breaking it.

Difficulty: 5/10

=====  
After that battle, head west into a another cave. Walk north for a scene with Hiryu, the dragon which King Tycoon rode. Man, Lenna is friggin' reckless. After learning that Bartz is scared of heights, you'll leave North Mountain on Hiryu's back.

Good thing about Hiryu is that he can fly, and therefore, no monster encounters and you can fly over both land and water. Bad thing is he can't fly over mountains, and can't land on foresty patches or deserts.

Before going to Castle Walse, let's go to Tycoon shall we? It should be south-west of your current position, just above the first meteor.

Go up and talk to the guard. He'll open up the gate to the castle. Head up through the double doors and speak with the chancellor. God, he's back quick. Watch the cutscene:

\*\*\*POSSIBLY MAJOR SPOILERS\*\*\*

-----  
Chancellor: Princess Lenna!

Lenna: Forgive me...I didn't mean to worry you.

Chancellor: No need to fret about that now. But please, you must return to the palace! Our guard has been severely weakened by monster raids, but there is no way we can recover without our princess!

Lenna: I'm sorry...I cannot stay.

Chancellor: Princess, you have a responsibility to this kingdom!

Lenna: Yes...but more importantly I have a responsibility to the world. Right now, we are all in danger...What's more...Father is still alive, and I-

Chancellor: ...I understand. Princess Lenna, we will protect the kingdom, I swear it!

Lenna: And I swear to return, and bring father back. (How can you, he's probably dead you non-realistic fool) Until that time, please hold things together here.

Chancellor: For now, will you at least stay the night?

Lenna: Certainly.

(At night, on the balcony)

Lenna: Faris?

Faris: Hm? Ah, Lenna. It's late...you should be in bed.

Lenna: So should you...sister.

Faris: ...!!!

Lenna: I'm right, aren't I? You're my older sister...

Faris: Wh-what are you going on about? Me, your...That's daft!

Lenna: But...

Faris: Besides, a buccaneer like me, really a prince-er, princess? 'Tis a bit much, that!

\*Faris leaves\*

Lenna: But...your pendant...

(Back in the bedroom)

???: Bartz...Bartz!

Bartz: ...\*snort\*...nhuh?

(Reveals it's day and everyone's up)

Lenna: \*giggle\*

Galuf: What in tarnation are you doing, kid?

Faris: I think he's a few men short of a full crew...

-----

Now you have the whole castle to explore. Head down and down again. The third white container contains a Hi-Potion. Then exit the room to your south.

Proceed north into the throne room. Take the north-EAST door up many stairs to a place with plenty of white containers. 4 of them contain an Ether, Elixir, Phoenix Down and Maiden's Kiss! Now head back downstairs and out of the throne room.

In the room outside the throne room, go through the north-east door and up the stairs. Go through the door at the end. The white container and barrel there contains an Ether and a Cottage. At the other end the two barrels contain an Elixir and a Phoenix Down. Talk to the person in the room for some shocking news. Interesting... Now leave the castle.

In the courtyard, walk south-west to down some stairs and through a door which was once previously blocked by a guard. Follow the path to the Storehouse. Press the switch at the wall to open up a pathway. Follow the hidden passage to place with Ashura and a Shuriken. Talk to the Chancellor for a Healing Staff and the chest which he was guarding contains a Diamond Bell! Sweet! Now with everything in te castle accomplished, leave the castle.

Get back on Hiryu and fly a bit north-east to a castle and town next to each other. The castle is Castle Walse, the town is simply Walse. Let's go inside Walse before the castle.

The Inn is directly north of the entrance. The items shop is also located inside the Inn and it sells:

=====

| Item | Cost |  |
|------|------|--|
|------|------|--|

=====

|        |    |  |
|--------|----|--|
| Potion | 40 |  |
|--------|----|--|

|          |    |  |
|----------|----|--|
| Antidote | 30 |  |
|----------|----|--|

|               |      |  |
|---------------|------|--|
| Eye Drop      | 20   |  |
| Maiden's Kiss | 60   |  |
| Mallet        | 50   |  |
| Gold Needle   | 150  |  |
| Phoenix Down  | 1000 |  |
| Tent          | 250  |  |

The Weapons and Armor shop is north of the Inn. The Weapon's shop sells:

```
=====
```

|            |      |  |
|------------|------|--|
| Weapon     | Cost |  |
| Battle Axe | 650  |  |
| Long Sword | 480  |  |
| Dagger     | 300  |  |

```
=====
```

The armor shop sells:

```
=====
```

|             |      |  |
|-------------|------|--|
| Armor       | Cost |  |
| Iron Shield | 390  |  |
| Iron Helm   | 350  |  |
| Iron Armor  | 500  |  |
| Kenpo Gi    | 450  |  |
| Cotton Robe | 300  |  |

```
=====
```

Buy some stuff if you feel like it. Exit afterwards and walk east to the Magic Shop. All the stuff it sells is new, so buy everything unless you don't want a summoner in your party.

Before leaving, go down the stairs into the water west of the inn, and swim to the first house. Walk to the very western side and to the white container which contains Silver Specs! There's not much else to in Walse, so leave and head for Castle Walse.

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-----
```

CASTLE WALSE (5.8m)

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-----
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~~~~~
```

Items Found: 1000 gil X 2, 490 gil, Elven Mantle, Poenix Down, Tent  
Blue Magic: Moon Flute (Jackanapes), Pond's Chorus (Elf Toad)  
Bosses: Shiva  
New Jobs: None

```
~~~~~
```

Continue walking up the stairs to the entrance. Up ahead is the throne room, but don't go there just yet. Instead, go through the door, NOT down the stairs to a new room.

Upstairs is the library. There is not much point in it, but if you want to talk to the scholars, that's fine. Go down the stairs located at the south-eastern bit of the room. You'll appear in the storehouse. You can find a tent, Phoenix Down and 490 gil within the barrels and boxes. There's not much else to do here, so head back to the entrance.

If you want to risk it, go downstairs and go through the north-eastern doors

and go downstairs. This is the Basement. It contains a very strong enemy called the Jackanapes. If you encounter one of these (which is like, definitely) then either run and hope for the best, or try defeating it. I wouldn't count on defeating it though, so running would be best. Having the thief's ability !Flee is extremely helpful.

Also, a tip from the GFaqs Message boards is that Quicksaving and resuming will reset the monster-rate occurrence. So basically, after every 5-10 steps, quicksave and restart. If you're unlucky, you'll still meet one of the Jackanapes. Well then bad luck. Follow the path to two doors. The right door contains the ability Speed and 2000 gil. The left door leads to an Elven Mantle. Now leave the basement.

The southern door leads outside. Follow the path and into water. Head north and go straight inbetween the waterfall at the end. You'll appear in the Watertower. Take note that this is where Shiva is sealed. It might be necessary to wait until Karnak before facing her, because she is rather powerful, and the addition of a few fire-rods will help tremendously. If you feel up to it now, then go ahead.

Follow the one-way path up and up a few levels until you reach a new one which you can't recognize. This is where Shiva is located. Go around to where Shiva is. Be prepared for another boss battle!

=====  
Shiva  
\=====/  
=====

HP - 1500  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Phoenix Down + Hi-Potion  
Treasure - Frost Rod  
Type - Ice

Battle Strategy: Shiva wouldn't be much of a problem if it wasn't for her Ice soldiers protecting her. It doesn't matter much which you get rid of first, Shiva or the knights, but I say Shiva, because she is much more a nuisance and she can cast Blizzara which is extremely annoying. Cast fire on her, she is very weak against it, and continue to blast her with your strongest attacks. This might take a while.

VeghEsther's Strategy: Shiva can be killed without buying Fira in Karnak simply win flame rods from the Richard mages in Garula's tower and break 1 or 2 of them.

Difficulty: 6/10

=====  
Heal dude, because it's very likely that one of your characters is dead or that they're all on low health. Exit through the south and watch as you fall down the waterfall.

With that out of the way, head back into the room with the so many passages

leading out of it. Don't bother pressing the switch; all it does is open up a doorway which ultimately leads outside. The staircase going downstairs from the western side leads to the jail, or dungeon as they so call it. Don't free the Lone Wolf because freeing Lone Wolf seems to get treasure stolen, like the Blitz Whip in the Cave of Jachol. All that's left is a card from him.

(thanks to endigomaster for this info!)

Now we can finally go to the throne room. Watch the scene, heal yourself at the inn, and fly to north-west to the Tower of Walse.

MY LEVELS  
=====

Bartz - Monk (Lvl 5 Monk, Lvl 5 Black Mage)  
Lvl 17

Lenna - Knight (Lvl 5 Knight, Lvl 3 White Mage)  
Lvl 16

Galuf - Monk (Lvl 6 Monk, Lvl 3 Blue Mage)  
Lvl 16

Faris - Thief (Lvl 5 Thief, Lvl 6 Black Mage)  
Lvl 16

-----  
SECOND METEOR (5.9m)  
-----

~~~~~  
Items Found: Ether, Maiden's Kiss, Silk Robe, Silver Armlet
Blue Magic: None
Bosses: Garula
New Jobs: Berserker, Mystic Knight, Red Mage, Summoner, Time Mage
~~~~~

The tower is very, very straightforward. It's so easy that even a 2 year old could beat it. Just make sure that on the 4th floor you climb the vines for a Silk Robe. On the 5th floor is a consecrated circle and a chest with Maiden's Kiss. On the 8th floor, forget about the middle vine, and climb the north-west vine for Silver Armlet and then the north-east vine for an Ether. The boss is located on the 10th floor.

=====  
Garula  
\=====/

HP - 1200  
Strength - 15  
Defense - 7  
Magic - 0  
Magic Defense - 4  
Gil - 0  
Experience - 0  
Steal - Hi-Potion + Potion  
Treasure - Hi-Potion  
Type - Magic Beast

Battle Strategy: This boss has real big weaknesses. It may start off as an easy fight, but it eventually counters all your attacks and

brings out some of its tricks. Be especially careful of Rush. The battle gets harder as it progresses. Don't waste on healing, just attack. Monks are especially useful at this stage, but if you don't like monks, just get the ability "Barehanded". It'll make this battle a lot easier.

VeghEsther's Strategy: Garula Silence + Ponds Chorus blue magic in that order and its physical hits will barely do even 20 so HP per hit.

Difficulty: 5/10

=====  
After that fight, watch the scene (man that's sad) and the crystal break. Collect the crystal shards. Unfortunately, you can't reach the 6th one. Leave the tower before it crumbles. You're drowning in the ocean...until you get rescued by Syladra. Watch the sad scene.

You now have a lot more job options to choose from. I suggest training at Ship's Graveyard, in the cabin where you got the World Map, because it gives the most ABP, 2-3 each time.

After you've finished training, go inside the meteorite and step on the warp. It looks like those 2 meteors weren't the only ones. Follow the foresty path and at the fork go left and follow the path south. You'll see a town, a castle and a ship. Enter the town.

MY LEVELS  
=====

Bartz - Summoner (Lvl 4 Summoner, Lvl 6 Monk, Lvl 6 Black Mage)  
Lvl 20

Lenna - Time Mage (Lvl 4 Time Mage, Lvl 6 Knight, Lvl 5 White Mage)  
Lvl 20

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)  
Lvl 20

Faris - Mystic Knight (Lvl 5 Mystic Knight, Lvl 6 Thief, Lvl 6 Black Mage)  
Lvl 20

-----  
KARNAK (6.0o)  
-----  
~~~~~

Items Found: Flame Rod
Blue Magic: ??? (Wild Nack), Transfusion (Calcruthi)
Bosses: None
New Jobs: None
~~~~~

Welcome to the glorious city of Karnak. Is it getting hotter in here, or is it just me? If you can't tell already, Karnak is the city of fire. The inn is located north-east of the entrance, so head there first. The items shop is there as well. It sells:

=====  
| Item                   | Cost |

```
=====
|Potion          | 40 |
|Antidote        | 30 |
|Eye Drop        | 20 |
|Maiden's Kiss  | 60 |
|Mallet          | 50 |
|Gold Needle     | 150 |
|Phoenix Down   | 1000 |
|Tent            | 250 |
=====
```

Exactly the same things as the previous towns if you haven't already noticed. The Magic Shop is unfortunately closed, so we'll forget about that for the time being. Ignore the Weapons and Armor shop for now (there's a very good reason why) and instead head north from the weapons and armor to the pub.

The pub has a piano...yeah, that's it. Wow, he can play some beginner Hanon piece now. With nothing else to do, head inside the weapon's and armor shop. Don't worry, if you try to buy anything, a guy will come in and say "FREEZE!" You are suddenly getting arrested because you were seen coming out of the meteorite. The next moment, you're in a cell.

Welcome to jail. Beautiful jail. Heaven on earth in fact. Rudely interrupted by a cutscene after some period of time though.

\*\*\*SPOILES\*\*\*

-----  
\*BOOM\*

???: Oh, horsefeathers!

Bartz: !?

Old Man: My great escape, and it's another cell! That's the last of my explosives, too...Nuts!

\*Everybody laughs\*

Old Man: Oh, you kids think that's funny, do you? Ehhh...doesn't matter. The name's Cid.

Lenna: What? The same Professor Cid who made those terrible machines to amplify the crystals?

Cid: ...

Lenna: Forgive me, that was rude...

Cid: No, you don't have to apologize. It's the truth, after all. I'm to blame for everything...It's been years. One day, I found an ancient tome in the Library of the Ancients. It said that thousands of years ago, the crystals held much more power than they do now. So, I studied the crystals at Tycoon, Walse, and Karnak, and built machines to enhance them...But I was wrong...increasing their power output only caused them to shatter...Oh, it's all my fault!

Bartz: But why are you locked up?

Cid: I was too late to save the crystals in Tycoon and Walse...Figured I could at least save the one here in Karnak. But when I tried to switch off the machine, they threw me in here.

Bartz: So, you're in the same boat as us...

Cid: You're here to protect the crystal?

Bartz: Yup! They asked us to!

\*Bartz shows Cid a crystal shard\*

Cid: What!? A crystal shard...who are you people!?  
Chancellor: This is terrible! Oh no! Professor Cid!

\*The chancellor appears and unlocks the door\*

Cid: What's happened?

Chancellor: You were right all along...The crystal's cracked!

Cid: What!?

Chancellor: I turned off the amplifier, but the crystal's power output has only increased...

Cid: The fire-powered ship...

Chancellor: Yes? What about it?

Cid: Most likely the fire-powered ship is what's leeching power from the crystal.

Chancellor: Professor, please. We cannot do this alone. Please help us!

\*Cid brings out everybody\*

Cid: I need these kids' help as well.

Chancellor: What? They were seen coming out of the meteorite. They're in cahoots with that werewolf!

Cid: If they can't help, I guess I can't either.

Chancellor: ...All right, Professor.

Cid: You're willing to help me, right? I'll go ahead to the fire-powered ship. It's not exactly a safe place to be...you get ready and meet me there. I'll be waiting!

-----  
Head north and the stairs. WHAT!? Basement 3? Head up another level, around and up another level, and follow the path upstairs to the first floor. Most of the castle is blocked by fire, so just leave. As you exit, the soldiers will cry "WEREWOLF"! They'll scare it off with some of Cid's firework though. Before we get on the Fire-powered ship, we'll go a stop back at Karnak. The Magic Shop is open now. Buy everything inside that you don't have. Now to the weapon and armor shop.

The weapons and armor which were once cheap as hell are now expensive. Anyway, the weapon's shop sells:

```
=====
| Weapon          | Cost |
=====
|Mythril Knife | 450 |
|Mythril Sword | 880 |
|Mythril Hammer| 1050 |
|Flame Rod      | 750 |
|Frost Rod      | 750 |
|Thunder Rod    | 750 |
|Flail          | 780 |
=====
```

and the Armor:

```
=====
| Armor           | Cost |
=====
|Mythril Shield| 590 |
|Mythril Helm   | 550 |
```



|               |  |     |  |
|---------------|--|-----|--|
| Plumed Hat    |  | 350 |  |
| Mythril Armor |  | 700 |  |
| Silver Plate  |  | 600 |  |
| Silk Robe     |  | 500 |  |
| Mythril Glove |  | 600 |  |
| Silver Armlet |  | 500 |  |

=====  
While still in Karnak, head up the north-east staircase up the castle area. Walk around until you reach a barrel. Examine it for a Flame Rod.

Train a bit before entering the Fire Ship. After leveling up a few levels or two, enter the magnificent Fire Ship.

#### MY LEVELS

=====  
Bartz - Summoner (Lvl 5 Summoner, Lvl 6 Monk, Lvl 6 B.Mage)  
Lvl 24

Lenna - Time Mage (Lvl 6 Knight, Lvl 5 W.Mage, Lvl 5 T.Mage)  
Lvl 24

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)  
Lvl 24

Faris - Mystic Knight (Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)  
Lvl 24

-----  
FIRE SHIP (6.1p)  
-----

~~~~~  
Items Found: 2000 gil X 3, Cottage, Elixir X 9, Elven Mantle, Green Beret,
Lightning Scroll, Main Guache, Moonring Blade, Mythril Glove,
Phoenix Down, Ribbon, Shuriken, Thief's Gloves
Blue Magic: Aero (Gigas), Aera (Gigas), Death Claw (Iron Claw), Flash (Crew
Dust), Missile (Motor Trap), Self-Destruct (Motor Trap)
Bosses: Liquid Flame
New Jobs: Beastmaster, Geomancer, Ninja
~~~~~

A note before we begin, I hate the Fire Ship almost as much as the Ship's Graveyard. The monster-rate is indeed high, and the monsters appear way too often. Not only that, but for me, finding every single treasure was really annoying, and even more writing it. Fortunately for you, you can look at a guide to help you out.

After talking with Cid, enter the ship. Head downstairs and downstairs again to be in what looks like an engine room. But it ain't. Enter the door (the things with the red arrow on them) for a chest with Mythril Glove. Now head back outside and up a flight of stairs. Go upstairs and you'll be on a cook catwalk. Follow the catwalk to a room with Elixir.

Head back downstairs and head north and down a flight of stairs to a chest with Cottage. Now head to the very eastern part of the room and step downstairs. Grab the Elixir in the chest. Now go back upstairs and through the northern door. Press the red switch to activate the elevator.

You're back on another catwalk. A chest is located east of your position. It

blends in well, so it may be quite hard to see. It contains a Phoenix Down. Now follow the catwalk west and through a new door. Activate the elevator to go downstairs.

Go outside. Walk north-west and into a vent. Follow the vent downstairs, and continue along the path and go downstairs again. Go through the door and activate the elevator to go back upstairs. First, go through the 3rd vent. It'll lead you downstairs to a chest with Thief's Gloves. Go back to the room before and go down the 4th vent. Go within the vent which eventually leads to a Green Beret! Go back upstairs.

This time go through the 2nd vent. It'll lead you downstairs. Ignore the door and go upstairs. Activate the switch to open the door to a chest with Moonring Blade. Now go through the door I told you to ignore before. DO NOT step on the yellow thingy, instead enter the left door. Inside is a consecrated circle (Phew!). Save! Head up to a new room.

Head up and press the switch to be raised. Activate the two other switches possible and walk across the newly-appeared platform. At the end, press both switches. If you need to go back for any reason, stand on the left platform and press the switch to be brought back to the entrance of the room. Stand on the big platform in the middle and activate the switch. Grab the chest with Elixir before heading into a new room.

This is the boiler's room. Head up, and you're in for a surprise. Queen Karnak! After hearing her speak, she'll summon some flames to engulf you into a boss battle!

=====  
Liquid Flame  
\=====/  
=====

HP - 3000  
Strength - 18  
Defense - 0  
Magic - 10  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Flame Scroll  
Type - Fire

Battle Strategy: Do not underestimate this boss. It will be easily the hardest boss you've faced up until now. Since it's fire, water and ice obviously works best. Use Frost Rods if you have any, and continuously attack it with Blizzara and Shiva. Liquid Flame also has many forms. The Human form will cast Blaze on your party. Attack it quick to switch forms. The hand form will use Ray on your party and Fira. Attack it again a few times for it to switch to it's tornado form. When attacked, it will use magnet on one of the characters, which will paralyze them. It will also heal itself by casting Fira. This boss battle is sure to take some time, and will be the hardest battle yet. Patience is your friend, not foe.

Morneau's Strategy: Start with 1, 2 or even 3 Gravity, it will take out 1500, 750 and 375 hp. Note that in its 3rd form (hand?), it's immune to Gravity. But still, taking out 1500 and 750 in 2 shoots is priceless!

Difficulty: 7.5/10

=====

After the battle, immediately revive your down'd ones and heal everybody. Go up through the vent to where the Fire Crystal is located. Suddenly, the werewolf comes. Huh? He's not your enemy. Watch the scene where a stupid soldier controlled by god knows who activated the amplifier, and watch a heart-breaking sacrifice.

You'll fall down back into the castle. (How is that possible?). It seems that the Fire Ship is connected to the Dungeon of the castle. (so why couldn't we just put out the fire which blocked the door and go through it there you dumbasses).

But we have no time to deal with such matters. Now that the Fire Crystal has been blown to smithereens, the castle will too...in 10 MINUTES!!! There's an actual time limit of 10 minutes as well, and in that time, you have to get out of the castle, even when you're in battle and the start menu.

Normally, 10 minutes to get out of the castle is laughable, and easily achievable. It still would be, unless you want all the juicy treasures located around the castle. Who would leave them behind for the explosion? I'll direct you to the treasure.

Head into the cell with the chest for 2000 gil. Now run to the where the exit is but stop and enter the cell and grab the chest with MONSTERS! After the battle you'll receive an Elixir. There are many chests with monsters in them, so I'll mark them with "MONSTERS!" before the treasure it contains.

There are chests on either side of this room, the east one containing MONSTERS! Shuriken and the west one with MONSTERS! Ribbon. Now head up the stairs. This room contains nothing, so quickly trek around the room and up the stairs. This room also contains nothing so head up the stairs quick.

Now you're back in the main hall. Head through the first door you see. Grab the 2000 gil from the chest and MONSTERS! Elixir from another chest closeby. Head down to another chest with MONSTERS! Elixir. Exit from the south and head enter the door right next to you. Get the two chests with MONSTERS! Elixir and MONSTERs! (this is getting annoying) Elixir. Head north for two more chests with MONSTERS! Elixir and 2000 gil. Don't head downstairs just yet, head up the staircase and follow the path downstairs many times before you reach a chest with MONSTERS! Elixir. lol, just kidding, it contains Main Gauche! Now head back to the main hall.

Exit the lower gate, but don't leave the castle just yet. There are chests on either side containing MONSTERS! Lightning Scroll and MONSTERS! Esuna! Now leave the castle.

On the way out, you'll face a Sergeant and 3 Cur Nakks, which should have been quite frequent within the castle as well. But something's different this time. If you have enough time (which you should, I had more than 5 mins remaining when I got out), kill the Cur Nakks first, and the Sergeant will transform into an Iron Claw. This is the only chance to add Iron Claw into the bestiary, so don't waste it.

Don't just stand there looking at my guide for the next directions, it should be pretty darn obvious! LEAVE THE CASTLE BEFORE IT BLOWS! You'll experience some nice GBA graphics as Castle Karnak blows into 1 million tiny pieces.

You'll acquire 3 of the shards later as well, and you will be able to have a Beastmaster, Geomancer, and Ninja in your party now. Sickass.

Talk to Cid whose still on the Fire Ship; he seems to be talking to himself. Talk to him again on the upper floor of Karnak Pub. He wants to be left alone. Well guess what old man? Shutting yourself up from the world and sulking non-stop ain't gonna bring the crystals back to life! Wish I could say that, but no, I can't.

With the arrival of new jobs, you know what that means don't you? Yes, more training. I hear you groaning. Games like Final Fantasy practically revolve around training. Yeah, I know I'm exagerrating it, and you're probably thinking I'm mental. Meh.

After you've finished training, on the overworld, head past where the wall was. Follow the one-way path down a desert, through forests and into the Libary of the Ancients.

#### MY LEVELS

=====

Bartz - Summoner (Lvl 5 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)  
Lvl 25

Lenna - Beastmaster (Lvl 3 Beastmaster, Lvl 6 Knight, Lvl 5 W.Mage, Lvl 5.  
T.Mage)  
Lvl 25

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)  
Lvl 25

Faris - Ninja (Lvl 4 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)  
Lvl 25

-----  
LIBRARY OF THE ANCIENTS (6.2q)  
-----

~~~~~  
Items Found: Ether, Ninja Suit, Phoenix Down

Blue Magic: Aera (Page 32), Aqua Breath (Drhome Chimera) Level 5 Death (Page 64), Moon Flute (Page 256), Off-Guard (Page 256), Transfusion (Mythril Dragon)

Bosses: Ifrit, Byblos

New Jobs: None
~~~~~

Talk to the people walking around like mad above. It appears that Mid, Cid's grandson has disappeared somewhere in the Library of the Ancients. Ouch... that's not nice. Head up to the second floor. The pot to the left will heal you completely. Afterwards, head to the very top floor.

Of the 3 books at the top, the right-most one is possessed. Click on it to start a battle with the possessed pages. Afterwards, head back downstairs to the very first floor. Head down the left flight of stairs and through the door to the basement.

Head up and push the staircase out of the way. Now walk into the gap at the north-west part of the room. The bookshelf will move back to the way it was. Proceed east and through the gaps at the bottom. Climb the ladder to the top and walk RIGHT and to the end. The bookshelf will move again. Follow the way

RIGHT, ignore the stairs and hit the wall at the end. Now climb down those stairs, walk up through the newly-opened passage and press A on the black thing. VOILA! Enter the hole.

On a side note: You can learn the immensely powerful Level 5 Death from Page 64 down here. You can also learn "Off-guard" and "Moon Flute" from page 256 if you have the Beastmaster's ability "!Control".

What a crap way to make it seem that the room is dark. Walk down and right to a chest with Ether. Next walk down and into a new room. Follow the way, ignore the door for now and examine the bookcase up the stairs. A new passage is revealed. Follow the path into a new room where Ifrit is located. Have fun with another boss battle.

=====

Ifrit  
\=====/

HP - 3000  
Strength - 29  
Defense - 10  
Magic - 32  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Phoenix Down  
Treasure - Flame Scroll  
Type - Fire

Battle Strategy: Ouch. This boss is so damn easy after that Liquid Flame hell that you'll piss yourself laughing. Seriously, this battle's a cinch. He's fire, so he's obviously weak against Water and Ice. Cast Blizzara and summon Shiva to constantly weaken him. Having Frost Rods isn't that bad of an idea either. If you have Aqua Breath, use it, it's extremely helpful. This battle is nothing compared to Liquid Flame, and you won't have much of a challenge.

Difficulty: 3/10

=====

You're now able to summon Ifrit! Sweet! Go back to the door I told you to ignore before, and you'll see why I told you to ignore it with that annoying bookcase. Fortunately, since Ifrit's there, it'll allow you to pass. Head left downstairs to a chest with Ninja Suit. Now head back upstairs and through the door.

In here, walk down the flight of stairs, and proceed LEFT. Walk down another flight of stairs and keep walking south to a chest with Phoenix Down. Now walk to a path coming out of the right back to other room. Walk right to the door right next to you.

Head up and push that bookcase out of the way. Walk up and examine the bookcase up the stairs. Walk south and ignore the exit out; it leads to absolute nowhere. Instead, examine the bookcase above the stairs for a book battle. Enter the passage it blocked for a consecrated circle. SAVE!!!

Walk downstairs and through another room. You'll see a boy in front of you, but before the chance to speak to him, you'll have to face another boss battle

\*groan\*

=====  
Byblos  
\=====/

HP - 3600  
Strength - 30  
Defense - 10  
Magic - 20  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Dark Matter + Mallet  
Treasure - Iron Daft  
Type - Magic Beast

Battle Strategy: Ok, Ifrit might have been a pushover, but this guy ain't no pushover. Don't take this battle lightly, Byblos is dangerous, what with Magic Hammer (a blue ability if you want it), half your level and MP, confuse plus a lot more devious techniques. However, this guy has a weakness towards fire. USE THAT TO YOUR ADVANAGE! SUMMON IFRIT! CAST FIRA! Anything that'll bring him down quickly. Flame rods is an excellent idea as well. This guy will take a lot longer than Ifrit did and don't always expect to win on your first go.

VeghEsther's Strategy: Byablos is weak to fire but don't summon ifrit at all use Fira only. Or if you did learn death claw use that instead.

Difficulty: 6.5/10

=====  
Now head up and talk to Mid. Watch the scene that follows and you'll instantly be transported to the top floor again. Phew! It's now time to get out of Library of the Ancients for good. Head back to Karnak. Head insid the pub and a cutscene starts:

-----  
Bartz: Cid!  
Cid: ...  
Lenna: Mid isn't here?  
Faris: Come on, man. Pull yourself together!  
Cid: Leave me alone...Don't waste your time on a worthless old lump like me.  
(You just said it, old man)  
Mid: Grandpa!

\*Mid appears\*

Cid: Mid?

(Mid starts punching Cid)

Cid: Ouch! Mid, stop that! What are you doing?

Mid: What am I doing? What are YOU doing, you silly old fool!? You never give up! Never!

Cid: Mid...

Mid: You always told me not to be afraid of failing...That if you messed up, you just had to start over and try again...What happened to that!?

Cid: Mid...Mid.....Just try again.....Mid! You're absolutely right!

Mid: Of course I am!

Cid: It's not over. The earth crystal is still out there!

Bartz: Yeah, but where?

Cid: That I don't know. But we've got to find it and protect it! And to do that...

Mid: We'll need the fire-powered ship! I'm right, aren't I?

Cid: Yes...We'll need to get the fire-powered ship moving again. But without the crystal...

Mid: Way ahead of you, Grandpa. Just look at this!

\*Mid lays down the book on the desk\*

Cid: Ohh, where'd you dig this up? Hmm...Ahh, I see, like that...Nice work, Mid, this could do it! All right! Let's get to work!

Mid: Yeah!

-----

Proceed to the fire-powered ship. Once on board, another cutscene starts.

\*\*\*\*\*WARNING: MAJOR, MAJOR SPOILERS\*\*\*\*\*

=====

-----

Mid: Move it, guys!

Cid: You'll have to excuse Mid, he's all fired up! We'll take care of the ship so you kids just sit tight.

\*Bartz and his friends enter the cabin\*

Bartz: Galuf, what's wrong?

Faris: Yes...you do look even stranger than usual.

Lenna: Galuf, are you all right?

Galuf: My head... It was like I could almost remember...

(-Flashbacks-)

(In the pub of Karnak)

Mid: Grandpa!

Cid: Mid?

(On top of some castle)

Krile: Grandpa!

Galuf: Krile!

(In the pub of Karnak)

\*Mid is punching Cid\*

Cid: Ouch! Mid, stop that! What are you doing?

Mid: What am I doing? What are YOU doing, you silly old fool!? You never give up. Never!

(On top of some castle)

\*Krile is punching Galuf\*

Galuf: Owww! Hey, knock it off!

Krile: Silly old fool!

(Back in the cabin)

Galuf: K...Kri...Krile...

Bartz: Galuf! What happened!?

Lenna: Did you remember something!?

Galuf: I'm...I'm not from this world!

Bartz: !?

Galuf: I warped here through a meteorite from another world. Because...The evil we'd sealed thirty years ago was beginning to reawaken...So I came to stop it...

Bartz: Evil is reawakening?

Galuf: That's right...Big, bad evil, too-the dark warlock, Exdeath! (what type of name is that?)

(-Flashback-)

(In some cave, Galuf, the wereworlf (ZOMG!), and two other guys are speaking)

???: No doubt about it! The power of the four crystals is gathered here!

???: Perfect! We'll use their power to seal Exdeath here!

(Back in the cabin)

Galuf: To seal him, I came here once before, thirty years ago...

Lenna: So...If all four crystals are destroyed, then Exdeath's seal will be broken as well?

Galuf: Right...Ughhh...my head...

Bartz: Galuf!

Galuf: Still...still can't remember clearly...urg...We can't...allow Exdeath t'...be reborn...gkk...

\*Galuf collapses\*

Bartz: Galuf!!!

Galuf: 'M...okay...

-----  
Interesting huh? Head down and you'll see Cid and Mid sleeping quite peacefully. Talk to Cid, and they'll both wake up, and depart back for the Library of the Ancients. And, we're off!

Just so you know, in a general RPG, there are usually "Leading goals" which the antagonists need to accomplish, and one "overall goal". It might be that the "leading goals" are killing certain high-people, obtaining pendants of power, or causing destruction, sorrow and despair. The "overall goal" could be to bring the world into chaos and darkness, gaining the ultimate demonic power or even resurrecting an Evil King.

What I'm trying to say is that the antagonists are usually foiled right at the last minute, just when they're about to accomplish their "overall goal", or rather straight afterwards, after they've gained "ultimate power". You may have guessed that breaking the crystals is only one of the "leading goals". Will FFV follow or not follow the general RPG rule? Let's wait and find out.



MY LEVELS  
=====

Bartz - Summoner (Lvl 5 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)  
Lvl 26

Lenna - W.Mage (Lvl 5 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)  
Lvl 26

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)  
Lvl 26

Faris - Ninja (Lvl 4 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)  
Lvl 26

-----  
EXPLORATION ANYONE? (6.3r)  
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~~~~~  
Items Found: Blitz Whip, Shuriken, Tent
Blue Magic: Dark Spark (Black Flame)
Bosses: None
New Jobs: None
~~~~~

We have a ship again! One with one hell-a-lot-of firepower! OWNED!!!

From your current position, sail south-east for a LONG TIME! Check the map to see where you're going. We're headed for Crescent Island, just look at the crescent-shaped island at the south-easternmost point of the map. That's it, Crescent Island. Head inside the village.

Upon arriving, you'll watch a scene which results in the ship being sunk beneath the waves into a watery grave. After all the work Cid and Mid put into it as well...

The Inn is north of the entrance. It's 30 gil a night. Not expensive at all, (unlike FFI where the first inn cost 50 gil and kept on increasing after more towns) The items shop is inside the inn, it sells:

=====

| Item          | Cost |  |
|---------------|------|--|
| Potion        | 40   |  |
| Antidote      | 30   |  |
| Eye Drop      | 20   |  |
| Maiden's Kiss | 60   |  |
| Mallet        | 50   |  |
| Gold Needle   | 150  |  |
| Phoenix Down  | 1000 |  |
| Tent          | 250  |  |

=====

Again, the exactly same stuff.

The weapon's and armor shop is north of the inn. The weapon's shop sells:

=====

| Weapon | Cost |  |
|--------|------|--|
|--------|------|--|

```
=====
|Flame Bow      | 2500 |
|Frost Bow     | 2500 |
|Thunder Bow   | 2500 |
|Silver Harp   |  800 |
=====
```

Unless you have a freelancer or a geomancer, you won't be able to equip any of these weapons.

```
=====
| Armor         | Cost |
=====
|Plumed Hat    |  350 |
|Sages Surplice| 1000 |
=====
```

The magic shop is north-east of the inn. Everything they sell you should already have.

Now enter the Minstrel's house east of the entrance. Play the piano (another Hanon piece) and talk to the person in the house. You'll learn Mighty March! Talk to the blue-boy above to hear about a black chocobo. Now leave Crescent and depart for the chocobo forest.

I made it sound quite far away didn't I? Well, it's just south of your current position. Enter the forest and catch that Black Chocobo. Watch the scene that follows, (chocobos eats crystal shards) and you'll be able to fly the Black Chocobo and get 2 more job abilities to boot. Watch the hilarious chocobo dance and you'll take to the skys!

Stop at the island south of Crescent and land on the forest. You can learn the Blue magic "Dark Spark" from the Black Flame if you wish, and this island is also good for training <\_<.

Before we explore the whole world, make a stop at the Library of the Ancients. Cid and Mid doen't seem to mind one bit that the boat sank. More importantly, it seems King Tycoon has been spotted. He was at Karnak, and travelled through here and into the Desert of Shifting Sands. But it's impossible, how could he have done it? Hmmm....

Now let's go and get ourselves another summon. You have to fly a LONG way from the south-eastern part of the map to the north-eastern part. Check the map, it's the dot right at the north-western corner. Drop at the forest next to it and enter the town of Istory.

The inn is right above you, so stay there for the night. The items shop is right next to the inn, it sells:

```
=====
| Item          | Cost |
=====
|Potion        |  40  |
|Antidote      |  30  |
|Eye Drop     |  20  |
|Maiden's Kiss|  60  |
|Mallet       |  50  |
|Gold Needle  | 150  |
|Phoenix Down | 1000 |
|Tent         |  250 |
=====
```

=====  
\*groan\*. There is no weapon's shop, but a nice armor shop. It sells:

=====  
| Armor           | Cost |  
=====  
|Flame Ring       | 50000|  
|Coral Ring       | 50000|  
|Angel Ring       | 50000|  
=====

If you have the money, buy them. They will be extremely helpful to you in the latter stages of the game.

You should have already got everything in the Magic Shop, so ignore it and head up. Walk to the north-western part of town to place with 8 flowers surrounding a single tile. Walk around the 8 flowers, stopping at the south-eastern one, and a wall will appear on the spare tile. A frog will jump out of it, you'll examine it, and you'll get the spell Toad. Cool. Now head to the farm north of the magic shop.

Stand behind the sheep at the left corner all by itself, and it'll kick you to the bard. Talk to the bard to learn Romeo's Ballad. Now follow the path out of Istory.

Walk around the forest for a bit, and most likely the first encounter will be that of Ramuh. Prepare for a tough boss battle.

=====  
Ramuh  
\=====/  
  
HP - 4000  
Strength - 27  
Defense - 20  
Magic - 50  
Magic Defense - 5  
Gil - 0  
Experience - 0  
Steal - Hi-Potion  
Treasure - Ramuh  
Type - Thunder

Battle Strategy: This guy isn't that hard, he's got very strong attacks and really annoying moves like Flash, which blinds you. Good thing is, he's slow. My characters were able to attack a good 3-4 times before he attacked. But, he has tons of HP, so this battle will go for some time. He's not weak towards magic, and will absorb thunder (well obviously), but still use it because it will get a good 400+ damage. Also, Coral sword and other fancy equipment will fasten this battle quicker as well. After the battle, Ifrit will talk to Ramuh and he'll join you.

VeghEsther's Strategy: Coral sword is thunder based so don't physically attack ramuh with it throwing it via ninja's should still damage him.

Meagan's Strategy: If you use Gravity, the first time it'll do 2700 damage.

The second time will do 200. Then use Ifrit, and then you've defeated him.

Difficulty: 5/10

=====

Use Ramuh to be able to use him. Sweet! With one extra summon in our hands, fly south to the south-western most dot. You'll have to land quite a fair distance away from it though, all the way to the east. Follow the path, ignoring the cave you see on the way, and head to the Town of Jachol. The inn is directly east of the entrance, so rest there for the night. The items shop is next to the inn. It sells:

=====

| Item          | Cost |  |
|---------------|------|--|
| Potion        | 40   |  |
| Antidote      | 30   |  |
| Eye Drop      | 20   |  |
| Maiden's Kiss | 60   |  |
| Mallet        | 50   |  |
| Gold Needle   | 150  |  |
| Phoenix Down  | 1000 |  |
| Tent          | 250  |  |

=====

The pub is upstairs. Who'd have a pub upstairs from an items shop anyway? Stand beside the dancer and watch them dance the la-la. Play the piano, (lol what a mistake at the end!)

Now head north of the pub to the weapon's and armor shops. The weapon:

=====

| Weapon      | Cost |  |
|-------------|------|--|
| Ogre Killer | 3200 |  |
| Coral Sword | 2800 |  |
| Mage Masher | 900  |  |
| Trident     | 2700 |  |
| Ashura      | 5800 |  |
| Silver Bow  | 1500 |  |

=====

and the armor:

=====

| Armor          | Cost |  |
|----------------|------|--|
| Green Beret    | 2500 |  |
| Ninja Suit     | 3000 |  |
| Sages Surplice | 1000 |  |

=====

There's not much else to do in this town, so head to the cave I told you to ignore before. The Jachol Cave.

NOTE: For a skull-eater here, to kill it, just throw something at it with the ninja's ability.

Ignore the skull-switch next to you, and walk south, pressing the switch at the bottom. Go through the newly-opened passage SOUTH and press the switch that doesn't disappear. Head back up, past the opened chest. Examine the opened chest at the end for the metal door to open.

Follow the path up, and at the fork, first go LEF to two chests with Shuriken and Tent. Now go back to the fork and head RIGHT. At the next fork, head LEFT first to Blitz Whip inside a chest, before heading up. Climb out...  
\*\*\*\* it's a dead end. Now backtrack all the way back to the start, climb on your chocobo and let's get the hell outta here!

Before we head to the Desert of Shifting Sands, let's make one more stop to Bartz's home town. That would be the Town of Lix, just north-west of the Wind Shrine, surrounded by mountains and forests. Man, they're isolated bad.

This is Bartz's home town, and nearly everybody will recognize him. There are plenty of flashbacks to revisit; we'll get to those later. For now, head inside the Inn and you'll be allowed to stay the night free! Watch the cutscene that follows:

-----

(In the middle of the night, Bartz's bed is empty, Faris gets up and heads outside to a tombstone)

Faris: Bartz...You okay?  
Bartz: Oh, Faris...

HERE LIES STELLA

Bartz: Meet my mom.  
Faris: Eh?  
Bartz: You know, I was born here in this village. Mom passed on when I was still young...After that, I travelled with Dad for a long time. But three years ago, he got real sick...That should do it.

HERE LIES STELLA  
AND  
DORGANN, DEVOTED HUSBAND

Bartz: He always wanted to be buried here with mom. Dad was so strong...  
Faris: A father, eh...wonder what that's like.  
Bartz: Faris?  
Faris: Let's head back. Lenna'll worry if she wakes up and finds us gone.

-----

Short but informative cutscene. The magic shop is east, but it only sells Esuna which you should already have. The weapons, armor and items shop are all in the same building. On the first floor is the items shop. Finally something different!

=====

| Item      | Cost |
|-----------|------|
| Ether     | 750  |
| Potion    | 20   |
| Antidote  | 15   |
| Eye drops | 10   |

|               |     |
|---------------|-----|
| Mallet        | 25  |
| Maiden's Kiss | 30  |
| Gold Needle   | 75  |
| Tent          | 125 |

The weapon's and armor shop is upstairs. The weapons on sale are:

|                 |      |
|-----------------|------|
| Weapon          | Cost |
| Kunai           | 600  |
| Shuriken        | 2500 |
| Flame Scroll    | 200  |
| Water Scroll    | 200  |
| Lighting Scroll | 200  |

And the armor:

|             |      |
|-------------|------|
| Armor       | Cost |
| Green Beret | 2500 |
| Ninja Suit  | 3000 |

Now talk to that scholar walking around outside the weapon/armor/items building for a scene which tells you how Bartz got his fear of heights. Now let's visit Bartz's old house, which is located on the west side of the town. Examine the pink thingy on the desk for another scene. Oooooh...that would'nt be nice. Talk to the person living inside your house after to learn Alluring Air! That's everything in Lix. Now, head back to the Library of the Ancients, head west through the passage between the mountains until you reach the Desert of Shifting Sands!

MY LEVELS

Bartz - Summoner (Lvl 5 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)  
Lvl 27

Lenna - W.Mage (Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)  
Lvl 27

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)  
Lvl 27

Faris - Ninja (Lvl 4 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)  
Lvl 27

-----  
DESERT OF SHIFTING SANDS (6.4s)  
-----

~~~~~  
Items Found: None
Blue Magic: None
Bosses: Sandworm
New Jobs: None
~~~~~

Walk on one of the shifting tiles. Don't worry, they'll all bring you to the same one. Suddenly, Mid and Cid arrive. They have found a way to get you through the Desert of the Shifting Sands. By making a bridge, you can get across! But, it's just how they make the bridge...using a bell to call the sandworm...killing it and using it's body to walk across the desert. Easy huh? Click yes to begin.

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

HP - 3000
Strength - 25
Defense - 0
Magic - 1
Magic Defense - 10
Gil - 0
Experience - 0
Steal - Nothing
Treasure - None
Type - Sand
```

Battle Strategy: This brute can get annoying because of his ability "Gravity", which halves your HP. Quicksand will also drain your HP continuously, so make sure you have at least 1 White Mage in your party ready to heal. Using magic on it causes it to use gravity, which is not something you want to do. The fact that it pops in-and-out of the holes just makes it more annoying. Wait until it has just repopped out of a hole before attacking it. A quick way to end this with 1 attack is to use the Blue Magic "Aqua Breath" which will do around 4500 - 5000 damage, killing it without any hassle.

deathscythehellx2000 - in addition to casting gravity when magic is used on it it will also cast Gravity whenever one of the unoccupied holes is attacked.

Difficulty: 4/10

```
=====
```

Okay, now it doesn't matter which way to go. The Desert of Shifting Sands isn't that confusing, just make sure you're going south. Keep on going to new moving tiles, and it'll practically just take you there. If you get stuck (which you shouldn't, really) email me with a PICTURE of your current location and I'll try to direct you out.

When you're back in the overworld, follow the path south until you reach a village. This is Gohn, the Town of Ruin.

MY LEVELS:

Bartz - Summoner (Lvl 5 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)  
Lvl 27

Lenna - W.Mage (Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)  
Lvl 27

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)

Lvl 27

Faris - Ninja (Lvl 4 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)  
Lvl 27

-----  
THE TOWN OF RUIN (6.5t)  
-----

~~~~~  
Items Found: 5000 gil, Ancient Sword, Cottage, Elixir, Ether, Golden Armor,
Golden Shield, Hi-Potion, Moonring Blade, Phoenix Down, Power
Armllet, Shuriken X 3,

Blue Magic: 1000 Needles (Lamia) Aera (Enchanted Fan), Flamethrower (Flame
Thrower), Missile (Missile Launcher), Level 4 Graviga (Ghidra)
Pond's Chorus (Archeotoad), White Wind (Enchanted Fan),

Bosses: Cray Claw, Adamantoise, Soul Cannon, Archeoaevis

New Jobs: Chemist, Dancer, Dragoon, Samurai
~~~~~

Head up, and try to walk up the stairs, but suddenly King Tycoon appears,  
sees you and runs off. Lenna's sure that was her father. DON'T head up the  
stairs, but rather head LEFT and you'll see King Tycoon again, but this time  
he ignores you (god, he's quick). THE CHASE IS ON!

Follow where King Tycoon was up the stairs and keep going around until you see  
a flight of stairs. Walk down...oh oh, King Tycoon again, he comes out of  
hiding and heads inside the destroyed structure. PERFECT! No where else to run  
is there, King Tycoon?

Head north into the structure, and you'll confront King Tycoon in a cutscene:

\*\*\*MAJOR SPOILERS\*\*\*

-----  
Lenna: Father!

Faris: ...P...Papa...

\*A hole suddenly appears and everybody except Tycoon falls in\*

(In a ruin sort of place: Lenna, Faris and Bartz are in the same area, but  
Galuf is in the same room but is blocked off by walls)

\*Lenna and Faris wake up, Bartz and Galuf still unconscious)

Lenna: Faris!

Faris: ...

Lenna: I knew it! You really ARE my sister!

Faris: I'm sorry...I wasn't certain at first, and then I didn't think I should  
tell you...

Lenna: Sister!

Faris: Lenna...

\*Galuf wakes up and feebly tries to climb over the wall until he gives up,  
Bartz wakes up\*

Bartz: Uhhh...Where are we?

Lenna: This plcae is strange...

Faris: Say...what happened to the old man?



Bartz: Huh? He's not here?

Lenna: We must have gotten separated when we fell...

Bartz: He'll be okay. He's a tough old cuss! I'm sure we'll run into him again later. Come on, let's get going!

\*Galuf is shocked and starts punching the wall, before pulling out some fancy arobatics to get out\*

Galuf: Now wait one cotton-picking minute! That was an awfully quick decision to ditch me!

Bartz: Yikes! Uh...sorry!

-----

Proceed left and through the door into a new room. Looks like some Clock Tower if you ask me. Stand at the top and you'll be transported to Crescent, but still in the underground ruins. Watch the scene as the machine breaks, and you'll automatically be placed into a new room.

Meanwhile, Mid and Cid have been taking a delightful trip on a Black Chocobo, and they've just reached the Black Chocobo forest on Crescent!

Head up the stairs and up again. Before heading up, go south through the door and enter the centre room to rest. Check the right-most set of plants for a note to tell you to check the notepad in the right room. What are you waiting for? Examine the notepad for another note to check the urn. Go to the left room now and check the left urn. A toad will appear and knock a book off the bookcase. The book tells you to go down 6 and right 4. Ignore that, just go down and pull that white switch. The wall separating you and 3 juicy treasure chests will disappear. The chests contain 2 shurikens and the Mini.

Head back outside to the room with the white switch on the wall, and this time push it. Watch as Cid and Mid fall down a hole in the Black Chocobo forest. Go through the door for a consecrated circle. Go through the door, around and downstairs. Woah! The fire-powered ship! What's it doing here? Walk across yet another bridge to a ship with propellers? WTF? Cid and Mid appear, just watch the scene, head downstairs to Cid and Mid. Talk to Cid, watch the scene that follows, and you'll take to the air with the airship. Head up and talk to Cid. It seems something is weighing us down. Check over the edge to start a boss battle.

=====

Cray Claw  
\=====/

HP - 2000  
Strength - 37  
Defense - 25  
Magic - 1  
Magic Defense - 25  
Gil - 0  
Experience - 0  
Steal - Coral Sword  
Treasure - Frost Bow  
Type - Water

Battle Strategy: The "brother" of bad ugly Karlabos, it looks exactly the same except for it's grey outing. Use exactly the same strategy to defeat Cray Claw; use Thunder attacks (Spellblade works nice here, even Thunderscrolls and Ramuh), strong attacks,

cure when you need to (this thing has some ugly attacks so always be prepared to heal) and it won't take long for him to go down.

Difficulty: 4/10

=====  
Not hard at all eh? Watch the scene and then be prepared to fly a very fast, very high airship. It's at your disposal. This thing can fly over anything, unlike Hiryu and the Black Chocobo. The airship can land on normal ground and not on forests and deserts. Before we do anything else, fly to Castle Tycoon and stay the night. Watch the cutscene that follows:

\*SPOILERS\*

-----

(In the bedroom at night)

Faris: Lenna, awake?

Lenna: Yes...Is something wrong?

Faris: Not wrong, just...strange. I was just a wee lass when I fell overboard...Between that and the shock, I forgot a lot of my life here.

Lenna: Faris-Sarisa...

Faris: But for some reason, being back here - just being in this room is making those memories return...

(-Flashback-)

(In Jenica's room)

Sarisa: Cure...Cura...Curaga...Cure...Cura...Curaga...

Jenica: All right, that's enough for today.

Sarisa: Phew...I'm pooped!

Jenica: Your mother has asked you to put Princess Lenna to bed. Take care of that while I mark your test, please.

Sarisa: Okay! (How can you let an old hag boss you, the princess, around!?)

Jenica: And come straight back here! No dawdling! (\*\*\*\* you, \*\*\*\*\*)

Sarisa: Okay...Aw, man...

(In the bedroom)

Sarisa: Hi-hi Lenna...Tomorrow, me'n Papa're gonna ride the wind drake.

Lenna: Papa, Papuuu!

Sarisa: Flyin' up high is s'posed t' be the bestest thing ever, Papa says. An' when you look down on them, all the people're s'posed to look like they cast Float on themselves! Wait...Um, not Float, but Toad? Teleport? Uhh...Mini? Yeah, that's it, they look like they were Minied!

(In Jenica's room)

Jenica: She's late...(that's right, she is late, we can see that)

(In the bedroom)

\*Sarisa and Lenna are sleeping together\*

(Back in the castle in the present)

Lenna: Sarisa...

Faris: Yeah?

Lenna: Perhaps we should keep this a secret from the chancellor for now. He would only make a big fuss if he knew, and he certainly wouldn't let you leave the palace again...

Faris: Aye...And we have to get out there and find Papa...

-----  
Leave the castle. Board the airship and head back to the Gohn, the Town of Ruin. As you approach it, a scene occurs where the whole town rises into the air. Report this to Cid immediately! Go back to where the airship first took off near Crescent (land on what looks like a runway). Head down and Cid and Mid will show up. Watch the scene. Oh oh...that's not good. It's time to get some Adamantite!

Fly the ship north-west to the first meteor, the Tycoon Meteorite. Follow the path around (god it's great to be back) and into the meteorite. Galuf will open up the entrance for you. Head inside.

There's a warp in the middle, but it doesn't work so don't bother. Go up and claim the adamantite as your own. As you leave however, a boss will come out to play...

=====  
Adamantoise  
\=====/  
=====

HP - 2000  
Strength - 31  
Defense - 25  
Magic - 0  
Magic Defense - 5  
Gil - 0  
Experience - 0  
Steal - Iron Daft  
Treasure - Turtle Shell  
Type - None

Battle Strategy: This battle won't take long. He's only got 2000 HP for starters, but his high defense easily makes up for that. The only option left is magic. He's vulnerable against ice, so use that to your advantage. Frost rods, Blizzara, Shiva, they're all effective against it. Oh, and I forgot to mention he's Lvl 20, which means Lvl 5 Death will OHKO him.

Difficulty: 4/10

=====  
Hurry back to Cid and Mid afterwards. Watch the scene, before taking off. Good news is that now, not only is the ship able to move up, but also move down into the water! SICK!

The next few battles will be tiring, so I suggest you move to somewhere with an Inn to heal yourself before rising to the city. Lix will be the best, because it's free of charge.

Head up into the sky. That big structure is Gohn. Before we can enter it though, we have to disable it's defense system. To do this, simply engage each of the cannons into a fight. All are weak against Thundara; use that to your advantage. For the others, just use thunder magic to bring them down. Flame rings work well on the Flame Throwers as well. Use Esuna in-battle if any of your characters get confused. Heal in-between battles at the inn.

After the 1st four cannons are destroyed, the main cannon appears. Heal, then engage it in a fight.

=====

Soul Cannon  
\=====/

HP - ?  
Strength - 7  
Defense - 5  
Magic - 1  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Elixir + Ether  
Treasure - Dark Matter  
Type - Machine

Battle Strategy: This battle will take a while. The Soul Cannon itself isn't the problem, but rather the two launchers with it. Focus on destroying them first, with Thundara or Ramuh, before focusing on the Soul Cannon. It can pack quite a punch this thing; with Wave Cannon, it can bring a lot of damage to your whole party, plus afterwards! Good news is that it is REALLY slow, so you'll have plenty of opportunities to destroy it before it can seriously harm your team. I actually destroyed it before it landed one attack!

VeghEsther's Strategy: Soul Cannons LV 5 death the LV 20 side cannons then once they are gone throw thunder scrolls till the main cannon is dead.

Difficulty: 5.5/10

=====

Heal before you enter the Gohn Ruins. Afterwards, enter the hole that was originally blocked by the Soul Cannon. Exit the airship. Welcome to the Ronka Ruins!

Head south through the door and follow the path around before going downstairs onto Level Two. Down here, head east on the invisible pathway across to the other side of the room. The tile at the very bottom of this area is the start of another invisible pathway. Follow it down to a chest with Golden Armor. Now head downstairs to Level Three.

Walk to the left side of the platform and then south to another invisible pathway. Head to the bottom platform and then proceed left. You'll see a 4-way fork at the end. Take the 3rd option from the left and walk across the invisible tile. You're now standing on a two-tile platform. Head left from the BOTTOM tile to another two-tile platform. Head north and around to a chest with Elixir. Now backtrack out and take the 1st option from the left. Go north to the top platform. Before heading downstairs, grab the Phoenix Down in the

chest east of you, and save and heal upstairs. Head east of the chest, follow the path downwards to go downstairs.

Follow the path round to go upstairs again. Take the path east, up across the invisible pathway for a Golden Shield. Now backtrack back to where the chest with Phoenix Down was. Head west, ignore the flight of stairs up, but rather head a little bit more west and north to go downstairs.

Go upstairs from the otherside of the room, around and back downstairs, and downstairs again. Now you should be in Level Five. Walk RIGHT, through the door and upstairs. Go up for a Hi-Potion. Now proceed east and, ignore the door for now and run downstairs. Follow the path around upstairs to a room with 5 chests! Watch out for the dropping tile located 2 tiles ahead of you and the one that's right of it. Go around for 5000 gil, Shuriken, Ancient Sword, Moonring Blade and Power Armlet. Now go back to the door I told you to ignore before.

Go through and go downstairs, around and upstairs, through the door (watch out for that tile, too avoid it, head left and around as soon as possible!). Follow the path around and go downstairs. Head upstairs here for another consecrated circle. Heal and save, before going through the door back downstairs and head up the flight of stairs.

Go through the door and around. Ignore the door going south and go downstairs. Head down for two chests with Cottage and Ether. Next, head back upstairs and through the door at the bottom. Go down and press the switch. Go downstairs. Head up and around and talk to King Tycoon. Prepare for a tough boss battle:

=====  
Archeoaevis  
\=====/  
=====

HP - ?  
Strength - 39  
Defense - 30  
Magic - 1  
Magic Defense - 6  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Goliath Tonic  
Type - None

Battle Strategy: This thing is one \*\*\*\*ed up dragon/bird. This guy changes its weakness, which gets really annoying. It's defense is high, so I recommend Magic and Summons. Once he's started using elemental attacks, stop with the magic and hit him with all your strength! Have Flame Ring equipped to negate some of its attacks, and cure when needed. After you kill it once, it'll revive. But this time, a Level 5 Death is all you need to kill it. This thing is hard and annoying and shouldn't be taken lightly.

VeghEsther's Strategy: Archeoavis: 4x monks pound it till it revives itself then LV 5 death it.

Honalululand: When it's weak to wind, it drops the tonic.  
When it absorbs ice, it drops a Power Drink.  
If it's absorbing fire, it'll drop a Speed Shake.  
If it decides to absorb lightning, the dropped item will be an

Iron Draft.

When it's immune to the base elements, earth, and wind, it'll drop a Hero Cocktail.

Splitblkribbon: If you use the control skill on the lamia which you encounter in the dungeon, you can learn the 1000 needles blue magic spell, which works wonders against this bird. Use it on the first form and it will die very quickly. Let me know what you think

Difficulty: 7/10

=====  
Afterwards, follow King Tycoon into the crystal room. A cutscene occurs:

\*\*\*MAJOR SPOILERS\*\*\*

-----  
Lenna: Father!

Faris: Papa!

Galuf: This is bad! Something's gotta be controlling him!

\*Faris and Lenna stand in front of Bartz and Galuf with their hands up\*

Lenna: Bartz, stop!

Faris: Don't even try it!

Bartz: Step aside!

King Tycoon: Heh...With the four of you gathered like this, it will be easier to destroy you all!

\*A meteorite suddenly lands and a girl breaks into the ruins and zaps King Tycoon\*

Girl: Grandpa! Grandpa! I'm so glad you're okay!

Galuf: Krile...You're...Krile...!

Galuf's memory returned

Krile: Grandpa, I missed you so much...

\*Faris and Lenna walk to King Tycoon\*

Lenna: Father!

Faris: Papa!

Krile: Oh, don't worry. I just hit him with a little strike of Thunder! He should be okay.

King Tycoon: Ughhh...Where...Lenna...Sarisa? Sarisa-is that you!? It really is you...Sarisa! I can't believe it! You're alive!

Faris: Papa...Papa!

Bartz: Oh-

\*The earth crystal shatters\*

\*A star appears on the crystal's platform\*

Galuf: Exdeath...!

\*Exdeath appears\*

Exdeath: Galuf. It's good to see you again...for it means I have returned!  
Mwa-hahahahaha!

\*Exdeath uses the power of the crystals\*

Exdeath: Crystals! Obey my magic...Give me your power! Smite these vermin!!!  
Bartz: You think we're gonna just sit back and let you do whatever you want!?

\*The crystals attack Bartz\*

Bartz: Nngh...  
Lenna: Bartz!

\*Exdeath turns back into a star\*

Exdeath: Hah! Now the crystals have been destroyed. Next shall be your world,  
Galuf!!!

\*Exdeath disappears\*

\*King Tycoon approaches the platform\*

Lenna: Father!  
Faris: Papa!  
King Tycoon: Sarisa...Lenna...Bartz, and you, warriors from another world. I  
fear your work is still unfinished. You must not allow the world  
to disappear into nothingness...Light of earth! Come forth and  
reclaim your essence from me!

\*The crystals attack King Tycoon as he tries to save the crystal\*

Lenna: Father!  
Faris: Papa! (can you two please stop saying that and probably help him!?)

King Tycoon: Get back! The crystal...must be saved...

\*King Tycoon saves the crystal\*

Lenna: Father! Hold on!  
Faris: You can't die!  
King Tycoon: Sarisa...forgive me...I wasn't...much of a father...Lenna...  
Sarisa...Please, stay together...Become each other's strength...  
Bartz...take care of them...as I cannot...

Lenna: Wait-Father! You can't -  
Faris: Don't-don't leave us!

\*King Tycoon dies\*

\*The crystals lend their power to Lenna\*

\*The ground starts shaking\*

Bartz: What's going on!?  
Galuf: It's the ruins - they're falling!  
Bartz: We've gotta get out of here! Everybody to the airship!  
Faris: Lenna...Come on!

(At the airship)

Faris: Hold fast, this'll be a bumpy ride!

(In the air)

Faris: Lenna...

Lenna: Father...He's gone, isn't he...

Bartz: Galuf...Something wrong?

Galuf: Yeah...We've got to get moving, and now!

Bartz: Huh? What's going on?

Galuf: It's all come back to me - I remember everything. Exdeath is an evil warlock from my world...Thirty years ago, he came here to destroy this world's crystals. I and three others - the Dawn Warriors - sealed him with the power of the crystals. Everything was fine for thirty years... we thought it was all over. But something bad was happening to the crystals. Once we figured out, we took the meteors and came back here...But I was too late...Exdeath's not only been freed, but has returned to our world...

Bartz: That's because we used too much of the crystals' power, right?

Galuf: No...We were the ones who left Exdeath on this world in the first place. Back then, we should have dragged him back to our world, like he said...

(At the new meteorite)

Bartz: So you guys are really going back?

Galuf: Yup. We've got to seal Exdeath again. Krile's meteorite should still have some juice left...Probably only enough for one more trip, though. Bartz, Lenna, Faris...Thank you so much for everything. I'll miss you guys.

Bartz: What kinda nonsense is that? We're going with you!

Galuf: No, you're not. This is the last meteorite. That means that if you went to my world, you'd never be able to come back here. Farewell!

Krile: Goodbye!

Bartz: Galuf! Krile!

\*Land again on the airship\*

Lenna: Bartz...

Bartz: Yeah?

Faris: So, we've been talking...

Lenna: They're still fighting Exdeath in that other world, and...

Faris: We've got to avenge Papa!

Lenna: Yes! What's more...

Faris: Galuf...He's...

Bartz: He's one of us.

Lenna: Bartz!

Faris: We knew you'd get it!

Bartz: Let's go then - to the other world!

Lenna: ...But how do we do that?

Faris: The meteorites don't have enough power to warp anywhere...

Bartz: Well, when I think meteorites, I think Cid! He'll probably know something.

-----  
Long cutscene eh? Head over to the airship base near Crescent, and go to Cid and Mid's room. Check the note. You know what that means don't you!? Head over to Tycoon Meteorite right now!

There's a Black Chocobo here. That just makes it evident that Cid and Mid is



also here. Enter the meteorite, watch the scene, and you'll be given the responsibility of recovering all the adamantite from all the meteors to muster enough power to be able to transport you to Galuf's world.

Before that though, head to Castle Tycoon just north and stay the night. A cutscene occurs:

-----

(In the bedroom)

Lenna: Father...He's gone, isn't he...Faris...Sarisa. Do you remember father?

Faris: ...It must've been fifteen years...

(-Flashback-)

(On a balcony)

Sarisa: No! No no no no no!!! It's scary, I don't wanna!

(On the top balcony)

Sarisa: No! No no no no no!!! It's scary, I don't wanna!

King Tycoon: Sarisa! After all that talk about flying on Hiryu...Now you don't want to?

\*King Tycoon gets on Hiryu\*

King Tycoon: All right. This time, Papa is going to find the best medicine in the world to help Mama. I'll be back as soon as I can. Be good while I'm gone.

Sarisa: Wait! I wanna go, too!

-----

lol. Now leave the castle. With new jobs, (and good ones at that) we can now train again! Yay!

Oh, and check how Bartz would look if he was to be a dragoon. He looks EXACTLY like Kain from FFIV, it's unnerving.

MY LEVELS  
=====

Bartz - Samurai (Lvl 3 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)

Lvl 30

Lenna - Dancer (Lvl 2 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)

Lvl 30

Faris - Ninja (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 30

-----

METEORS (6.6u)

-----

~~~~~

Items Found: None

Blue Magic: Aqua Breath (Manticore)
Bosses: Manticore, Purobolos X 6, Titan
New Jobs: None

~~~~~  
Head over to the Gohn Meteorite. Cid, Mid and the black chocobo will be there. Talk to them, and they'll go inside. Since this is an RPG, we can't just wait for them to come back, so follow them. Head downstairs and you'll see them wrapped around a purply thing...watch the scene and you'll be thrown into a boss battle.

=====  
Manticore  
\=====/

HP - 3300  
Strength - 40  
Defense - 10  
Magic - 1  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Wind Spear, Dragon Fang  
Treasure - Phoenix Down  
Type - Magic Beast

Battle Strategy: This thing is resistant against magic, so don't bother with black. Summons do the same, if not less, than physical attacks, so I recommend for this boss that you turn everybody into fighters, one which can use White Magic, and just keep on attacking and healing when it uses Aqua Breath. It won't take very long if you're a high enough level.

VeghEsther's Strategy: Manticore 3x shurikan buy them in Lix Village.

Kazuma's Strategy: i was reading your ffv guide and i just battled tje Manticore and i found that using zeninage 1 time will kill it instantly (considering you trained and have money)

Difficulty: 4.5/10

=====  
Next stop, Karnak meteorite. You know how it works. Watch the scene, head inside the meteorite, examine the orb thingy and you'll face another boss battle.

=====  
Titan  
\=====/

HP - 2500  
Strength - 45  
Defense - 10  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Gaia Hammer + Potion  
Treasure - Hi-Potion

Type - Humanoid

Battle Strategy: God, he looks like some Sumo Wrestler. Sumo Wrestlers, however are really strong and can pack quite a punch. He will do a lot of damage to your party when he attacks, so make sure to have a white mage in your party. Ground Shaker will do around 400-500 damage to all party members, so cast Cura ASAP afterwards. He's slow though, so take the opportunity to pummel him with physical attacks. My Lenna's a dancer with the ability "Eqp Swords" attached. She had an Ancient Sword equipped, and she OHKO'd Titan when she used Sword Dance. That just shows how weak Titan is. He'll use Ground Shaker once he gets defeated so make sure to have enough HP to survive.

VeghEsther's Strategy: Titan Gilcats North Mt control then to force them to cast float on everybody. That way earth shaker titan uses will always miss.

Dilon's Strategy: For titan in the Karnak Meteor have someone (I used Faris) to have throw. Throw a Shuriken with the character. Then with Bartz use the Samurai technique Zeninage and Titan will die that simple. 2 move kill

Difficulty: 5/10

=====  
w00t! Another summon. Sweeet.

Last stop, Walse Meteorite! You know the drill now. Be prepared for the final boss battle of World 1!

=====  
Purobolos X 6  
\=====/

HP - 1500  
Strength - 45  
Defense - 0  
Magic - 10  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Eye Drops  
Treasure - Potion  
Type - None

Battle Strategy: Magic, enuf said. With 6 of them with a lot of HP for each, magic is your bestest fwend. Summoning Titan is a great idea, as well as Blue Magic. If you don't kill all 6 at once, they can revive their fallen friends, so watch out. With magic, this battle won't take very long.

LinkofHyrule991: If you cast silence on them they can't heal themselves, or self-destruct. When they try to revive others while silence they end up dying. This makes them very very easy to beat.

Difficulty: 5/10  
=====

After the battle, the warp to Galuf's world will be opened. Once you're ready, (after getting the Blue Magic you want, items, magic etc) step on the warp.  
Destination: World 2.

-----  
ALL THE MAGIC YOU CAN HAVE AT THIS POINT  
=====

White Magic

-----  
Cure, Libra, Poisona, Silence, Protect, Mini, Cura, Raise, Confuse, Esuna

Black Magic

-----  
Fire, Blizzard, Thunder, Poison, Sleep, Toad, Fira, Blizzara, Thundara

Time Magic

-----  
Speed, Slow, Regen, Mute, Haste, Float, Gravity, Stop

Summons

-----  
Chocobo, Sylph, Remora, Shiva (you can NEVER get her again if you miss her),  
Ramuh, Ifrit, Titan

Songs

-----  
Alluring Air, Mighty March, Romeo's Ballad

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

-----  
Bartz - Samurai (Lvl 3 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl  
3 Geomancer)

Lvl 30

Lenna - Dancer (Lvl 2 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight,  
Lvl 5 T.Mage)

Lvl 30

Faris - Ninja (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 30

=====

World 2 (7.0v)

=====

Yeah! Give yourself a pat on the back. You've conquered the first world! But,  
there are still 2 worlds remaining, and this one is considerably harder than  
the first...

-----

A WARM WELCOME (7.1w)

-----

~~~~~  
Items Found: 100 gil, 4400 gil, Phoenix Down
Blue Magic: Dark Spark (Strapparer), Death Claw (Strapparer and Treant),
 Transfusion (Devilfish and Birostris), Vampire (Blood Slime)
Bosses: Abductor, Gilgamesh (first and second encounters), Tyrannosaur
New Jobs: None
~~~~~

A nice welcome huh? I'll let you decide on what to do. You're on a stranded island, in the middle of nowhere, with no access to the mainland, and all the monsters you encounter drop tents. Not very hard to guess what to do. Set up a tent, watch the scene, and a boss battle occurs.

=====

Abductor  
\=====/  
  
HP - 1500  
Strength - 40  
Defense - 0  
Magic - 10  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Gaia Gear  
Treasure - Ether  
Type - None

Battle Strategy: This battle isn't important. Sure, you can steal Gaia Gear from it, and sure, it drops Ether if you win (who bloody cares) but aside from that, there's no real importance in battle. With only Bartz in your party, if you're not at a high level, then your chances of winning are like 0, since he knocks you to single digits of health with Maelstrom, and then hits you to win. A ninja or samurai would be useful, but win or lose, the result is the same.

Difficulty: NA/10

=====

If you won, open the chest it drops. You'll be gassed, and before you know it, you're in ExDeath's castle. Watch the cutscene that occurs:

-----

Bartz: Ugh...Where are we?  
Exdeath: Mwa-ha-ha...Welcome to my castle!  
Bartz: Exdeath!  
Monster: Lord Exdeath! Galuf and the others have made it to Big Bridge.  
Exdeath: Fortuitious timing...Prepare the Giant Mirror!  
Monster: Yes, my lord!  
Exdeath: Perhaps I should thank you...You are about to become quite useful to me!

\*The monster brings the Giant Mirror\*

Lenna: Bartz! Look, up in the sky!  
Bartz: A bird...? No, wait-it's our reflections!

(On the Big Bridge, Krile, Galuf and two soldiers)

Krile: Grandpa, look!

Galuf: Bartz! Lenna! Faris! What in blazes is going on?

(On top of the sky, a mirror reflection is held which shows Bartz, Lenna, Faris and Exdeath)

Exdeath: That's far enough, Galuf! One more step and they die!

Galuf: Hell's bells! Everybody, fall back!

(Back in the castle)

Exdeath: Gilgamesh.

Gilgamesh: Sir!

Exdeath: Watch them. See that they don't try anything.

Bartz: Exdeath! You...

\*Exdeath shoots a beam at Bartz\*

Bartz: Argh!

(On the Big Bridge)

Galuf: Krile, I'm borrowing your wind drake. Bartz and the others need my help! Release the wind drake!

Soldiers: Yes sir!

(Galuf rides on it and enters the castle)

Galuf: Thanks, boy. Now go back to Krile, okay?

\*Galuf jumps inside\*

Galuf: So...this is the place?

\*Galuf opens a chest with Bartz's items and the crystal shards\*

Galuf: Bartz, Lenna, Faris...hold on! I'm coming!

-----  
Now you regain control of Galuf, and him only. The north door contains a consecrated circle, while the bottom is locked. Head west and down the stairs. Go down the stairs again in this area on the other side of the room. Head to the north-west corner of the room and downstairs again. Follow the path and you'll engage in a fight with Gilgamesh.

=====  
Gilgamesh (first encounter)  
\=====/  
=====

HP - ?  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Nothing

Treasure - Elixir

Type - Humanoid

Battle Strategy: With only Galuf available, you know they can't make him overly hard. This battle is a cinch, to tell ya the truth. Don't worry about magic, just pummel him to death with either samurai, monk or ninja techniques. If you're at a high enough level, he'll be so easy that he'll die before he lands a single hit on you.

Difficulty: 2/10

=====

Yay! We have all 4 characters again! Backtrack all the way to B1, where you'll have to crawl to avoid the monsters. Head back up to the first floor. Save at the consecrated circle, before exiting at the south.

Welcome to Galuf's world's overworld. With nowhere else to go for now, head west across the bridge to the Big Bridge. Head up across it, facing monster encounters 3 times before you reach the end. Oh, what a surprise. Gilgamesh!

=====

Gilgamesh (second encounter)

\=====/

HP - ?

Strength - 49

Defense - 14

Magic - 0

Magic Defense - 10

Gil - 0

Experience - 0

Steal - Trident + Hero Cocktail

Treasure - Wizard's Hat

Type - Humanoid

Battle Strategy: This time, he's a lot harder than the first time you met. His attacks do a lot of damage, so make sure to have at least 1 White Mage in your party. Other than that, physical and magical attacks will do well on him. Titan is especially handy, so rip him out with your magic and physical attacks. Near the end of the battle, he'll start jumping around with Shell and Protect casted on himself. Make sure to heal so you don't die, and he'll go down pretty quick.

VeghEsther's Strategy: Giglamesh bridge battle silence should effect him cast it ASAP and he won't protect/shell himself .

Difficulty: 6/10

=====

This ain't over yet! Heal with the good'ol White Magic, before departing through the door. Back on the bridge, you'll have to face two more monster encounters, before you meet back with Krile. But a happy ending never happens, with the barrier going off and shooting Bartz and the gang to god-knows-where. What a lovely and warm welcome, eh?

Back on the overworld, I see. Follow the path east to a village. If you're low

on MP, then flee on the monster encounters, for they sometimes are hard to beat. Enter the town. Welcome to Regole!

There are many things to do in Regole, but first, heal at the inn located north-west of the entrance. It's free, and you'll watch a cutscene to boot.

-----  
\*In the bedroom at night, Galuf gets up and leaves, Bartz follows him to the pub\*

Galuf: Ahh...now that's the stuff! Finally, a chance to try the famed Regole brew! Kinda burns a path down your throat!

\*Bartz enters\*

Galuf: Oh, Bartz! What's up?

Bartz: Couldn't sleep...

Galuf: Mmm. Come on, pull up a chair.

Bartz: Galuf...I'm sorry. If we hadn't butted in, you'd have been able to get into Exdeath's castle.

Galuf: Nah, even if we had gotten in, the barrier would've destroyed us...I hadn't the slightest inkling it'd been finished. In fact, it's only thanks to you that we weren't all crushed!

Bartz: Galuf...

Galuf: Bartz...You knew that once you came here, you could never return. So why'd you do it?

Bartz: ...No particular reason.

Galuf: Bartz...

Bartz: Hey, don't worry about it.

-----  
Slept well? There are things to do at practically every town. At the pub south-east of the inn, go through the hidden passage at the left side of the room, up to a piano. Play it. He's actually getting pretty good. No mistakes either. Go back through the hidden passage. You can dance on stage, and the bartender will give you 100 gil afterwards (thanks to those who confirmed this!)

Two clerks? Sweet. Here's what they sell:

```
=====
| Item          | Cost |
=====
|Hi-Potion     |  360 |
|Potion        |   40 |
|Phoenix Down  | 1000 |
|Gold Needle   |   150 |
|Maiden's Kiss |   60 |
|Mallet        |   50 |
|Eye Drops     |   20 |
|Antidote      |   30 |
=====
```

And the other:

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



|               |      |
|---------------|------|
| Ether         | 1500 |
| Holy Water    | 150  |
| Cottage       | 600  |
| Goliath Tonic | 110  |
| Power Drink   | 110  |
| Speed Shake   | 110  |
| Iron Draft    | 110  |
| Hero Cocktail | 110  |

=====

I would buy a few cottages, because they can become extremely useful in World 2 and 3.

The weapons and armor shop is south of the item's, the weapon's shop sells:

|                 |      |
|-----------------|------|
| Weapon          | Cost |
| Orichalcum Dirk | 3400 |
| War Hammer      | 6400 |
| Ashura          | 5800 |
| Sleep blade     | 5600 |
| Wind Spear      | 5400 |
| Dark Bow        | 3800 |
| Dream Harp      | 1600 |
| Chain Whip      | 3300 |

=====

and the armor:

|               |      |
|---------------|------|
| Armor         | Cost |
| Golden Shield | 3000 |
| Golden Helm   | 3500 |
| Green Beret   | 2500 |
| Wizard's hat  | 1500 |
| Golden Armor  | 4000 |
| Ninja Suit    | 3000 |
| Gaia Gear     | 2000 |

=====

Pretty powerful and useful things, but very expensive. If you're rich, go ahead and buy some of the stuff. But don't waste too much money, because we're going to the magic shop next, and buy EVERYTHING in the magic shop. It's located just west of the entrance, and again, it's 3 people. Buy EVERYTHING. That's all.

With everything to do in Regole done, it's time to venture back outside to the overworld. Yes, it would be nice to stay a bit longer, but heroes don't have all the time in the world do they? Head south along the path, and DO NOT enter the castle you see along the way unless you have a death wish. Follow the path around and back up, and enter the forest that looks like a square with the corners chopped off.

In the Second world when your leaving Regole and headin south, you say to aviod the Sealed Castle. If you have the ability to control with 2-4 of your chars and if your are able to control the dragon before he kills your characters, you can control him and him kill himself with his own blaze. Its 1000 gil, 2500 exp, and 5abp per dragon. Also on a side note haste the

controller to make the battle faster.

(thanks to bane\_goblin for this info!)

Go up and approach the moogle. It'll run off, but falls down a hole. KUPO! Oh, I love that. Enter the hole after it. Step into the water and let the water flow you to another landing. Step on the water again and you'll eventually land on another platform. Head east through the narrow gap to a chest with 4400 gil. Now let the waterfall and current take you to another section of this cave.

Step into the water again to appear at another section. Head west a little bit to a chest with Phoenix Down. Now head east and up the stairs and you'll find the moogle and a skeleton? Engage the skeleton to a fight.

=====

Tyrannosaur  
\=====/

HP - 5000  
Strength - 45  
Defense - 20  
Magic - 0  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Golden Shield  
Treasure - Potion  
Type - Undead

Battle Strategy: One quick way to end this fight without even having to attack: Use a Phoenix Down on the Tryannosaur. All over. Use the one you just obtained. If, on the very, very, very off-chance that you don't have a Phoenix Down, then use fire-magic on it. Either way, it'll be the easiest battle you've faced up until now.

Difficulty: 1/10

=====

Watch the scene that follows, and memorize the moogle's path. It's a path where you won't be able to encounter any monsters. Follow it to the moogle village.

MY LEVELS  
=====

Bartz - Samurai (Lvl 3 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)

Lvl 31

Lenna - Dancer (Lvl 2 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)

Lvl 31

Faris - Ninja (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 31

Galuf - Red Mage (Lvl 3 Red Mage, Lvl 7 Monk, Lvl 3 Blue Mage)

-----  
MOOGLE VILLAGE AND BEYOND (7.2x)  
-----

~~~~~  
Items Found: 1 gil, 10000 gil, Angel Robe, Cottage, Dancing Dagger, Elven
Mantle, Ether, Great Sword, Hero Cocktail, Kornago Gourd,
Lamia's Harp, Phoenix Down, Potion X 24,

Blue Magic: Pond's Chorus (Kornago)

Bosses: Abductor

New Jobs: None
~~~~~

Walk up to the moogles in front of you and they'll all run off. Head to the north-eastern part of the Moogle Village and you'll find a Moogle. It's the one you saved! It'll open up the door and you'll be allowed to go inside. There're six chests inside, and they contain Cottage, Dancing Dagger, 1 gil, 10000 gil, Phoenix Down and Ether. Not bad. Thank the moogle and exit.

There's one more thing we can do here. Head back west and you'll notice that the moogles have come out of hiding. Enter the RIGHT tree and put on the moogle costume. Now head inside the LEFT house and talk to the moogle there. After some funny scenes, you can get the Elven Mantle from within the chest.

Now go back to the treasure-stashed tree, and you'll find the moogle you helped earlier outside. Watch the scene that follows and you'll be transported to Castle Bal. Watch the cutscene:

\*MAJOR SPOILERS\*

-----  
Krile: I'll take the wind drake back to his roost so he can rest, okay?

Soldier: King Galuf!

Galuf: Thanks for holding down the fort while I was gone.

Soldier: King Galuf!

(In the throne room)

Galuf: What's the situation with Exdeath?

Soldier: There's been no activity since the barrier went up.

Galuf: I see...And our troops?

Soldier: They've been almost entirely wiped out by Exdeath's monster hordes...

Galuf: ...

Soldier: I'm sorry, sire.

Bartz: Eh? I thought you were just some crazy old man-you never said anything about being a king!

Galuf: ...Well, you know!

Bartz: This sure is a surprise and a half!

Galuf: Good job, men. Go get some rest.

Soldier: Yes, sire!

Galuf: Bartz, what is it? You've still got that funny look on your face.

Bartz: It's you-a king! I still can't get over it, that's all!

Galuf: What, you saying I'm not the epitome of kingliness?

\*Bartz nods\*

Galuf: What!?

\*Galuf chases Bartz around\*

Bartz: Just kidding! I'd just better mind my P's and Q's around you...King Galuf.

Galuf: ...Listen up-before you knew me as a king, you knew me as a friend. Just "Galuf" is fine.

Bartz: Understood. Just Galuf!

Galuf: ...Don't push it, kid. Here in Bal, bad jokes like that will get you PUNished...

Bartz: \*groan\*

Galuf: Haw haw haw!

-----

You can now explore Castle Bal, and there is quite a bit to explore. First head west to an unopened chest with Hero Cocktail, and then head south to learn the spell Teleport! Now exit the castle.

Out here, proceed west and enter the first building you see. It's an inn with an items shop. Rest, and then stock up on items:

```
=====
| Item          | Cost |
=====
|Hi-Potion      | 360 |
|Potion         | 40  |
|Phoenix Down   | 1000|
|Gold Needle    | 150 |
|Maiden's Kiss  | 60  |
|Mallet         | 50  |
|Eye Drops      | 20  |
|Antidote       | 30  |
=====
```

And:

```
=====
| Item          | Cost |
=====
|Ether          | 1500|
|Holy Water     | 150 |
|Cottage        | 600 |
|Goliath Tonic  | 110 |
|Power Drink    | 110 |
|Speed Shake    | 110 |
|Iron Draft     | 110 |
|Hero Cocktail  | 110 |
=====
```

Head back outside and head left to another building. This is the Weapon/Armor and Magic shop. The Magic contains the spells from Regole, so just look at the Weapon/Armor:

```
=====
| Weapon        | Cost |
=====
|Orichalcum Dirk| 3400 |
|War Hammer     | 6400 |
|Ashura          | 5800 |
|Sleep blade    | 5600 |
=====
```

|            |      |
|------------|------|
| Wind Spear | 5400 |
| Dark Bow   | 3800 |
| Dream Harp | 1600 |
| Chain Whip | 3300 |

and the armor:

|               |      |
|---------------|------|
| Armor         | Cost |
| Golden Shield | 3000 |
| Golden Helm   | 3500 |
| Green Beret   | 2500 |
| Wizard's hat  | 1500 |
| Golden Armor  | 4000 |
| Ninja Suit    | 3000 |
| Gaia Gear     | 2000 |
| Guantlets     | 3000 |

Now head upstairs, to the top of the building, and head downstairs from the bit where you can't see because the tower's in the way. Head all the way downstairs to a chest with Angel Robe. Don't leave this room just yet. Press the switch on the other side of the wall to open up a passage. Head down, and you'll be handed a Lamia's Harp <\_<.

Now head back outside to the courtyard, and step into the water at the south-west side. Step on the south-west tile here and you'll be pulled out. Walk all the way around to the other side. Where the castle's tower is blocking off a section of the water, is where the Great Sword can be found. Stick right up against the western wall on the south-west side of the area and Press A to obtain it. Go back all the way around, hit the switch and you'll be pulled right back to where you started.

Here's a GREAT training strategy. Head inside the castle again and head downstairs to a consecrated circle. Save, then head downstairs again. In here, you'll find Objet d'Art. Use Level 5 Death on them, and they'll all die. You'll obtain massive EXP, Gil and ABP. Once you run out of MP, just heal at the inn. You can get to a great level without having to use up a lot of time!

in Castle Bal, in the room where you can train on Objet d'art's using lv 5 death, there is a spot which always spawns 5 objet d'art's, namely the 2nd tile below the left pillar. you'll train a bit more efficiently if you keep walking over that one, I think

(thanks to Casper for this info...can anyone confirm this please?)

(this has turned to be a bit of a predicament...Karnage66 and a few others confirmed this, but some others said it didn't...I'm going to reserve the final judgement, and until I do, nobody else email me about it)

Once you're ready, heal and head back upstairs to the castle. Head to the throne room and head up the RIGHT stairs. This is King's (Galuf's) and Krile's quaters. Head upstairs to the 4th floor and exit through the south door. Talk to Krile to initiate a scene, and you'll be given the task to find Dragon Grass to cure the wind drake. When you're ready, tell the men at the gate to let you out, and you'll appear outside. The gate will close, and Exdeath's minions (a.k.a Abductor) will come and attack you.

=====  
Abductor  
\=====/  
=====

HP - 2500  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Power Armlet + Hi-Potion  
Treasure - Potion  
Type - None

Battle Strategy: Look at his stats, look at his health. Enough said. Forget about magic, keep Pressing A to keep attacking and you'll most likely be finished in the next half minute, without any damage as well!

Difficulty: 2/10  
=====

In the overworld, head north along the path until you reach a village within a narrow passage. Enter the town. You are now in Quelb.

At first, everything is locked (figures, it's a WEREWOLF town), and at the northern gate at the top, Galuf will suggest to look for Kelger. It's the only building that isn't one of the common ones, and it's also unlocked. Once inside, you'll notice that it's empty and that the door above you is locked. Try to exit to initiate a cutscene.

\*\*\*MAJOR SPOILERS\*\*\*  
-----

???: Halt! You have encroached far enough!

\*Two werewolves drop into the building, and a third one comes from the entrance\*

Bartz: Hrn...Well, if it's a fight you want, then -

Galuf: Bartz, calm down! They're our allies!

Faris: If our allies are pointing blades at us, I certainly don't want to meet our enemies! (lol)

\*The northern door opens and a noble-looking werewolf comes\*

Kelger: Oh, Galuf!

Galuf: Kelger!

Kelger: It's been quite a while, has it not?

Galuf: Sure has! Ah, Kelger here's one of the four Dawn Warriors.

Bartz: He fought Exdeath with you, thirty years ago?

Kelger: Who are the younglings?

Galuf: Folks from the world where we sealed Exdeath.

Kelger: Friends of Exdeath!? (Do you have ears...?)

Bartz: Huh!? Wait-

Kelger: These cads are the ones who destroyed the crystals and brought Exdeath back...and you've led them here!?

Galuf: You've got it all wrong, listen-

Kelger: Stand down, Galuf!

\*Kelger knocks Galuf into the wall\*

Kelger: Bartz, or whoever you are-prepare yourself! I would test your blade!

Bartz: !?

Galuf: Kelger...

Kelger: Crony of Exdeath or no-show me what kind of man you really are!

\*Faris and Lenna step forward\*

Bartz: No...stay back. I've gotta settle this man-to-man.

Kelger: Hah! Let's see how you handle my luping attack!!!

\*Kelger uses flash-steps or something\*

Bartz: There you are!

\*Bartz knocks Kelger into his room\*

Galuf: Bartz! I told you not to hurt him!

\*In Kelger's room, Kelger's in bed and everybody's standing next to him\*

Bartz: Sorry about that, Kelger.

Galuf: Hell's bells, Kelger, always overdoing it! Why don't you act your age, for once!

Kelger: Still...to foil my lupine attack so easily...You're more skilled than you seem.

Bartz: Nah. It's just a trick I learned from my dad.

Kelger: From your father? What was his name?

Bartz: Dorgann.

\*Kelger and Galuf both leap up in shock\*

Bartz: What? What're you making those faces for?

Galuf: No way...you can't be...

Kelger: Dorgann's son...

Bartz: Um, Dad's name was Dorgann, and I'm his son, so...What's going on?

Galuf: Well! Small worlds we live in, huh? Bartz, your father, along with me, Kelger, and Xezat Surgate-we fought together against Exdeath.

Kelger: Dorgann was one of the four Dawn Warriors.

Bartz: Wait...Dad's from this world!?

Kelger: Correct!

Bartz: ...

Galuf: We followed Exdeath to your world, and then...

(-Flashback-)

(In a cave somewhere, Exdeath's lying on the ground, and four people are above him)

Galuf: Is this guy immortal!?

Dorgann: How much punishment can he take? Even when we knock him down, he won't STAY down...

Kelger: We'll have to seal him here.

Xezat: Yeah...that's our only out.

Dorgann: What-seal him here!? We can't just leave a demon from our world in another!

Xezat: What other choice do we have?

Kelger: Look sharp, lads, he's recovering!

Galuf: Damnation!

Kelger: Now there really is no choice. He must be sealed, and we may not get this chance again!

\*All except Dorgann use the crystals, Dorgann starts leaving\*

Galuf: Dorgann, we can't seal him with the crystals unless all our hearts are united. Are you with us?

Kelger: Dorgann!

\*Dorgann uses the crystal\*

(Later, in the meteorite)

Galuf: You're certain you want to stay?

Dorgann: My mind's made up.

Kelger: But why?

Dorgann: Safe journey!

\*Dorgann leaves\*

Galuf: Dorgann...

(Back in Kelger's room)

Galuf: Dorgann stayed in your world to watch over Exdeath's seal...

Bartz: ...Wow. That's...huh.

Kelger: How fares old Dorgann, anyway?

Bartz: Three years ago, he got real sick, and...well.

Kelger: I see...My sympathies. Son of Dorgann, anything you ask of me shall be done! You need only name your request.

Bartz: Actually...If we could get into Drakenvale...

Kelger: I will have one of the villages unlock the gate.

-----  
Stay at the inn located just north of the entrance. The items shop is located there as well. It sells:

```
=====
| Item          | Cost |
=====
|Hi-Potion     |  360 |
|Potion        |   40 |
|Phoenix Down  | 1000 |
|Gold Needle   |  150 |
|Maiden's Kiss |   60 |
|Mallet        |   50 |
|Eye Drops     |   20 |
|Antidote      |   30 |
=====
```

And:

```
=====
| Item          | Cost |
=====
|Ether          | 1500 |
```



|               |  |     |  |
|---------------|--|-----|--|
| Holy Water    |  | 150 |  |
| Cottage       |  | 600 |  |
| Goliath Tonic |  | 110 |  |
| Power Drink   |  | 110 |  |
| Speed Shake   |  | 110 |  |
| Iron Draft    |  | 110 |  |
| Hero Cocktail |  | 110 |  |

=====  
 Sit down with the guy at the back to be healed completely and receive 8  
 potions to boot. This can be done 3 times, for a total of 24 potions! Now,  
 leave the inn.

The Weapon/Armor shops is located west of the inn. They sell quite a lot. The  
 weapons:

=====  
 | Weapon | Cost |  
 =====  
 |Kodachi | 5100 |  
 |Killer Bow | 5000 |  
 |Poison Rod | 1500 |  
 |Shuriken | 2500 |  
 |Flame Scroll | 200 |  
 |Water Scroll | 200 |  
 |Lightning Scroll| 200 |  
 |Orichalcum Dirk | 3400 |  
 |War Hammer | 6400 |  
 |Ashura | 5800 |  
 |Sleep blade | 5600 |  
 |Wind Spear | 5400 |  
 |Dark Bow | 3800 |  
 |Dream Harp | 1600 |  
 |Chain Whip | 3300 |  
 =====

and the armor:

=====  
 | Armor | Cost |  
 =====  
 |Twist Headband | 3500 |  
 |Power Sash | 4500 |  
 |Power Armlet | 2500 |  
 |Golden Shield | 3000 |  
 |Golden Helm | 3500 |  
 |Green Beret | 2500 |  
 |Wizard's hat | 1500 |  
 |Golden Armor | 4000 |  
 |Ninja Suit | 3000 |  
 |Gaia Gear | 2000 |  
 |Gauntlets | 3000 |  
 =====

You should already have everything in the magic shop (do they have to keep  
 selling the same stuff?). Underneath the magic shop is the well. Examine it  
 for a wizard to pop up. He says he wants a frog. Go back to the overworld  
 and walk around until you get a Karnago. Use the Beastmaster Ability Level 4  
 to catch it. Bring it to the wizard who, with 10,000 gil, will give you a  
 Karnago Gourd!

Head to to the north-east corner of Quelb to see a pack of wolves chasing each other in a circle. Talk to one of them (I can't differentiate between them!) and it'll give you the song Requiem! w00t!

Well, that's everything in Quelb. Make sure you're at a high enough level, and then examine the gate. The gate will open, and you'll step outside back into the overworld! Drakenvale is just north, the big mountain thingy.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 35  
Abilities: !Iainuki  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 35  
Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 35  
Abilities: Dual-Wield  
!Black

Galuf - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 34  
Abilities: !Red  
Learning

-----  
DRAKENVALE (7.3y)  
-----

~~~~~  
Items Found: 5000 gil, 7000 gil, Bone Mail, Hypno Crown, Phoenix Down, Wind
Slash

Blue Magic: Magic Hammer (Drippy)

Bosses: Dragon Pod

New Jobs: None
~~~~~

Follow the path up into the first cave for 5000 gil. Now proceed north into another cave, walk up the two flight of stairs and exit at the north-west side. Walk a bit right and up into another cave. Head down and then down the right stairs to a chest with Cottage. Afterwards, proceed down the left stairs and across the wooden-rope bridge. Follow the pathway south to yet another cave. Follow the path down and out.

In this area, you'll encounter Golem and two dragons with him. Kill the dragons before they kill Golem, and you'll be able to summon it. Sweet!

Head down to the cave, but don't enter it yet. You see that bone underneath that skull? Press A on it to obtain Bone Mail. Unless you want to be zombified to use it's awesome stats, I would sell it, as to not accidentally equip it when you optimize.

Enter the cave and you'll hit a dead end. Walk around for a bit until you fall down a hole. Get the 7000 gil in the chest, before going through the metal door. Press the skull-like switch here. Now head back upstairs to where we first fell down that hole. Head outside and go through the newly-opened passage. Go through the cave.

In here, first walk down the LEFT flight of stairs, and follow the path to a Hypno Crown and Wind Slash! Then head back up and go down the RIGHT flight of stairs. Follow the path down to a chest with Phoenix Down. Continue downstairs and through a door to a consecrated circle! SAVE! Now back to the other room and head west and back outside.

Continue east and follow the path. Before long, you'll find the Dragon Grass. Oh wait...that ain't the dragon grass...that's...

=====

Dragon Pod  
\=====/

HP - 12000  
Strength - 40  
Defense - 0  
Magic - 50  
Magic Defense - 40  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Elixir  
Type - None

Battle Strategy: As soon as the battle begins, summon Golem to decrease the amount of damage this thing does. Afterwards, either use physical attacks with powerful weapons, the Black Magic Bio or the summon Titan. With these 3, this boss won't be that hard. Titan will kill all the annoying plants that protect the Dragon Pod. Golem will stop all the status ailment changes the Dragon Pod can bring. All in all, this isn't a very difficult, one which you shouldn't find a problem.

VeghEsther's Strategy: Dragon Pod boss Death Claw it.

Difficulty: 4.5/10

=====

After the battle, you'll receive the Dragon Grass. Now, you can either teleport out, or you can walk all the way back to the overworld. Head south all the way down past Quelb back to Castle Bal. Unfortunately, you won't be let in, so you have to go down Plan B. Jump into the water, follow it around and press the switch. Voila! You're back inside Castle Bal.

Heal at the inn before you do anything. (Why don't we get special accomodation inside the castle? Galuf is a friggin KING!) Head inside the castle and upstairs to Krile's room. Watch the scene that follows. Ghido? Weird name. Head upstairs to where the wind drake is and, after the scene (Lenna IS reckless) you'll be on your new wind drake!

Follow the old path to Drakenvale, but this time head east along a new pathway and then north to an island with what looks like a rock with a hole in it.

Land on the plain grass and head inside. The scene will show the island sinking and suggests that Exdeath was the one who did it. Head west to Surgate Castle.

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 36

Abilities: !Gaia  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 36

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 36

Abilities: Dual-Wield  
!Black

Galuf - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 35

Abilities: !Red  
Learning

-----  
BRINGING DOWN THE BARRIER (7.4z)  
-----

~~~~~  
Items Found: 5000 gil
Blue Magic: None
Bosses: Gilgamesh (third encounter)
New Jobs: None
~~~~~

Go up and press the switch, and you'll eventually be led within the castle. Head downstairs and downstairs again here to reach the inn, items, weapons, armor and magic shop. The items shop sells:

=====

| Item          | Cost |  |
|---------------|------|--|
| Hi-Potion     | 360  |  |
| Potion        | 40   |  |
| Phoenix Down  | 1000 |  |
| Gold Needle   | 150  |  |
| Maiden's Kiss | 60   |  |
| Mallet        | 50   |  |
| Eye Drops     | 20   |  |
| Antidote      | 30   |  |

=====

And:

=====

| Item          | Cost |
|---------------|------|
| Ether         | 1500 |
| Holy Water    | 150  |
| Cottage       | 600  |
| Goliath Tonic | 110  |
| Power Drink   | 110  |
| Speed Shake   | 110  |
| Iron Draft    | 110  |
| Hero Cocktail | 110  |

The weapons and armor:

| Weapon      | Cost |
|-------------|------|
| Great Sword | 8400 |
| Heavy Lance | 8100 |
| Osafune     | 8800 |
| Poison Axe  | 9600 |

| Armor          | Cost |
|----------------|------|
| Golden Shield  | 3000 |
| Golden Helm    | 3500 |
| Green Beret    | 2500 |
| Twist Headband | 3500 |
| Golden Armor   | 4000 |
| Powe Sash      | 4500 |
| Gaia Gear      | 2000 |
| Guantlets      | 3000 |

Head back up to the throne room. walk up the BOTTOM LEFT staircase and examine the book for another song. Go back downstairs and this time go up the TOP LEFT staircase. Follow the path into another room and proceed downstairs. This is the library. Head downstairs and put those books away in the right order. (common sense prevails here). After you do that, talk to the old woman and she'll open up a passage. Head upstairs, then downstairs again to a room with an unopened chest which contains 5000 gil. Exit from the south.

Here, walk underneath the pathway to the otherside of this area. Head inside the room and walk downstairs to a chest which teaches you Float! Now backtrack all the way back to the entrance of the castle. It's time to leave this castle behind.

Check the map and fly to the south-eastmost continent, which is the home for Exdeath's castle. The barrier is still up, but don't worry about that. East of the castle is a gallon of ships. Land on the big one. A cutscene occurs:

\*SPOILERS\*

-----  
 Xezat: That wind drake...Hold your fire. They're friends!

\*The Wind Drake lands and everybody gets off\*

Xezat: If it isn't Galuf! Aren't you a sight for sore eyes!  
Galuf: Xezat! How the devil have you been?  
Xezat: Managing, barely. These friends of yours?  
Galuf: This is Dorgann's son, Bartz!  
Xezat: Dorgann's...!  
Galuf: The ladies are nobility from the other world.  
Xezat: Well met. I'm the swordsman xezat.  
Galuf: Oho! Not "King" Xezat?  
Xezat: Ehh, I don't think it suits me all that well.  
Galuf: Sure doesn't! Har har har! I'm the same way. So, can you get us into Exdeath's castle?  
Xezat: Ha, you're halfway in already! For now, go below deck and rest for a bit. The fireworks'll start soon.

-----  
Do exactly as Xezat says for you to do. Go below deck and at the bottom enter the right cabin. Rest up, you have a big day in front of you.

Oh oh! Monsters! We're under attack! Head back up to the decking. Talk to Xezat and after the scene you'll be given the task of "cleansing" the deck. Engage all the monsters in a fight and kill them (or, if you're lazy, just kill the one blocking the pole at the south and then kill Gilgamesh and all the others will follow).

=====  
Gilgamesh (third encounter)  
\=====/  
=====

HP - 8888  
Strength - 50  
Defense - 10  
Magic - 50  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Genji Gloves  
Treasure - Golden Shield  
Type - Humanoid

Battle Strategy: Okay, you've faced this guy enough times to know what to do with him. He's slow, and his attacks aren't strong...that says enough. Slash at him with swords or rip him apart with katanas. Sword Dance is incredibly useful here, which can deplete Gilgamesh of 1/4 of his health in one hit! He'll summon Enkidu after a while, and it'll first recover 4000 health for Gilgamesh. NO!!! Keep ripping them apart until they're both dead. Oh, and make sure to steal Genji Gloves from Gilgamesh. That speaks for itself.

VeghEsther's Strategy: Gilgamesh 3rd battle Zenage till he runs but steal the genji glove first.

Difficulty: 4/10

=====  
Equip your Genji Gloves. Go back below deck, rest, and enter the left cabin. Grab the other side of the box, jump down and talk with Xezat. After the scene

you'll be inside the Barrier Tower.

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 36

Abilities: !Gaia  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 36

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 36

Abilities: Dual-Wield  
!Black

Galuf - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)  
Lvl 35

Abilities: !Red  
Learning

-----  
BARRIER TOWER (7.5a)  
-----

~~~~~  
Items Found: 18000 gil, 9000 gil, Blood Sword, Gold Hairpin
Blue Magic: Flash (Neon), Level 2 Old (Level Trickster), Level 3 Flare (Red
Dragon), Level 4 Graviga (Level Trickster), Level 5 Death (Level
Trickster), Off-Guard (Ziggurat Gigas), Time Slip (Traveler)

Bosses: Atomos

New Jobs: None
~~~~~

Note: The bottom floor of the submarine is a place where you can rest. If  
you're down in health, the submmarine is the place to go.

Go down and talk with Xezat. He'll depart for the generator downstairs. You  
will destroy the antenna at the top floor. Head upstairs to a room with a  
consecrated circle. Sweet! Save before heading upstairs. This place is as  
straightforward as it gets. Get the 9000 gil and the MONSTERS! Blood Sword.

Head upstairs, up a long flight of stairs onto the 4th floor. Do it again to  
get to ehte 6th floor. Get the 18000 gil from inside the chest. Seriously,  
this tower is just too straightforward that you'd have to have the  
intelligence of a new-born baby to not be able to get to the top floor.

On the 9th floor, go up the LEFT flight of stairs to a room with MONSTERS!  
Gold Hairpin. Now go back outside and this time go up the RIGHT flight of  
stairs. Save at the consecrated circle before heading backoutside.

It doesn't matter which one of the 2 staircases you take, as long as you go up  
them. Head all the way up to the generator. After a few scenes, you'll be  
thrown into another boss battle.

=====  
Atomos  
\=====/

HP - 19997  
Strength - 10  
Defense - 14  
Magic - 80  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Flail + Ether  
Treasure - Dark Matter  
Type - None

Battle Strategy: This thing quite possibly is stronger and harder than the Liquid Flame, which, until now, was the hardest boss. This thing will cast meteors onto your party, dealing massive amounts of damage and Gravity, which also does massive amounts. The one factor that makes it less hard than the Liquid Flame: once it kills one of your characters, it'll try to suck him/her into itself, which wastes a hell a lot time, and also gives you the perfect opportunity to kill it. Titan and Bio do the most damage, so use them.

VeghEsther's Strategy: Atmos Barrier Tower Dark shock then once it connects LV 5 death will instant kill it.

Difficulty: 7/10

=====  
Watch the scene that follows afterwards. ...<\_<

Walk around here a little bit and Galuf will come to his senses (a bit...)  
You'll end up in the submarine, deep beneath the ocean...

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 37

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 37

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 37

Abilities: Dual-Wield  
!Black



Galuf - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)  
Lvl 36

Abilities: !Red  
Learning

-----  
TIME TO GO UNDERWATER... (7.6b)  
-----

~~~~~  
Items Found: None
Blue Magic: Aeroga (Whirl Dragon), Pond's Chorus (Metamorph)
Bosses: None
New Jobs: None
~~~~~

If you check the map, you'll notice 3 flashing dots which indicate towns or dungeons. Land on the yellowy thingy and leave the submarine. Follow the path around the cave to the exit and you'll be back in the overworld. Here, you'll encounter an enemy known as Catobelpas. It counters with Evil Eye, stones one of your party members. My strategy is just to let it Evil Eye everybody except for one, and then left him/her finish him off, since Evil Eye won't effect him/her, and the Catobelpas attacks are weak. Afterwards, you'll be able to summon Catobelpas.

VeghEsther's Strategy: Catobelpas capture a iron dress in the cave leading to this summon releasing it does 6000+ HP and the summon only has 5000.

Head back inside the sub, heal yourself (and get the rid of the stone status) and command it once again. This time, head to the eastern-most dot, which is where Ghido's Cave once was before it sank. Enter the cave.

Follow the path downstairs and go through the door at the south. In here, grab the stone in the chest and put it in the north-west chest. Go through the new door and press the skull-like switch. Now head back outside and put the stone in the south-west chest. Go through the new door and follow the path downstairs.

In this room, follow the path at the south-west corner of the room to another switch. Go down the new staircase. In this room, head down and around the "hidden" passageways to another room. Jump into the pond, head north and up to where the turtle. Watch the scene that follows and then teleport out of the cave.

Head over to the northernmost one now. Surface as near as you can to the dot, and you should rise in a small lake right outside a town. Enter the town.

The town of Moore is one of tranquility and peacefulness. Heal at the inn above if you need to. The items shop is there too. I'm not going to list them this time because it's exactly the same as every other town and I'm getting really pissed off at this game.

The pub is east of the entrance, there's not much to do except playing the piano. Man, he improves quick! A classic piece now. I remember playing it a few years ago (but...that doesn't even sound like a piano...)

The weapon's shop is north-east of the entrance, and it sells:

=====  
| Weapon | Cost |

```

=====
|Air Knife      | 6800 |
|Elven Bow     | 7500 |
=====

```

The armor shop is beneath the weapons. It sells:

```

=====
| Armor        | Cost |
=====
|Diamond Shield| 6000 |
|Diamond Helm  | 7000 |
|Tiger Mask    | 5000 |
|Sage's Miter  | 3000 |
|Diamond Armor | 8000 |
|Diamond Plate | 6000 |
|Luminous Robe | 4000 |
|Diamond Armlet| 4000 |
=====

```

I believe Golden is good enough for me, and these are way too expensive so I didn't buy any. If you want to, go ahead, I have no reason to stop you.

The Magic Shop is north of the entrance. Finally, more spells! Buy everything here before leaving Moore. Head east to the Forest of Moore.

MY LEVELS

```

=====
Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,
                   Lvl 3 Geomancer)

```

Lvl 38

```

Abilities: !Black
           !Summon

```

```

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6
                   Knight, Lvl 5 T.Mage)

```

Lvl 38

```

Abilities: !White
           !Time

```

```

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl
                   6 B.Mage)

```

Lvl 38

```

Abilities: Dual-Wield
           !Black

```

```

Galuf - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

```

Lvl 37

```

Abilities: !Red
           Learning

```

```

-----
                        FOREST OF MOORE (7.7c)
-----

```

```

~~~~~
Items Found: 2500 gil, 4900 gil, 9500 gil, Aegis Shield (or Fire Shield), Ash,
 Cottage, Elixir, Ether, Flametongue, Goliath Tonic, Morning Star,
 Phoenix Down

```

Blue Magic: Lilliputian Lyric (Mini Magician)

Bosses: ??? X 4

New Jobs: None

~~~~~  
I was going through your walkthrough while playing FFVA and just happened to discover that right before the Forest of Moore part, you could train by Level 5 Death-ing groups of 5 Dechirers in the forest below Moore for massive exp and some nice gil and APB. I leveled up three or so times in about 10 minutes.

(thanks to Eric for this info!)

Head up and the Guarding Branch will clear the way for you. Now, the Forest of Moore is VERY CONFUSING, and it's very easy to get lost. This makes it exceptionally hard for me to explain it to you, so, in each area of the forest I will merely state the general whereabouts of an item. I'll leave you to use your brain and find the way through :P nah just kidding.

All the way north is a chest with 2500 gil, and all the way east has a chest with Ether. The tree next to it has a hole, examine it, and it'll open up a passage to the next area.

Head north for 4900 gil, east and north through a narrow gap to a Phoenix Down and very far east to a chest with 9500 gil. Head west from there and up to another tree with a hole. Examine it to open up a passage to the next area.

Continue west to a chest with Cottage, then east for a Goliath Tonic, north from there is a weird consecrated circle surrounded by flowers, north to an elixir and further north for a Morning Star. Head west from there and the whole forest will be set on fire.

There is a chest north-east of you which contains Aegis Shield, but don't get it yet. Rather, wait for the moogle to pop up from the ground, enter the hole, heal at the springs, wait until the moogle guarding the whole leaves its position and head back to the surface. Now get the treasure from the chest, which is now Flame Shield!

Now continue west to a chest with ash, and west again to a chest with Flametongue! Proceed north and watch the scene. Walk up through the door, watch the scene and get ready for another boss battle!

=====

??? X 4  
\=====/

HP - 7777  
Strength - 40  
Defense - 10  
Magic - 15  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Ash  
Type - None

Battle Strategy: The right crystal is of water type, the left is of wind, the top is of fire and the bottom is of earth. Don't use Firaga, for example, on the top crystal. Once they're about to get destroyed, they use elemental attacks which does a serious amount of damage. Heal when necessary, and use Blue

Magic to end this battle quickly, especially Death Claw.

VeghEsther's Strategy: 4x crystals boss moore forest 4x phoenix downs + dark matter items use mix and combine both items for a doom potion this will instant kill each crystal 1 at a time.

LegendaryBakura's Strategy: Provided that you're fairly rich, the Samurai's Zeninage ('GP Toss') ability can eliminate the four Elemental Crystals fairly swiftly, and you won't have to fear any form of retaliatory action either, as Zeninage isn't an elemental attack

Difficulty: 5/10

=====  
A long scene occurs after the fight, and you'll be thrown into another battle...WITH EXDEATH!!!

=====  
Exdeath  
\=====/

HP - ?  
Strength - ?  
Defense - ?  
Magic - ?  
Magic Defense - ?  
Gil - ?  
Experience - ?  
Steal - ?  
Treasure - ?  
Type - None

Battle Strategy: Okay...WTF? You're continuing to fight with 0 HP? Oh well. Keep attacking him...yeah...until he falls...

VeghEsther's Strategy: Ex Death Galuf dies battle mix a self destruct mix: turtle shell + dark matter to end the battle easily.

Difficulty: NA/10

=====  
Ah...watch the scene that occurs...<\_<...walk around for a bit and Krile will join your party. You'll appear back on the overworld on a Wind Drake.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)

Lvl 38  
Abilities: !Black  
          !Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)

Lvl 38  
Abilities: !White

!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 38

Abilities: Dual-Wield  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)  
Lvl 37

Abilities: !Red  
Learning

-----  
THE GIL JUST KEEPS COMING (7.8d)  
-----

~~~~~  
Items Found: 10, 20, 40, 80, 160, 320, 640, 1280, 2560, 5120, 10240, 20480,  
40960 gil

Blue Magic: None

Bosses: Gil Turtle

New Jobs: Nonew  
~~~~~

Before we had to Exdeath's Castle, how 'bout we earn ourselves some gil first?  
Fly over to Castle Bal. It isn't a bad idea to heal, so heal yourself before  
flying north-east to a cave. Follow the path, and head directly south through  
a hidden passage right after going down the first staircase.

Follow the path through a metal door. After almost every step you'll recieve  
gil, starting at 10, doubling each time until 40,960! But you'll have to face  
the Gil Turtle, who comes after 10,240 at least 3 times...

In the Gil Cave, you can use the Quicksave trick (same from Walse basement) to  
reset the step counter, so you dont have to fight the Gil Turtle and still  
get the big money.

(thanks to Andre for this info)

=====  
Gil Turtle  
\=====/  
=====

HP - 32768

Strength - 115

Defense - 40

Magic - 90

Magic Defense - 55

Gil - 5000

Experience - 0

Steal - Hi-Potion + Potion

Treasure - None

Type - Undead

Battle Strategy: A boss that's harder than Liquid Flame has arrived. Yes,  
that's right, a boss that's harder than Liquid Flame! Let's  
analyse this guy okay? He's got massive HP, strength and  
defense and absorbs fire and thunder. Have at least a black  
mage to cast Blizzaga on him every round, have at least 1  
White Mage casting Curaga every round, a Summoner to cast

Golem and a Time Mage to cast Float...Keep at it and HOPEFULLY you'll be lucky enough to beat it. Don't complain to me if you can't beat it, it took me like 10 mins to defeat him! Trust me, it's so not worth it defeating this brute 3 times for gil.

Difficulty: 8.5/10

=====  
Afterwards, heal and leave the cave. You can repeat this as often as you like, as long as you're prepared to fight the Gil Turtle.

Before waltzing into Castle Exdeath, I suggest you train to a higher level. It's not really necessary, but it'll make the next stage, and the whole game (the final boss and the bonus dungeon is perfect) a lot easier and manageable.

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer)

Lvl 41

Abilities: !Black  
          !Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)

Lvl 41

Abilities: !White  
          !Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 41

Abilities: Dual-Wield  
          !Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 40

Abilities: !Red  
          Learning

-----  
ExDeath's Castle (7.9e)  
-----

~~~~~  
Items Found: 8000 gil, 9900 gil, Diamond Shield, Elixir X 2, Ether, Fuma  
          Shuriken, Hayate Bow, Icebrand, Ice Shield, Kotetsu, Partisan,  
          Twin Lance

Blue Magic: Aeroaga (Magic Dragon), Doom (Exdeath), Level 2 Old (Magic Dragon),  
          Off-Guard (Magic Dragon)

Bosses: Carbuncle, Gilgamesh (fourth encounter), Exdeath

New Jobs: None  
~~~~~

When you're ready, head over to ExDeath's Castle, which is located at the south-western continent. Heal at Castle Bal before you even attempt it though. Cross the Big Bridge and walk up to Exdeath's Castle.

Man, what happened here? It appears that Exdeath just stormed up to the top of the castle, taking out the soldiers along the way. Well, let's follow him! Walk up through the door and continue up the stairs. In here, before heading up another flight of stairs, grab the Diamond Shield and Ether from the south corners.

Follow the path to a...dead end? Go back the way you came from and Krile will prove you wrong! After a short scene...<<...a passage will appear at the top and the castle...HOLY \*\*\*\*!!! NOW WE'RE TALKING!

Head up the new staircase to the 4th floor. Follow the path and at the fork head north and press the blue switch. The path to the chest will open, so take this opportunity to get the Ice Shield from within. Now follow the path south and head up the stairs.

There are many invisible passages in this room, but don't worry about them. Head to the north side of the room and get the Ether before heading upstairs. In this room, have a time mage cast Float on everybody before stepping into the lava, enter the hidden passage to the Hayate Bow. Now follow the room around to a chest with Elixir, and then head upstairs.

On the 7th floor, hit the switch on the floor and you have to Press A to stop the moving platform. If you stop it in front of the pillars you will have to face an Abductor, Imp, ackanapes or an Oiseaurare. Make it stop in front of the two chests for an Icebrand and a Kotetsu. Make it stop in the middle section to head upstairs. Yes! A Consecrated Circle! Heal with a Cottage and then Save.

Head up and RIGHT to a hidden passage (use the thief's ability Find passage to find it, otherwise, it's directly east of where the path turns to 1 lane) for an Elixir. Then head west along the path to another chest with 9900 gil. Continue up the middle lane and upstairs. Walk upstairs again.

Here, head downstairs, make sure to have Float casted before walking onto the lava. There are 3 staircases. The middle one is not accessible, you just came in through the left one so walk up the right one. In here, there's a lot of skull switches, and a lot of them are actually hidden holes, so watch out. First get the Twin Lance from the chest to the east, and then sand on the top skull. You'll be transported to a summon orb. Examine it to initiate a boss battle!

=====

Carbuncle  
\=====/

HP - 15000  
Strength - 50  
Defense - 50  
Magic - 50  
Magic Defense - 50  
Gil - 0  
Experience - 0  
Steal - Goliath Tonic + Reflect Ring  
Treasure - Turtle Shell  
Type - Magic Beast

Battle Strategy: This boss is simple enough. It's NOT immune to Break, but it counter that with reflect on himself. However, there is still some ways. Get a Mystic Knight and cast Spellblade Break,

and continue to hit it until it hits. Catoblepas also works, although rarely. It uses elemental magic which does around 500-600 damage to a single character, which can be easily reversed with Cura, so it won't take long to take him down.

Saxuallyapeasing: I defeated him in two turns with the Bio swordblade spell: One to charge it and one to strike him with it. Seems to have an instant death effect on him, like Thundaga spellblade has against the small Omegas in the pyramid. Dual-wielding is advised, because the first hit may miss.

Samus20018: I beat Carbuncle by casting Reflect on one character with my White mage then bounced Break off of that character.

Difficulty: 4/10

=====  
Yes, another summon! Head downstairs and step on the switch to be transported out. Head east to another staircase to a chest with 8000 gil! Now go back to the 3 staircases and up the right. At the skull-switch area, press the bottom one and the path to another set of stairs appears. Good, head downstairs.

Sweet, anothe consecrated circle! Save, but before you heal with a Cottage (if you're really down on HP and MP, go ahead and ues one) heal with White Magic before heading upstairs. The chest in the middle of the room is empty, but if you examine it and try to head upstairs you'll be thrown into a boss battle with Gilgamesh. If you don't, then Gilgamesh won't come and you'll be able to freely go upstairs and confront Exdeath.

=====  
Gilgamesh (fourth encounter)  
\=====/

HP - ?  
Strength - 60  
Defense - 10  
Magic - 1  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Gauntlets + Hi-Potion  
Treasure - None  
Type - Humanoid

Battle Strategy: Now that you've faced him enough times, you should know what to do against him. After some time, he'll ask what happened to the "old fellow" and when Krile tells him, he's actually speechless and appears sad, not making jokes and harsh comments for once. He enjoys battling with you and cherishes the moment. After he transforms, steel the Genji Helmet from him. After some more bashing, Exdeath will banish him from this dimension for being useless.

Difficulty: 4/10

=====  
Sad...I feel sorry for him. Forget about him though, I have a feeling we'll see him again someday ;) Before heading up the central staircase, take the



eastern one for two chests with Fuma Shuriken and Partisan! Now go back to the Consecrated circle, heal with cottage then save, and head up the central staircase. Head up another floor and up to Exdeath. After some conversation, you'll face your third boss battle for the castle.

\*NOTE: For all the possible magic you could've obtained, look underneath the boss battle, and DON'T fight Exdeath\*

=====

Exdeath  
\=====/

HP - 32768  
Strength - 58  
Defense - 25  
Magic - 0  
Magic Defense - 25  
Gil - 0  
Experience - 0  
Steal - Judgement Staff + Elixir  
Treasure - None  
Type - None

Battle Strategy: This guy isn't too hard when you buckle down and think about it. There's been harder bosses. For one, he's not as annoying as Gilgamesh was for putting status ailments on everybody, and he doesn't heal himself. So, whatever damage you've done to him stays. Firaga is the essential technique to use against him, uttering more than 2000 damage each time. Curaga is also your friend, so use that. I recommend at least 2 Black Mages, possibly 3, to use Firaga each time, and 1 White Mage to heal with Curaga. Although he's not too hard, he does have a lot of HP, so this battle will take some time. There have been bosses stronger than him \*coughGilTurtle\*

VeghEsther's Strategy: Ex Death World 2 save MP capture 4x yellow dragons then release them for a 1 turn kill.

Difficulty: 7/10

=====

-----  
ALL THE MAGIC YOU CAN HAVE AT THIS POINT  
=====

White Magic

-----  
Cure, Libra, Poisons, Silence, Protect, Mini, Cura, Raise, Confuse, Blink, Shell, Esuna, Curaga, Reflect, Berserk

Black Magic

-----  
Fire, Blizzard, Thunder, Poison, Sleep, Toad, Fira, Blizzara, Thundara, 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 (you can NEVER get her again if you miss her),  
Ramuh, Ifrit, Titan, Golem, Catoblepas, Carbuncle

Songs

-----

Alluring Air, Mighty March, Romeo's Ballad, Swift Song

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

-----

Afterwards, watch the scene as the crystals break and you'll be...back at your  
own world!?

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 41

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 41

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 41

Abilities: Dual-Wield  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 41

Abilities: !Red  
Learning

=====

WORLD 3 (8.0f)

=====

Wow, I'm all puffed out! Rest some time now, because you've conquered 2 worlds  
out of 3. But, the game hasn't finished just yet! The final boss is still  
lurking in the shadows, and you will finally fight him to the death in World  
3...

-----

-----  
~~~~~  
Items Found: Cottage  
Blue Magic: None  
Bosses: None  
New Jobs: None  
~~~~~

Welcome back to your world! Head up to Castle Tycoon and you'll speak with the Chancellor. After the scene where Bartz absolutely falls in love with Faris, you'll be split up. Follow Krile outside to the balcony. Talk to her to have her rejoin your party. With no chance of the other girls rejoining yet, exit the castle.

Have you ever wondered how your old friend Boko was holding up? Well, let's find out. As you exit the castle, a soldier will knock into you saying that the bridge to the west river is complete. Good, we'll be able to see Boko. Head south until you see a bridge. Cross it and head north to the cave. Just before you enter, Boko will come out. Watch the hilarious scene that follows (ZOMGWTFBQQ!) and you'll once again ride on the back of Boko!

Head back to Castle Tycoon while on Boko, but instead of entering, head north, follow the path west across the river (Boko can cross rivers with no trouble) through the narrow passages all the way to Tule. Cross the river and head south to another narrow path. Ride south and you'll fall down a hole. Watch the scene to initiate a boss battle.

=====

Antlion  
\=====/

HP - 8100  
Strength - 48  
Defense - 20  
Magic - 0  
Magic Defense - 20  
Gil - 3000  
Experience - 0  
Steal - Hi-Potion  
Treasure - Cottage  
Type - None

Battle Strategy: This battle is a cinch, what with 3rd-tier magic, (Blizzaga, Firaga and Thundara) and heavy weaponry. The only thing that could cause a slight commotion is that it can use Dischord, which halves your level for the battle, therefore halving your attack. Other than that, you won't have any problem with this fiend. It'll flee at the end of the battle.

Difficulty: 3/10

=====

Afterwards, walk around until funny music starts playing. Head to the north side of the room to find a rope. But, every time you try to grab it, it pulls out of reach! Continue your fruitless attempts at trying to grab it until you finally get rescued by the ever-lovely Faris.

We're finally back at where we started! Follow the path south to a cave. Enter

it and Bartz will say it's too dangerous for a chocobo to go in. Now enter the cave.

Doesn't this look familiar to you? Yeah, where have I seen this before? walk north. Ah, now DOES this look familiar to you? Head north to start a MASSIVE cutscene.

\*\*\*MAJOR SPOILERS\*\*\*

-----  
Bartz: Ghido!?

\*Bartz goes around to pick him up\*

Bartz: Alley-oop!

Ghido: Oh! Thankyou! I suppose you can be helpful after all. The shock of the two worlds merging sent everything topsy-turvy...including me! I'm a bit too old to do much on my back, I rue.

Bartz: What do you mean, "worlds merging"?

Ghido: I see you're just as slow on the uptake as before. It's an ancient legend, but I had never imagined it was true...According to legend, a thousand years ago, Bartz's world and Krile's world were one and the same.

Bartz: The same!?

Ghido: It seems there is quite the echo in here.

Bartz: But...why did the worlds split?

Ghido: To seal the Void.

Bartz: Void...?

Ghido: I fear no matter how often I allude to your ignorance, my dry wit just goes over your head, so I will simply explain.

\*drums roll...:D\*

Ghido: One thousand years ago, there existed a presence of the strongest evil, Enuo. Enuo possessed the power to control the Void. After a long and harrowing battle, the people were able to defeat Enuo with the twelve legendary weapons...However, the Void that Enuo created could not be erased. As a last resort, the people split the crystals into two. To maintain balance, the world split into two as well. The Void was sealed within the space between the two worlds-the "interdimensional rift."

Bartz: That means Exdeath was telling the truth...He really did want to return the world to how it used to be...

Ghido: However, without the crystals...

Bartz: The wind's power will never return...

Ghido: Nor will that of the earth, fire, or water.

Krile: Ouch! Ooh, this splinter really hurts...

\*The splinter moves up behind Bartz and Ghido, and turns into Exdeath\*

Bartz: Exdeath!?

Exdeath: Mwa-hahahaha...I turned myself into a tiny splinter, waiting for just this moment! Now you can understand my true goal: to take the sealed power of the Void for my own! (OMG KILL HIM, ENUO! HE'S GOING TO TAKE Y...O...U...R VOID!!!) (Actually, I want to see that, Enuo vs Exdeath the battle of warlocks...)

Bartz: What!?

Exdeath: Why do you think I merged the worlds together? Mwa-hahahahahahaha!!!

\*The grounds start shaking, and the pic switches to Castle Tycoon. A black

hole is consuming it\*

Ghido: Ohh...now that the two worlds are one, the interdimensional rift the Void was sealed within is appearing as well!

Faris: Wait-so in plain English, you're saying that the Void whatevernot is coming here?

Exdeath: Yes...The Void shall be released from its thousand year prison and into my keeping! The matchless power of the Void will be mine!

Bartz: Not a chance, Exdeath!

\*Exdeath sends them flying\*

Krile: Castle Tycoon...

Faris: Lenna!

\*Scene switches to Castle Tycoon, where it shows Lenna trapped inside a castle about to explode. Afterwards, the Black Hole is gone, and it left a black hole in the sea\*

Exdeath: Beautiful...beautiful! Look! Gaze upon the unlimited power of the Void; watch as it engulfs all in its path! And soon, it will belong to me! (Why soon, why not now!?)

Faris: Lenna...Exdeath, you...!

\*Exdeath attacks the whole group\*

Exdeath: Peons! Tremble before my might! Mwa-hahahahaha! Time for your viscera to see the light of day! Now die!

\*Ghido comes and attacks Exdeath\*

Exdeath: Turtle!

\*Exdeath and Ghido fight with amazing techniques...\*

Exdeath: ...Not bad, for a reptile!

Ghido: You think I sat around seven centuries munching on pizza?

Exdeath: Ha ha ha...Perhaps you should have taken the chance...You shall find no such tasty diversions in the afterlife!

\*Exdeath sends the whole group, plus Ghido, flying\*

Exdeath: Peons! Tremble before my might! Mwa-hahahahaha!

(Somewhere on plain land)

Ghido: Ohhh, my aching...

Bartz: Ghido! You okay!?

Ghido: Exdeath, that cur...He must be stopped before he obtains the full power of the Void, or-Hmm? By Jove, what's that!?

Bartz: Just the Library of the Ancients...

Ghido: THE fabled Library of the Ancients? My dear boy, have you any idea what an important place that is!? Oh, of course you don't...To think that the Library of the Ancients was here the whole time...Follow close, children! Within the Library is a book which described how to defeat Exdeath!

\*The group will follow Ghido to the Library of the Ancients\*

Scholar: Sage Ghido!

Ghido: Oho, scholars from Surgate.

Scholar: We've been able to find the second half of the Sealed Tome!

Ghido: Perfect!

\*Ghido and the others will step into the next room, turn the staircase into a massive table\*

Ghido: Now, let us begin the strategy meeting! As you have probably noticed, the worlds have recombined into one. Also, the Void is trying to break free from where it has been sealed within the Rift!

Bartz: Then we'd better hurry there and stop it!

Ghido: Bartz, Bartz, Bartz...so enthusiastic and yet so stupid. Along with the Void, many fearsome monsters were sealed within the Rift a millenium ago. They are all incredibly evil, and incredibly strong. I feel safe in saying that as you are now, you kids wouldn't stand a chance.

Bartz: Then, what do we do?

Ghido: Elementary, my dear Bartz; the legendary weapons used to defeat the warlock Enuo a thousand years ago!

Bartz: Legendary weapons?

Ghido: Sometimes I wonder if you say things like this to spite me...Yes, the twelve legendary weapons. They are weapons. They are legendary. There are even twelve of them. Now that we have both halves of the Sealed Tome, if all goes according to legend-and I'm certain it will-the book will show us the way.

\*The scholars put the two book halves on the table, and they merge\*

Bartz: The book...!?

Ghido: It is written: "When Nothing's power again does peak, To Light Warriors this book shall speak."

The book begins to speak...

After Enuo's defeat, the weapons of legend were sealed within the Castle Kuza. To break the seals, the four tablets must be assembled. One rests alongside spirits of the past, blessed by soil...One rests within an Island Shrine, kissed by wind...One rests beneath the ocean's floor, engulfed by flames...One rests beyond the river's currents, protected by water...Along with the keys to open the seals-the four tablets-are sealed our servants. If the tablets are moved, our servants will awaken...The ultimate spells of white and black...The magic of time and space, Meteor...The sea king, Leviathan...and the dragon king, Bahamut...Present this book unto the gate and the way to the seals will be opened...

Recieved Sealed Tome!

Ghido: Go-unseal the twelve legendary weapons before Exdeath gains the power of the Void! We are all counting on you. Go and find the first tablet...Blessed by soil and the spirits of the past...Eureka! It must be the Pyramid in the Desert of Shifting Sands! Faris, Krile...and even you, Bartz. You must go at once! The future of the world depends on it!

-----  
Long cutscene, eh? Heal with the magic pot before heading upstairs to the roof where the scholars there will give you the song Mana's Paeon. Now exit the library.

Head west along the path, where you'll be stopped for a while by the Guardian Tree, and enter the Desert of Shifting Sands. Without the earth crystal though

the sand stopped moving (lack of energy obviously) so just continue west to the Pyramid of Moore.

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 41

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 41

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 41

Abilities: Dual-Wield  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 41

Abilities: !Red  
Learning

-----  
PYRAMID OF MOORE (8.2h)  
-----

~~~~~  
Items Found: 8000 gil, 9000 gil, 10000 gil, 12000 gil, Black Garb, Black Robe,  
Cottage, Cursed Ring, Crystal Armor, Dark Matter X 6, Elixir X 4,  
Flame Shield, Gaia hammer, Gold Hairpin, Ice Shield, Protect Ring  
Ribbon, Thornlet, White Robe

Blue Magic: Off-Guard (Ushabti - Use ether)

Bosses: Gargoyle X 2

New Jobs: None  
~~~~~

Examine the door up ahead and you'll immediately engage in a boss fight!

=====  
Gargoyle X 2

\=====/

HP - 5000

Strength - 58

Defense - 13

Magic - 50

Magic Defense - 12

Gil - 0

Experience - 0

Steal - Phoenix Down + Potion

Treasure - Hi - Potion

Type - Humanoid

Battle Strategy: The one factor which makes this battle annoying

is that to end this fight, you'll have to kill both of them, or the other will revive the other one. 3rd-tier magic on both is useful, as well as Flare. If you have Lever 3 Flare, use it. It won't take long for both to fall.

Difficulty: 4/10

=====  
After the battle, one of the pages in the Sealed Tome will burn, but the door leading inside will open. What are you waiting for? GO IN!

Well, the interior sure does make you feel as if it's Egyptian (traditional light blue and yellow, hieroglyphics...I think that's how you spell it).

Walk past and ignore the door with the bird? owl? (looks sort of like a tournament setup at the bottom). There are 3 switches at the top. Press the Left and Rightmost switches to reveal a path within the spikes. Walk down and you'll be pushed down by the sand to the bottom level.

Here, get the chest for a MONSTERS! Ice Shield. Follow the path up and you'll step on an invisible switch on the ground which releases monsters at the top (There will be a lot of these switches, not only on the ground but on walls as well). If you engage the released monsters to a fight, you'll fight Aspis, a white Dragon which paralyzes you. Head up the stairs.

Follow the path around and press the switch to stop the sand flowing. Continue north and up another flight of stairs. It looks like a dead end, but wait! Invisible passages everywhere! (They're not too hard to find, just try each tile of the wall and you'll find it). You'll release the Aspis, but who cares? Head down the staircase at the south-west. Walk to the coffin and it'll open, revealing a GRAND MOMMY! You'll fight plenty of these in this pyramid. Fire works best, so Firaga and Flametongue are high recommendations. Enter the room for a Cursed Ring. (NEVER USE THAT! SELL IT OR THROW IT AWAY!)

Now head back to the entrance of the pyramid. (It might not be a bad idea to walk all the way back to the Library of the Ancients to heal yourself). Enter the door that I told you to ignore at first, and up the stairs. Follow the path down to release more Aspis. There are 3 switches. The middle one opens the door you just came through, the other 2 opens the doors where you're headed, so press those. Walk right and upstairs.

Continue north into an area with 3 chests. Walking in front of the middle releases Aspis, and they all contain monsters. Starting from the left, they contain Flame Shield, Dark Matter and White Robe! Follow the path around and enter the door at the end. In this room, you'll encounter several Mecha Heads. Do what you do to any machine, and that is, USE LIGHTING!!! You can learn Flame Thrower from them if you want. Don't bother fighting them, avoid them if you can since they don't give EXP.

At the north-east corner is Elixir, the top one with the coffin blocking it has Thornlet, (another sell item), the one left of it also contains Elixir. Press the switch at the south-west corner to lower the spikes, then follow the spiked path to MONSTERS! Black Robe. Now enter the coffin beside it, (another mummy battle) and head up to YES! A consecrated circle! We're saved!!! Heal and save before heading upstairs.

Don't worry, we've still got some way to go before the end of the Pyramid. Ignore the open-coffin door for the time being, instead following the path to the west. Sometime, you'll encounter a monster known as Sekhmet. He's not so



hard, a few physical attacks is the end of him, but if you want to fasten the process, 3rd-tier magic is incredibly useful. When he's defeated, he will say that there's still his brother in this tower...(boss, maybe?). Watch out for the released Aspis after a certain time and head up the stairs.

If you stay in this room too long, Aspis will be released. Oh well, who cares, they're weak as hell. The left chest contains MONSTERS! Dark Matter. The right chest contains a rather unique monster, known as Objet d'Art. Remember the quick way to disperse with them? Level 5 Death. Crystal Armor is your reward. Now go back to the room before and go through the coffin I told you to ignore.

Head all the way south to a hidden passage. (Get the ability "Find Passage" on, or you can't, or hardly, do the next bit). Follow the hidden passage up at the fork and right at the next to a chest with MONSTERS! Black Garb. Now return back to the entrance of the hidden passage, head south and up the stairs.

Fall down here purposely, to reach an area with a chest with MONSTERS! Dark Matter. Exit from the hidden passage, and you'll appear out the door that was locked. Head back up the stairs to the room before. Press the switch to stop the sand flowing, don't bother with the next one just yet and enter the room next to it.

IT IS CRUCIAL that you press the LEFT switch, otherwise the block will push you down. Head up and first get the right chests with 9000 and 8000 gil respectively, before going to get the ones at the left with MONSTERS! Dark Matters. Exit the room and continue south, pressing the right switches to stop the sand when necessary. Climb the stairs to the next level.

Ignore the door completely, and instead climb up the stairs. This room is quite hard to explain, so I'll leave it to you to get the chests and items within. Basically, the floor moves, revealing holes and new paths, and if you fall down the holes, bad luck, you're back down to where you're started. Observe closely, and once you find a path to a chest, run to it, careful not to fall down, and quickly get back to safe land. The chests from the left contains Ribbon, Protect Ring and Gold Hairpin. Leave the room from the north-east, down the staircase and up to an area with 12000 gil and MONSTERS! Dark Matter. (a lot of those in this pyramid). Head back to the shifting room.

Fall down the hole purposely to get to an area with Elixir. Exit this area via the top hidden passage. Head east to a chest with 10000 gil and a Cottage. Now head all the way west to a chest with MONSTERS! Gaia Hammer. Exit via the door east of you. Now walk back to the shifting room.

Exit the room from the north-west staircase downstairs, enter the room for an Elixir and a MONSTERS! Dark \*\*\*\*ing Matter. (I'm sick of Dark Matter now). Continue east from the room around and enter the door. Go forward, up the pyramidal-shaped platform and claim the tablet as your own!!!! (FINALLY!!!) Watch the scene that follows (oh man, great music!) where Bahamut awakens and sinks the peninsula. Afterwards, you're back on top of the Pyramid (wait...no boss battle...?) Now leave the Pyramid for good. (long dungeon eh? just you wait...)

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 42

Abilities: !Black

!Summon

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 42

Abilities: Find Passsages

!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 41

Abilities: !Red

Learning

-----  
EXPLORATION ANYONE (8.3i)  
-----

~~~~~  
Items Found: Brave Blade (OR Chicken Knife), Cottage, Magic Lamp, Ribbon

Blue Magic: Mighty Guard (Stingray)

Bosses: Melusine

New Jobs: None  
~~~~~

Walk to the Guarding Tree area, before a wind drake comes and lowers Lenna.  
Watch the scene...<\_<...and you'll be thrown into a boss battle.

=====  
Melusine

\=====/

HP - 20000

Strength - 49

Defense - 90

Magic - 5

Magic Defense - 0

Gil - 0

Experience - 0

Steal - Leather Armor

Treasure - Maiden's Kiss

Type - None

Battle Strategy: Competition against Barbariccia in FFIV? Nope, Melusine wins hands down. She's so much more exposed, with only snakes covering her genitals...LETS RIP HER UP! Firaga works incredibly well. A few turns of Firaga and she's down and out. To fasten the process, summon Carbuncle and reflect Firaga off everyone for more than 8000+ damage! This battle took me less than a minute to finish.

Difficulty: 2/10  
  
-----

Afterwards, Lenna will join the party but she's down. Use a Phoenix Down or Revive to get her back up on her feet. What was once the Library of the Ancients is now just a black hole which is the Rift. Up ahead is Surgate Castle, so rest there if you feel the need. Enter the ship for a rather nasty scene.

From the point after the scene, head south and a little bit west to a castle.

This is Castle Kuza. Head inside and you'll be greeted by the counsellor and some scholars. Talk to the right scholar and he'll set up a pot that fully heals you. Sweet! Talk to the other for clues on the whereabouts of the other tablets. Head north all the way up to the Sealed Room (be especially careful of a monster known as Exdeath's Soul). Set up the tablet and choose 3 weapons of your liking. Now leave the castle. A scene occurs where Exdeath is telling his "servants" (A LOT OF THEM!) to kill the warriors that are seeking the weapons that killed Enuo. (Man, I want Enuo to kill Exdeath)

Just so you know, everything beyond this point is OPTIONAL. That's right, OPTIONAL. If you want, you can go to the Rift and the Void right now. I doubt you'll survive long, which is why we're getting the rest of the Legendary Weapons!

A lot can be done in the previous cities now. Fly north-east to Regole and enter the Armor Shop. Here, go through the hidden passage to a girl who'll give you a Ribbon.

Have you wondered about what happened to Syladra? Let's find out. Head to the Pirate's Hideout and to where the pirates are. Faris will walk off. Follow her and she'll see Syladra! Really, Bartz and Lenna can't. But wait, Krile can! Syladra's spirit wants to help Faris, so it becomes a Summon Monster! Now leave the Hideout.

Go to Ghido's cave where your chocobo should be. Ride north-east to Tule, then head north-west to Regole, then all the way west into the river. Head to the top of the waterfall and examine the tile under you for a magic lamp. Head back to your airship.

Go back to the Town of Moore just west of the Pyramid of Moore. Go around the pub to the left side and south through the door of the little structure. This passage is invisible because of the trees blocking it, so play around with the D-pad and you'll eventually run into a wizard who'll give you a choice of two weapons. The left crate holds the Brave Blade and the right crate holds the Chicken Knife. If you've run from battles before, the Brave Blade will be weaker while the Chicken Knife stronger. The more battles you're run from, the stronger the Chicken Knife and weaker the Brave Blade becomes. I recommend the Chicken Knife for it can become more powerful than the Brave Blade and its effect of feeling sometimes from battles can prove very useful.

Now fly all the way to Crescent, which is the island at the south-east corner, enter the house at the south-east corner, play the piano and talk to the bard. He'll teach you another song!

Head south and west along the path, bush-bashing through 2 forests before arriving at the third. As you walk through the third, it appears that you've encountered a monster, but in actual fact, you just set foot into the Phantom Village.

#### MY LEVELS =====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 43

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 42

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 43

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 42

Abilities: !Red  
Learning

-----  
PHANTOM VILLAGE (8.4j)  
-----

~~~~~  
Items Found: Mirage Vest, Thief Knife

Blue Magic: None

Bosses: None

New Jobs: None  
~~~~~

NOTE: Have "Find Passages" ability equipped on someone; there are many hidden passages in Phantom Village.

The Inn's right next to the entrance. The cost is 70 gil, so if you're hurt, don't hesistate to rest and heal yourself. The items shop is located there as well, but it sells the exact same things as before, the look in the previous sections if you want to know what they sell.

Climb up the stairs at the left and you'll find the Pub. If you enter by the main entrance, you won't find anything important. Instead, head around to the back entance (you can't find this with "Find Passages"). The second-bottom barrel holds the Thief's Knife. Now head down the stairs and you'll find a guy who'll give you something good if you travel the entire world with your chocobo. If you do that (I don't know why you would) you'll get a Mirage Vest. Exit from the bottom. Walk south and into another building.

Continue through the door here for a pot which heals your entire party. Head through the door above and go downstairs. Head south and at the fork, head right. The door here opens, but you can't get through. Head right and up and back upstairs. Here are the two weapons merchants. They sell:

```

=====
| Weapon | Cost |
=====
Fuma Shuriken	25000
Shuriken	2500
Twin Lance	10800
Moonring Blade	1100
Flame Scroll	200
Water Scroll	200
Light Scroll	200
=====

```

```

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

```

```
=====
Flametongue	10000
Icebrand	11000
Gaia Hammer	12800
Morning Star	7800
Rune Bow	10000
Kiku-ichimonji	14800
Partisan	10200
=====
```

Go back to the other room. Enter the hidden passage to the left and upstairs. Here is where the Black Chocobo is. Remember this area, because you'll be coming back REAL soon. Come back downstairs and follow the hidden passage left more to find the piano. Play it, and you'll have mastered the piano! Backtrack all the way to the back entrance of the pub.

From the pub, walk south-east to the armor shop. Like the weapons, it also has two merchants, one obvious and one hidden. Click on the box and the path to the second will be revealed. Here's what they sell:

```
=====
| Armor | Cost |
=====
Crystal Shield	9000
Crystal Helm	10500
Black Cowl	6500
Circlet	4500
Crystal Armor	12000
Black Garb	9000
Black Robe	8000
White Robe	8000
=====
```

```
=====
| Armor | Cost |
=====
Hermes Sandals	50000
Angel Ring	50000
Flame Ring	50000
Coral Ring	50000
Lamia's Tiara	2500
Angel Robe	3000
=====
```

Our final destination is the magic shop. The obvious merchant sells everything you already have! Instead, outside the shop, follow the path west and around to a hidden entrance. Here is the hidden merchant. Like always, buy everything he's offering to sell.

Don't leave by foot, instead, head to the Black Chocobo area, catch the Black Chocobo and hop on!

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 43

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage)

Lvl 42

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage)

Lvl 43

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 42

Abilities: !Red  
Learning

-----  
SUMMONING BAHAMUT AND ODIN (8.5k)  
-----

~~~~~  
Items Found: None  
Blue Magic: None  
Bosses: Bahamut, Odin  
New Jobs: None  
~~~~~

Yes, we are about to obtain TWO more summons, and two EXTREMELY POWER summons at that. But before we do though, now that we have mastered the piano, land in the forest closest to Crescent and enter the city. Proceed to the south-east house, play the piano and talk to the Bard. You'll learn the Hero's Rime! Leave Crescent and hop on your Black Chocobo.

Let's get Bahamut first okay? Bahamut said itself that it will await you at the North Mountain. It's the north-east flashy dot on the World Map. You'll have to fly through mountains, land on a forest and pass through desert to get there.

You've been here once before, and the monsters you encounter are also the exact same as before. Calmly strut to the peak of the mountain, where Bahamut is waiting...(you won't be strutting much longer)

=====  
Bahamut  
\=====/

HP - 40000  
Strength - 69  
Defense - 10  
Magic - 20  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Dragon Fang  
Treasure - Dragon Fang  
Type - None

Battle Strategy: Immediately at the beginning of the battle, summon Carbuncle, for Bahamut has some nasty attacks like Frost and Maelstrom,

and ESPECIALLY MEGA FLARE! 3rd-tier magic works well, but with Legendary Weapons and Dual-Wield, your normal attacks will most likely do more damage. Have summoners summon the newly-acquired Sylдра. Wait for Bahamut to use Mega Flare and and you've pretty much got the battle in the bag.

VeghEsther's Strategy: Bahamut wait till you get quick in Phantom Village and Meteor castable with 4x time mages quick + meteor x2 if each meteor casting does 4x 1000 per hit = 32,000 HP in 1 turn.

Difficulty: 5/10

=====

Teleport out and heal yourself at an inn somewhere before we think about Odin. The town of Carwen is perfect, just south and there's a forest right beside it! Then there's the added bonus of only 10 gil! After you heal, let's get Odin!

Fly over to Jachol Cave, which is just a 5-second walk from Castle Bal (which, if you don't know, is north-east of the south-western flashy dot on the World Map). Land your chocobo in the forest and head inside the cave.

You've been here before, so I won't guide you through. Climb up the wall at the end and where should you surface? The basement of Castle Bal! Amazing! Remember the easy way to kill the enemies found here: Level 5 Death. Walk north, navigating through the cracks, and you'll spot a summon orb. This is Odin. Prepare for a boss battle.

=====

Odin  
\=====/

HP - 17000  
Strength - 60  
Defense - 20  
Magic - 50  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Protect Ring  
Treasure - Flame Shield  
Type - Humanoid

Battle Strategy: This battle has a time limit of 1 minute. If you take longer than a minute to subdue Odin, then he'll finish you off. The good thing about this battle is that Odin is not immune to Break, which means that a Spellblade Break is the end of him. To make sure that his Zantetsuken doesn't do massive damage, have Mighty Guard casted (get it from the monster Stingray) but still heal when necessary. If you don't have Spellblade Break, then cast 3rd-tier magic against him. DON'T summon Bahamut, or any monster for that matter. It takes way too long (10-15 valuable seconds) and it doesn't do much more damage than 3rd-tier (2-3 seconds).

Difficulty: 7/10

=====

Not that hard, was it? Sweet, we have 2 more summons at our disposal! Walk south navigating through the cracks, and instead of going all the way back through Jachol Cave, open the door that stopped you from reaching Odin in World 2, and exit through Castle Bal. Heal at the inn and mount your Black Chocobo once again! Destination: Phoenix Tower.

#### MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer)

Lvl 43

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage)

Lvl 42

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage)

Lvl 43

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard)

Lvl 42

Abilities: !Red  
Learning

-----  
PHOENIX TOWER (8.61)  
-----

~~~~~  
Items Found: 5000, 10000, 15000, 20000, 25000 gil, Aegis Killer, Phoenix Down  
Blue Magic: 1000 Needles (Lemure), Aeroga (Cherie), Lilluptian Lyric (Cherie),  
Pond's Chorus (Lemure), Roulette (Parthenope), Time Slip (Cherie)

Bosses: None

New Jobs: None  
~~~~~

After those two summons, let's get another one. Head back to the desert where you got Bahamut, the North Mountain. Land at the same forest you did last time, but instead of heading north-east to the North Mountain, walk south-west through the desert until you reach a tower. This is the Phoenix Tower.

The Phoenix works in an unusual way. You can't do anything in the first room, can you? I'll tell you how to get through here. Just above you is a big wall, comprised of 5 tiles. The second from the left and the second from the right is your goal. You have to examine these sections of the wall for a staircase to appear. One of those will make a staircase appear, one of those will unleash a monster before making the staircase appear. Not too complicated, I hope? I'll be stating which one will let you up without monsters.

Floor 1 - Left

Floor 2 - Nothing



Floor 3 - Left

Floor 4 - Right

Floor 5 - On this floor there are two pots. Remember this, for it's going to come in a lot of the future floors. The left pot contains gil, and the right is a monster, called the Monster Pot, who won't attack and who you can't hit. To end the fight, give it elixir, (you might need to give it more than once) and it'll flee, giving you 100 ABP! You'll even receive an item at the end! Sweeeeet!

Floor 6 - Nothing

Floor 7 - Left

Floor 8 - Left

Floor 9 - Right

Floor 10 - The two pots are found here again. Left one has gil, the other has Monster Pot.

Floor 11 - Nothing

Floor 12 - Left

Floor 13 - Left

Floor 14 - Right

Floor 15 - Left pot has the monster pot, right has the gil.

Floor 16 - Nothing

Floor 17 - Left

Floor 18 - Left

Floor 19 - Right

Floor 20 - Left pot has gil, right has the monster pot.

Floor 21 - Nothing

Floor 22 - Right

Floor 23 - Left

Floor 24 - Right

Floor 25 - Left pot has the monster pot, right has the gil.

Floor 26 - Left

Floor 27 - Left

Floor 28 - Right

Floor 29 - This wall has 7 tiles. No matter what, you have to examine the

centre wall, and you have to fight a monster.

Floor 30 - Here you'll find...Hiryu!? Watch as the scene unfolds, pick whatever response you feel like, it all ends with us being able to summon Phoenix!

Now teleport out of the Phoenix Tower, get on your Black Chocobo once again and fly to your airship, which should be around Phantom Village (let's ditch the Black Chocobo now!). Check your World Map. Do you see that island, smaller than the rest but big enough to notice? That's our target. Castle Bal's just a little west of there. Heal at Castle Bal before crossing the big bridge to the Island Shrine.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3 Blue Mage)

Lvl 43  
Abilities: !Black  
          !Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl 3 Blue Mage,

Lvl 42  
Abilities: !White  
          !Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Thief, Lvl 6 Mystic Knight, Lvl 6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard)

Lvl 43  
Abilities: Find Passages  
          !Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard, Lvl 5 B.Mage, Lvl 5 Summoner)

Lvl 43  
Abilities: !Summon  
          Learning

Yeah, I got a ton of new abilities in the Phoenix Tower!

-----  
ISLAND SHRINE (8.7m)  
-----

~~~~~  
Items Found: 9000 gil, 12000 gil, Beast Killer, Crystal Helm, Dragon Fang,  
          Ether X 2, Elixir, Hi-Potion, Protect Ring, Rising Sun

Blue Magic: Mind Blast (Wendigo)

Bosses: Gargoyle X 2, Wendigo

New Jobs: None  
~~~~~

Head forward and the gargoyles will attack.

=====  
Gargoyle X 2  
\=====/  
=====

HP - 5000  
Strength - 58  
Defense - 13  
Magic - 50  
Magic Defense - 12  
Gil - 0  
Experience - 0  
Steal - Phoenix Down + Potion  
Treasure - Hi - Potion  
Type - Humanoid

Battle Strategy: The one factor which makes this battle annoying is that to end this fight, you'll have to kill both of them, or the other will revive the other one. 3rd-tier magic on both is useful, as well as Flare. If you have Lever 3 Flare, use it. It won't take long for both to fall.

Difficulty: 4/10

=====

After the fight, head up and another page of the Sealed Tome will burn, causing the door in front to open. In the next room, there's a hidden passage to the right which leads to a chest with 12000 gil! Now head back through the hidden passage and head down the stairs to the left.

Continue inside the vent. You'll be sucked in and you'll appear in a room with two switches at the top. Press the right switch first and head back inside the vent. Eventually, you'll appear in a room with a lone Elixir. Go back inside and press the left switch, leaving the right as it is. This time, the vent will take you to a lone 9000 gil! Head back to the room with the two switches, and press the right switch, deactivating it, and leaving the left switch activated. Before going down, examine the wall west of the pipe for a Hi-Potion! The vent will take you to the right place this time.

Get the chest to the left for a ...boss battle?

=====

Covert  
\=====/

HP - ?  
Strength - ?  
Defense - ?  
Magic - ?  
Magic Defense - ?  
Gil - 0  
Experience - 0  
Steal - Ninja Suit  
Treasure - ?  
Type - ?

Battle Strategy: With your legendary weapons, normal attacks will finish him off real soon. Summon Odin to fasten the process. Watch out for some of his attacks though, namely Illusion. This will create an "Illusion" of him, and since there's only one of him on the field, all the attacks you inflict on him when Illusion is on won't be counted to his health.

Difficulty: 5/10

=====

You'll get a Rising Sun for your troubles. Head through the door at the right for a Consecrated Circle! Heal 'n' Save, before heading upstairs. In this big room, there's an Ether at the north-west corner, a chest with MONSTERS! Protect Ring north of the entrance, a hidden passage east of that to a Crystal Helm. Head up the stairs at the very top of the room.

Go through the door just above you for a Beast Killer. Go back to the room before and walk around to the stairs at the top of the room. Be careful of the cracks in this room, and get the Ether and Dragon Fang before heading upstairs once again at the top of the room.

Another Consecrated Circle. Heal if you need to and save, and then head upstairs. A change of music, eh? You know what that means, the tablet is in this room! Before going through the door above, get the Dark Matter and the Circlet from the two sides. Open the door to the tablet. Examine the tablet and a monster who serves Exdeath will appear. Yup, another boss battle!

=====

Wendigo  
\=====/

HP - ?  
Strength - ?  
Defense - ?  
Magic - ?  
Magic Defense - ?  
Gil - 0  
Experience - 0  
Steal - Ninja Suit  
Treasure - ?  
Type - ?

Battle Strategy: This fight gets 8 because of its annoyance. There are four Wendigo's on the field. 1 is real, the other 3 are replicas who can't take any damage. You'll have to waste a lot of attacks to find the real one, and after each hit, it changes its position around the field. If you attack all of them at once, which you would've thought about doing by now, it'll counter with all 4 using Frost on you, which will deal at least more than 1000 damage to all party members. My strategy is just to slash all of them until you find it, and when you think you're pretty close to reaching the 20000 health, summon Bahamut and cure as it uses Frost. You might not win this battle on the first try.

VeghEsther's Strategy: Wendigo a joke equip 4x fire rings or ice shields on everybody then Zeniage it to death. The Rings/shields make its 4x frost counters worthless.

Difficulty: 8/10

=====

We now have the second tablet! The scene turns to the Fork Tower, where the once-barrier is now lifted. Krile will read the inscription on the tablet... well, the Fork Tower is where we're headed next anyway. Teleport out, head to

Castle Kuza, heal with the pot and pick your next 3 Legendary Weapons. Get on to your airship and prepare for a non-stop flight to Crescent.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3  
Blue Mage)

Lvl 44

Abilities: !Black  
!Summon

Lenna - Freelancer (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl  
3 Blue Mage,

Lvl 43

Abilities: !White  
!Time

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard)

Lvl 44

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner)

Lvl 43

Abilities: !Summon  
Learning

-----  
TWO TOWERS (8.8n)  
-----

~~~~~  
Items Found: Defender, Ether, Hi-Potion, Wonder Rod

Blue Magic: None

Bosses: Minotaur, Omniscient, Famed Mimic Gogo

New Jobs: Mime  
~~~~~

NOTE: DO NOT PARK YOUR YELLOW CHOCOBO OUTSIDE THE FORK TOWER ONE YOU BEAT IT!  
THIS WILL CAUSE A GLITCH WHERE YOU WON'T BE ABLE TO RIDE ON IT AGAIN.

The tower is located just west of Crescent. Head inside and you'll notice that the barrier has indeed lifted. Head up and your party will be split up. You can have a 2-2, 1-3 or a 3-1. 2-2 is obviously the best option, so stick with that.

My recommendation is that you send your strongest magic users left, which for me was Bartz and Lenna, and your two strongest physical people, which in my case was Faris and Krile. Make sure to have someone which can heal on either side. When you've decided, the two people who went left will climb the tower first.

This tower is so easy to climb, it's just as straightforward as the Walse Tower! If you can't climb this on your own, then you have problems. Just make sure to get the Ether on the 4th floor and Wonder Wand on the 7th. Once you're on top of the 8th floor, the scene will revert to the people who went on the

right.

This tower is complete symmetrical to the left; they're exactly the same. Get the Hi-Potion on the 4th floor and the Defender on the 7th. Enter the door which you couldn't before on the 8th, and examine the orb. Prepare for two boss battles.

=====  
Minotaur  
\=====/  
=====

HP - 19859  
Strength - 99  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Fuma Shuriken + Leather Shoes  
Treasure - Nothing  
Type - Humanoid

Battle Strategy: Since you can't use magic in this battle, all you do is slash and rip and do whatever you can with normal attacks to end this fight. This is why I told you to bring your two strongest physical attackers. Don't equip Excalibur or Holy Lance if you have it, for it'll absorb Holy attacks. Use the newly-acquired Defender if you have to. This battle's quite easy compared to the ones before. It'll try and use Holy at the end of the fight, but it doesn't have enough MP :)

VeghEsther's Strategy: Minotaur 2x ninja's with image and use fuma's shurikans or just Zeniage till it dies.

Difficulty: 4.5/10

=====  
=====  
=====

Omniscient  
\=====/  
=====

HP - 16999  
Strength - 100  
Defense - 0  
Magic - 20  
Magic Defense - 8  
Gil - 0  
Experience - 0  
Steal - Kornago Gourd + Potion  
Treasure - None  
Type - None

Battle Strategy: Do you want to know what I think this guy looks like? Some Egyptian door with a head and arms poking out, and holding a staff. That's right. Summon Carbuncle at the start of the battle, for when Omniscient dies, it'll cast Flare. DO NOT, under any circumstance, attack it with Physical attacks, otherwise it'll cast Return and you'll have to do the battle all over again! Now you know my complete reasoning. Summon

Syldra, as it appears to do the most damage, and keep on summoning it until it dies. (Coral and Flame Rings are useful in this fight because it casts Firaga and Blizzaga a lot). \*NOTE: I take back a comment I made. Attack it with Physical Attacks if you're dying and want the battle to start again\*

VeghEsther's Strategy: Omniscient coral/flame rings aren't required if you have 2x reflect rings simply equip those. Aeroga does as much damage and any summon.

tonymjin: You can simply just cast Berserk on Omniscient and it will be unable to cast any spells. You can also summon Golem if you want extra protection. Then, just keep attacking and it will fall.

Difficulty: 7/10

=====  
OMG, the tower stood over the way to the Gohn Ruins! Wait...Mid said Cid was trapped under there, didn't here! Let's go in! Enter the Gohn Ruins, heal at the room with the beds before going downstairs to find Cid. A cutscene occurs.

-----  
\*Bartz pulls Cid off the wench\*

Cid: Oo-err! My head's spinning...

\*Mid comes in\*

Mid: Grandpa! You okay?

Cid: I think I'm going to be sick...But first, the good news: While researching, we found a couple more techniques...So, we can upgrade the airship with submarine functionality!

Bartz: Really!?

Cid: Of course! Nothing's impossible for me! Come on, Mid!

Mid: Yeah!

\*In the wench-room of your airship, Cid and Mid are at work\*

(At the top of the airship)

Mid: Shouldn't take much longer.

Krile: Wow, you two really work hard.

Mid: ...Grandpa blames himself for the world having ended up like this...

Krile: But...I mean, it's not like there's anything he could've done...

Mid: I know that...I think deep down, he knows it too. But that's why this time, he's so used to see his machines used for peace.

\*Cid comes up\*

Cid: And that should do it!

\*The rest of the party come\*

Cid: Once you're in the water, press (down) then the A button, and the undersea world is yours!

Bartz: Thanks for everything, guys.

Cid: Bartz...I can't fight for beans. In fact, about all I'm good at is modifying machinery. Even so, I've tried to do everything I can to help you out. The rest is in your hands...

Bartz: Come on, guys!

Lenna: We can travel underwater now, right?

Faris: Aye. Now we can search for the tablet beneath the waves...

Krile: Mid...Take good care of your grandpa.

Mid: You guys take care, too!

Bartz: No points in dawdling...Let's go!

-----

We haven't had a cutscene in a while lately, have we? Before we voyage to the Great Sea Trench, where the third tablet is, let's go to the sunken Walse Tower, which sunk in World 1. It's the north-east flashy dot surrounded by mountains if you check the map when underwater. Heal at the sub before entering Walse Tower.

You have 7 minutes to get to the bottom (which is extremely easy). If you remember the old Walse Tower, which you should, then you'll realize how easy this is going to be. The monsters are all exactly the same as well, but they're darkened and you can only see their outline. The chest on the 5th floor will reset the 7 minute timer (not that you need it). At the first floor, you'll notice a Crystal Shard. It's the one you couldn't get before. But this time, you have to face a boss battle to get it!

=====  
Famed Mimic Gogo  
\=====/

HP - ?  
Strength - 120  
Defense - 30  
Magic - 35  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Gold Hairpin + Leather Armor  
Treasure - Tiger Mask  
Type - Humanoid

Battle Strategy: Very much like the Paladin battle in FFIV, all you have to do is sit there, listen to it talk and do absolutely nothing. Go have a toilet break, have some cookies, maybe a glass of Coke and come back. Yep, it'll cast Banish on itself. Goodbye!

Difficulty: NA/10

=====  
Afterwards, you'll receive the Mime job! Now, that you have finished with the boss, your timer will probably be pretty low. No need to worry, Teleport is all you need!

Check your World Map when underwater. You see that lone flashy dot at the south-east section of the map? That's the great entrance to the Great Sea Trench. That's where we're headed. Surface, fly, sink, enter. Heal at the bottom of your sub before exiting to the Great Sea Trench!



MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3  
Blue Mage)

Lvl 44

Abilities: !Black  
!Summon

Lenna - Mime (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl  
3 Blue Mage,

Lvl 43

Abilities: !White  
!Time  
!Black

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard)

Lvl 44

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner)

Lvl 43

Abilities: !Summon  
Learning

-----  
GREAT SEA TRENCH (8.9o)  
-----

~~~~~  
Items Found: Dragon Fang, Ether, Flame Ring, Kaiser Knuckles, Phoenix Down,  
Water Scroll

Blue Magic: None

Bosses: Triton, Neried and Phobos

New Jobs: None  
~~~~~

NOTE: All the monsters there are undead (Unknowns) and take little damage from  
weapons. You should suggest equipping !Sing in there, because you can  
kill the whole groups of undead with 1 or 2 Requiems. Also good for  
quick leveling and ABP farming.

(thanks to Hunter for this info!)

Prepare for a very long ride, for the Great Sea Trench is very long and  
tedious (er...no) Head south, following the path and you'll face your usual  
battle of two gargoyles. After you win, head inside the door.

Follow the one-way path until you reach a fork. Head south for a Water Scroll,  
then head east and down the stairs. Here's a consecrated circle (quite early  
on). Save (don't tell me you need to heal, please) before heading downstairs.

Press the skull-like switch for the path to be revealed. Follow the path, and  
at the next switch, DON'T press it, for if you do, the path up will disappear  
and you have to cast Float on everybody before heading into the lava and up.  
Walk through the gab at the north side of the room. There are a lot of

switches here, but only one which you should press. Head down the stairs to the landing below, and you see how the switches here create a sort of triangle? Press the top switch. Head downstairs.

Make sure to have "Float" casted before heading into the lava. Head north for a Dragon Fang, before proceeding south-east downstairs. Head all the way south for an Ether, before going up the stairs to the right and back down. Get the Phoenix Down from within the chest up a platform, before heading up and down the B7.

Wow, it's B7 already!? Um...wait...why's a dwarf here? Wait...this is the great Dwarven Kingdom! Wow...5 dwarves! What a...SPECTACULAR KINGDOM! There's an armor and a weapon's shop. They're in the right door.

```
=====
| Armor | Cost |
=====
Crystal Shield	9000
Crystal Helm	10500
Black Cowl	6500
Circlet	4500
Crystal Armor	12000
Black Garb	9000
Black Robe	8000
White Robe	8000
=====
```

There is a weapons shop inside the armor shop. The dwarf behind the square counter can be accessed in 4 ways:if you go in front or back of him and press A, he sells you defense items; if you go to the left or right sides of the counter and press A, he sells you weapons:

```
=====
| Weapon | Cost |
=====
Gaia Hammer	12800
Morning Star	7800
Rune Bow	10000
Kiku-ichimonji	14800
=====
```

(thanks to Kevislash for this info)

Do you want to know where you are? Follow the south-west path down a LONG track until you eventually reach a Dwarf. Talk to him and he'll show you your current location. HOLY \*\*\*\*! We travelled that far already!? Head back along the path :P, save at the consecrated circle and heal if necessary, before heading south and downstairs. Bye bye, Kingdom of Dwarves! (what happened since FFIV when the Kingdom of Dwarves was massive...?)

In this room, you can go down and recharge your Magic Lamp at the south alcove. Now head upstairs. Walk down the flight of stairs into a pit full of lava. Ignore the chests for now, instead, walk south and press the switches. Head north-east and press the switch there, and then head west through the newly-opened door to a chest with Kaiser Knuckles! Now examine the chest left, empty? and head north.

Hooray! The tablet room! Grab that tablet...OINK! NAAAA...NIIIII!!!??? More of Exdeath's servants. Well, since they serve Exdeath, we have no sympathy for them, so let's kill them!

=====  
Triton, Neried and Phobos  
\=====/  
=====

HP - 13333 (all)  
Strength - 55, 54  
Defense - 0, 0  
Magic - 20 (all)  
Magic Defense - 25 (all)  
Gil - 0  
Experience - 0  
Steal - Elixir + Gold Needle (each)  
Treasure - Iron Daft, Power Drink, Goliath Tonic  
Type - Undead

Battle Strategy: Summon Odin and hope to god he uses his Zantetsuken, for its  
a OHKO! If you don't, then you're in a bit a predicament.  
3rd-tier magic and Bahamut all works well. For having 3 of  
them, this battle isn't that hard at all.

VeghEsther's Strategy: Great Sea Trench boss's if odin doesn't instant kill  
them cast doom claw till if effects all 3 then 1  
requiem song will beat all of them at once.

Difficulty: 5/10

=====  
The third tablet is yours! Wait...something's inscribed on this tablet as  
well! YES!!! METEOR IS YOURS!!! Teleport out and rejoice, for Meteor is yours  
at last...damn it's not as good as FFIV <<...damn it's actually kind of crap  
>>...

It's back to Castle Kuza and 3 more Legendary Weapons.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3  
Blue Mage)

Lvl 44

Abilities: !Black  
!Summon

Lenna - Mime (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl  
3 Blue Mage,

Lvl 43

Abilities: !White  
!Time  
!Black

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard)

Lvl 44

Abilities: Find Passages  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner)

Lvl 43

Abilities: !Summon  
Learning

-----  
THE GREAT SEA GOD, LEVIATHAN... (9.0p)  
-----

~~~~~  
Items Found: 12000 gil, Aegis Shield, Air Knife, Artemis Bow, Enhancer, Ether,  
Fuma Shuriken Goliath Tonic, Phoenix Down, Protect Ring, Reflect  
Ring, Titan's Axe

Blue Magic: Level 3 Flare (Red Dragon)

Bosses: Leviathan

New Jobs: Cannoneer, Gladiator, Oracle  
~~~~~

We still have quite some time before Exdeath, so if you're still weak, you can still train :P. Let's get both the final summon and tablet, shall we? Head over to Istory Waterfall and head south. Sink underwater. You should be very close to a flashy dot; that's our target. It's the yellow thingy we saw in the first world. Heal at the sub before exiting. Follow the path around the cave and enter the waterfall.

Welcome to Istory Falls, the home of not only the final tablet, but the Great Sea God, Leviathan. After you defeat those friggin' gargoyles, the final page of the Sealed Tome will burn, and allow you to enter Istory Falls.

HOLY JACKAMOLY! Quite complicated no? Head up the stairs and follow the watery path west, until you hit a dead end. Fall down the waterfall here and back up a flight of stairs. Walk DOWN the stairs, left and up, fall down a waterfall and you'll reach a chest with Ether. Fall back down and head UP this time. Get the Turtle Shell from the chest.

Head back down the staircase and follow the path east, up another staircase, east again and down to a chest with Air Knife! Now head back to the staircase but don't go down, go up through the gap. At the fork, head down the RIGHT staircase. Follow the path south to a Goliath Tonic. Cross the water to another platform. Follow the path into the water and get up at the next platform. Head north to a skull-switch. To get that treasure chest, you need the Thief's ability "Sprint". Press the switch and sprint across for the Protect Ring. Now head south and downstairs.

Follow the path and at the fork walk north to a chest with Phoenix Down. Continue south and at the next fork head left to a Reflect Ring. Now head right, follow the path and go downstairs. A consecrated circle's found here, so heal'n'save. Head downstairs again.

Watch out for the cracks in this room, so proceed with caution. Follow the path down and through the central door. A lone chest with Artemis Bow is found here. Before going downstairs, head west and down the stairs to a chest with 12000 gil. Head north now to the previous room, but this time you're at the area which you couldn't go before and get the Enhancer from within the chest. After all that, head downstairs.

There are three chests in this room, and there are skull-switches close to each of them. Press the switches before getting the treasure inside each chest because there's traps around them (or deactivating the traps). From the bottom they contain Titan's Axe, Aegis Shield and Fuma Shuriken. Drop down one of the

holes around Titan's Axe to get to the bottom floor of Istory Falls.

Ah...the glorious music of the tablet room. Head down and claim the tablet as your own! As you leave though, more of Exdeath's henchman arrive to steal the tablet! Prepare for a boss ba-wait! Leviathan has arrived and it killed the monster! Man, it's strong! Talk to Leviathan (it actually looks like Leviathan this time, unlike in FFIV where it looked like an old man!) and you'll be able to engage it in a fight.

=====

Leviathan  
\=====/

HP - 40000  
Strength - 85  
Defense - 25  
Magic - 1  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Reflect Ring  
Type - Water

Battle Strategy: Since Leviathan is of the Water Type, it'll be vulrenable to lighting, so use Thundaga! If not, then Bahamut and Odin will do just fine. Watch out for Leviathan's feared Tidal Wave attack, which should be easily countered with Curaga. If you're super rich, then buy some Coral Rings; they'll absorb his Tidal Wave attack. All in all, this is one of the easier Leviathan battles.

VeghEsther's Strategy: Leviathan cast Thundaga once then mime it till it dies.

Difficulty: 7/10

=====

YES! That should be the last summon we'll get! Huh? You can't teleport!? NO!!!!!!!!!!!!!!!!!!!!.....hehehehehehehe. I see...you can fall down the waterfall at the bottom in this room and you're back outside. SWEEEEEEEEET!!!! Fly over to Castle Kuza and claim your final Legendary Weapons!

As you try and exit, a scholar will come up and say that there was an earthquake down south! Let's investigate! Fly down to the forest where Phantom Village is, land in the water and travel south-west to bubbles. Sink and you'll be sucked in. Exit the submarine and head south...YOU'RE LOCKED IN!!! Head south for three crystal shards. A random merchant comes in now explaining the new jobs, and will be delighted to sell you some ammunition for the Cannoneer when he gets some from his "supplier". Get back in your submarine heal, and guess where we're headed. That's right.....TRAINING!!!! The best place for training...I dunno, but I headed towards the bottom of the South-west continent, for it gave 1100 EXP after easy battles (slugs) and 3ABP to boot!

After training, venture around the world getting anything you haven't got yet. When I'm saying this, I mean Blue Magic. I'm not a big fan of Blue Magic, so you might have to check out another guide to where the Blue Magic is found.

Next, it's time to stock up on supplies! For the Rift, you'll need quite a lot

of supplies, even if you're on a high level. You'll need a hell a lot of Cottages, I can say that! Once you've fully stocked up, head over to where Castle Tycoon was (located to the continent connecting to Crescent by the north path) and you'll automatically be sucked into the Rift.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3  
Blue Mage, Lvl 2 Gladiator)

Lvl 50  
Abilities: !Finisher  
!Summon

Lenna - Mime (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl  
3 Blue Mage, Lvl 2 Oracle, Lvl 2 Gladiator)

Lvl 50  
Abilities: !White  
!Time  
!Finisher

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard,  
Lvl 2 Gladiator)

Lvl 50  
Abilities: !Finisher  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner, Lvl 2 Gladiator)

Lvl 50  
Abilities: !Summon  
!Finisher

-----  
WITHIN THE RIFT (9.1q)  
-----

~~~~~  
Items Found: Blood Sword, Coral Ring, Cottage, Dark Matter, Dragon Fang,  
Elixir X 2, Ether, Hermes Sandals, Lilith Rod, Rainbow Dress,  
Red Slippers, Ribbon, Thor Hammer  
Blue Magic: Level 4 Graviga (Level Checker), Self-Destruct (Grenade)  
Bosses: Apanda, Alte Roite, Azulmagia, Calofisteri, Catastrophe, Halicarnassus  
Omega, Twintania  
New Jobs: None  
~~~~~

\*\*\*NOTE: I STRONGLY RECOMMEND YOU HAVE THE ABILITY "!FINISHER" FROM GLADIATOR

The first area of the rift is a desert with shifting tiles. Don't worry, the shifting tiles won't cause you any commotion (unless you're a complete dumbass which, if you were, you wouldn't have been able to get this far). Walk around and into the water, until you reach a door. Watch as the remaining servants of Exdeath give you a death speech, before going through.

This new area has the feel of "gardening ruins clock tower" or something. Head down the lift thingy and into the next room. On either sides of this room are chests, and there are four of them. They contain Ether, Cottage. Elixir and

Dark Matter. Exit at the south of the room.

Head south down the lift things and head right to three of those lift things. Head up the rightmost one for a chest with Elixir, and then head up the left one to reach the next room. There're two staircases in this room, head up the right one for a chest with Blood Sword, then the left to the next room. Head up the lift and exit.

The next area of the rift...Phantom Village!? You just came in through the door which you could open, but couldn't enter. Head up the left staircase and you'll spot a guy. Try and talk to him. Can't eh? Wait, he's not even moving! Good thing the pot still heals you though. Exit through the familiar passage.

Wow, nobody's moving at all! Its like a statue city. You know the way around this city; if you don't, check the "Phantom Village" section in the guide. Exit east of the inn.

Welcome to what seems like a "Forest of Moore" section. Head north until you reach a chest with Dragon Fang. Walk west and around, head south for a chest with Ribbon. Head south-east from there for a Lilith Rod.

I happened to notice that just before you encounter Calofisteri, if you head southwest from the Lilith Rod, there is a chest with an Enhancer sword.

(thanks to Eric for ths info!)

Proceed south from there to a tree with a hole in it. Examine the hole and it'll open up. Try and head inside and you'll be stopped by Calofisteri.

=====

Calofisteri  
\=====/

HP - 18000  
Strength - 66  
Defense - 50  
Magic - 20  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Reflect Ring + Plumed Hat  
Treasure - Diamond Plate  
Type - Magic Beast Humanoid

Battle Strategy: Two elemental finishers. Finished.....  
.....  
or if you're not as lucky, just keep using Finishers until  
she dies. She wastes a lot of turns draining your MP.

Difficulty: 3/10

=====

In the section on the rift, after defeating calofisteri, you enter the classic cave area. Just after the opening to the coral rings, at the end of the path is a room hidden by a waterfall where you have a chest with an angel ring.

(thanks to Chrisgn for this info!)

A new classical cave area. Follow the 1-way path down two flights of stairs, downstairs, a long way east until you reach a gap. Head inside and up the stairs for a Coral Ring! Exit from the south-east. In this room there's a Consecrated Circle, and this early in the Rift I doubt you'll need to heal, so just save. Afterwards, head downstairs.

In this area, there's an Omega wandering around. If you have saved at the consecrated circle, then you may challenge Omega. Don't expect to beat him though, Omega IS harder than Exdeath by a longshot. I've defeated him, flukishly, when my Dancer Dual-Wielded Spellblade Thundaga which hit for 9999 and 8878, after a lot of damage done with Spellblade and Rapid Fire. Look at the strategy below to help beat Omega.

=====

Omega  
\=====/

HP - ?  
Strength - 115  
Defense - 190  
Magic - 199  
Magic Defense - 150  
Gil - 50000  
Experience - 0  
Steal - Nothing  
Treasure - Omega Badge  
Type - Machine

Battle Strategy: Dual-Wield + Spellblade Thundaga + Rapid Fire = Malfunctioned Omega

Game2002 Strategy Have at least two people with Spellblade and Rapid Fire. Omega is weak to lightning spells, but he comes with a built-in Reflect, so black magic won't work on him. Use Thundaga Spellblade and Rapid Fire, and you can easily hit him 4 times with over 5000 damage! I told you to have at least two people with the same abilities so that Omega will die faster. It is important to equip Fire Rings and Ribbons so you can survive some of his fire-based attack and not get status effects, though his Rocket Punch can still confuse you. Casting Float is important also as his Earthquake can easily slay you. The most dangerous thing about Omega is his Encircle. It can make a member disappear from the battle with no way to get him/her back until the fight ends. There is no way to avoid this move, so pray that he doesn't use it. There is no prize for defeating Omega, except for the Omega Proof to boast to people you defeated him.

Rufino's Strategy: btw, for the both Omegas, What I did is use Romeo's Ballad with two characters while two other Rapid Fire. Omega MKII and the Original one made no moves against me. I had the hermes sandals on everyone.

Eric's Strategy: A good strategy for Omega would be to equip Hermes Sandals on a bard/freelancer with !Sing and use Romeo's Ballad as previously stated by rufino, cast Carbuncle with a summoner, and !Dualcast Thundaga on the party for massive damage.

Difficulty: 9/10



=====

Whenever you hurt him, he'll use the Encircle/Missile/ other attack. This is ONLY when you hurt him.

(thanks to anonymous for this info!)

This is the next area, a room with shelves of books! Examine the book on the table for a boss fight!

=====

Apanda  
\=====/

HP - 22200  
Strength - 73  
Defense - 23  
Magic - 50  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Ash  
Treasure - Ash  
Type - Magic Beast

Battle Strategy: Three elemental finishers. Finished.....  
.....  
of if you're not as lucky, hack at him away with Finishers,  
or Firaga and Bahamut. Finishers are still the best way to  
end though.

CrossFusionStarman: If you summon Ifrit during the battle, Apanda will waste one turn cowering in fear, which gives you some time to attack him without retaliation.

Difficulty: 5/10

=====

Leave the book open as it is. Read the two books on the top for some info on monsters and Gigaflare. Now leave the room.

The next area...sort of looks like Edge's Lunar Ruin challenge in FFIV. Unlike it, though, the invisible passages are MUCH MORE obvious. Walk to the very end and enter the door to the next area.

This next area's a castle. Enter through the gates and you'll immediately be inside.

NOTE: This area contains an enemy known as the Iron Giant. Two elemental finishers will kill him, giving you 2500 EXP and 4 ABP!

Head west through the bottom door and into the tower. There's a lone chest here which has a Thor Hammer! Go back inside the castle and head all the way east and the bottom door and into the tower for a Hermes Sandal. Now walk back to the castle.

There are two staircases back-to-back in the centre of the room. Head upstairs via the TOP staircase. Here's the prison room. Walk to and unlock the the south-west cell. Talk to the occupant of the cell, answer yes and you'll be

thrown into another boss battle.

=====

Azulmagia  
\=====/

HP - 27900  
Strength - 65  
Defense - 30  
Magic - 50  
Magic Defense - 70  
Gil - 0  
Experience - 0  
Steal - Titan's Gloves + Elixir  
Treasure - Black Cowl  
Type - None

Battle Strategy: You know the strategy now. Finishers. End of story. If you don't want to for some reason, or if you don't have it, cast Bio on it, for it seems to be especially weak against it.

DanieruLynx's Strategy: Although for the boss 'Azulmagia', there's an alternate, quicker, and VERY fun way of killing him. Y'see, if you cast Blue Magic on him, he retaliates with the same spell. Sooo cast Self-Destruct, and he'll blow himself to Hell! Boss fight over, =D

Difficulty: 5/10

=====

Afterwards, he'll become a Consecrated Circle. Suspicious isn't it? Don't worry, it's safe. Save, then (train WITH THE IRON GIANTS!!!) Now release the occupants of the other cells to the right to face off against Alte Roite.

=====

Alte Roite  
\=====/

HP - 21000  
Strength - 65  
Defense - 35  
Magic - 45  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Dragon Lance + Turtle Shell  
Treasure - Dragon Fang  
Type - Humanoid

Battle Strategy: Finisher. Enuf said. After taking a lot of damage, it'll reveal its true form, the Jura Aegis. All you have to do is watch out for the Breath Wing, and heal when necessary. Other than that, FINISHER!!!

Difficulty: 5/10

=====

That's one, you have to face 3! And then the other 3 at the bottom cell :P.

Take the Red Slippers and the Rainbow Dress, before casting Float on everybody and then face the grey spike-ball inside the north-eastern cell. Another boss battle.

=====

Catastrophe  
\=====/

HP - 19997  
Strength - 67  
Defense - 40  
Magic - 20  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Cottage + Elixir  
Treasure - Gold Needle  
Type - None

Battle Strategy: Finisher. Enuf said. If your still so stubborn as to not use it, then just attack it. I told you cast Float since it uses Earth Shaker, which does a lot of damage to your whole party!

VeghEsther's Strategy: Catastrophe float before the battle + reflect ring equipped before hand then it will never use earthshaker at all.

Difficulty: 6/10

=====

Rescue the girl and she'll give you a big \*smooch\* to show her appreciation. She'll run up the stairs. Follow her up the stairs until you're on the top of the castle. Don't enter the centre door yet, head down the west staircase, walk right, and down until you reach the chest in the cell you couldn't get before. It has a Man-Eater within. Now go back through the centre door at the top of the castle.

In the throne room, head down the staircase at the centre of the room and press the switch to unlock the door. Head back up to the throne room and head west of the throne chair to a door. You're pushed back though! Try again and this time you'll face a boss battle...against the girl who gave you the kiss!

=====

Halicarnassus  
\=====/

HP - 33333  
Strength - 65  
Defense - 10  
Magic - 250  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Aegis Shield + Staff of Light  
Treasure - Elven Mantle  
Type - None

Battle Strategy: Finisher. How many times do I have to say it? When she casts Ribbit on one of your party, take time to cure her of the

status ailment, before hacking away using Finishers.

Difficulty: 6/10

=====  
Now head through the door previously blocked and head up the stairs to the top floor of the castle. Walk north and to fight the final battle of the Rift!

=====  
Twintania  
\=====/

HP - 50000  
Strength - 90  
Defense - 30  
Magic - 7  
Magic Defense - 16  
Gil - 0  
Experience - 0  
Steal - Flame Shield + Phoenix Down  
Treasure - Tinklebell  
Type - Magic Beast

Battle Strategy: This guy has a lot of health, so Finishers is a good option. But, if you don't want to, cast Holy or hack away with Excalibur and Holy Lance, they work just as good.

VeghEsther: Twin Tania Odin once gigaf flare charges up can instant kill it.

Difficulty: 7.5/10

=====  
A bridge will appear, leading you to the entrance to the void.

MY LEVELS  
=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage, Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Gladiator)

Lvl 51  
Abilities: !Finisher  
          !Summon

Lenna - Mime (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6 Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl 3 Blue Mage, Lvl 2 Oracle, Lvl 2 Gladiator, Lvl 1 Mime)

Lvl 51  
Abilities: !White  
          !Time  
          !Finisher

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl 6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard, Lvl 2 Gladiator)

Lvl 51  
Abilities: !Finisher

!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner, Lvl 2 Gladiator)

Lvl 51

Abilities: !Summon  
!Finisher

-----  
THE FINAL BATTLE AGAINST EXDEATH (9.2r)  
-----

~~~~~  
Items Found: Elixir, Fuma Shuriken X 3, Ragnarok  
Blue Magic: Mind Blast (Mind Flayer)  
Bosses: Gilgamesh (fifth encounter), Shinryu, Necrophobe, Exdeath, Neo Exdeath  
New Jobs: None  
~~~~~

w00t! We're finally at the void, and after all that time! Head down the stairs  
and right for a Fuma Shuriken. Walk left, down the stairs, around and back up  
to...Gilgamesh!? I told you we'd meet him again.

=====  
Gilgamesh (fifth encounter)

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

HP - ?  
Strength - 109  
Defense - 0  
Magic - 0  
Magic Defense - 35  
Gil - 15  
Experience - 0  
Steal - Genji Shield  
Treasure - Rune Bow  
Type - Humanoid

Battle Strategy: Hack away at him and the battle will stop. After some convo,  
where he'll display his true colours about the group, and  
leave. Make sure to steal his Genji Shield.

Difficulty: NA/10

=====  
Step on the blue teleporter where Gilgamesh was standing on, to be teleported  
to the next area. Follow the path down to a chest with Fuma Shuriken. Follow  
the 1-way path around and head down the stairs for an Elixir. Stand on the  
next teleporter.

In this area, there's a chest, but DO NOT OPEN IT! It contains the monster  
Shinryu, the monster the book before warned us about! I believe that Shinryu  
is easier than Omega, for it doesn't have such a high evasion (WTF with 95?)  
I have defeated Shinryu with both Finishers and Sword Dance, but if you want  
a way to strategy to defeat it, look below.

=====  
Shinryu

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

HP - ?  
Strength - 175  
Defense - 60  
Magic - 128  
Magic Defense - 60  
Gil - 0  
Experience - 0  
Steal - Dragon's Whisker + Dragon Fang  
Treasure - Dragon Seal  
Type - Dragon

**Battle Strategy:** Having at least 2 Dragon Lances is a good idea; they can be stolen from Crystal Dragons, but it's a rare steal. Equip the lances on someone who knows Duel Wield and Jump, then have that person use Jump on Shinryu and you can easily do over 8000 damage to him twice, meaning 16,000! Before you fight him though, you MUST equip Coral Badge on everyone so you can absorb his Tidal Wave rather than getting hit by it. Another easy way to kill Shinryu is to cast Berserk on him so he won't use any magic, but you'll have to watch out for his high attack power now, so you defensive spells on your party. For defeating him, you get the powerful sword Ragnorok and the Dragon Seal for boasting to people you defeated Shinryu.

**Christian:** I have found an easier way to defeat Shinryu. The problem in your strategy is that you have to steal the rare dragon lances. It is easier to get 300000 Gil in the N-Zone. My strategy works without dragon lances but you need 300000 Gil to buy fumashurikans: You need four coral rings, 10-12 fumashurikan, everyone should have mastered the throw-ability and should be able to cast Quick. All members of the party should be mimics. In the fight cast Quick and throw 2 fumashurikan. This is a damage about 14000-15000. If you are quick and doing this 4-5 times then Shinryu attacks at most 2 times.

**My alternate strategy:** Cast Berserk on Shinryu and keep up Golem. VERY cheap way to defeat it, but it gets the job done.

**Saxuallyapeasing:** First, make sure everyone has coral rings and shields (or two swords for your fighter[s]) equipped and is in the back row. You have your fighter(s) wielding two swords charge up Osmose with spellblade and rapid-fire. Have your white mage character dual-cast Protect and Curaga when necessary with your summoner casting Golem as needed. Hastega is useful for the initial turns of sapping his MP, so I substituted a fighter for a character with time magic. After the first two to four rapid-fires, his MP will be just about gone, and he'll start physically attacking. This is where having shields and Golem come in real handy. Have your summoner dual-cast Golem and Odin (it's just as powerful as Bahamut in this fight), your white mage always healing, and switch your fighter(s) over to Flare spellsword. Don't attack with Holy in any form, because Shinryu absorbs it. Meteor is also near-useless. Keeping up this pattern, you should be able to take care of him without any problem. Note while it sounds similar to your Berserk strategy, it's much safer because it keeps his strength at bay.

Difficulty: 9/10

=====  
(thanks to Game2002 for this strategy!)

Head north, at the fork head left first to another chest with Fuma Shuriken before heading right to the next teleporter. Follow the path up until you reach two staircases. Climb the left mini-staircase to a green orb. Examine it for a boss battle.

=====  
Necrophobe  
\=====/  
=====

HP - 44044  
Strength - 99  
Defense - 50  
Magic - 50  
Magic Defense - 50  
Gil - 0  
Experience - 0  
Steal - Thief's Gloves + Elixir  
Treasure - Luminous Robe  
Type - None

Battle Strategy: Wouldn't be annoying at all if it wasn't for his barriers.  
Destroy his barriers with Bahamut + Mime, and then hack away with Finishers. Gilgamesh will arrive near the end, and after some convo, will self-destruct and kill Necrophobe. :(  
GILGAMESH!!!!!!

VeghEsther's Strategy: Necrophobe steal the last genji armor piece once gilgamesh shows up.

Difficulty: 6.5/10  
=====

After the battle, Necrophobe will turn into a Consecrated circle. Save, for the final battle is about to come.

Head up the right staircase now and into the teleporter. Walk up the very long flight of stairs (tells you something doesn't it) and Exdeath is at the end. A cutscene occurs before the boss battle.

-----  
Exdeath: It took you long enough! But now you are too late! Mwa-ha-ha...  
Finally, it is in my grasp! The greatest power known to man...the power to control the universe! The power of the Void!!!

\*A tree appears at the back, and Exdeath is within\*

Exdeath: I will crush all who stand in my way! I think I'll begin with your precious "friends"! I hope you'll enjoy watching your companions be sucked into the Void!!!

\*The scene switches to the void sucking up Castle Bal, the Pirate's Hideout and the Gohn Ruins\*

Bartz: Stop it! Let them go!!!

Exdeath: Mwa-haha...And now you too will meet your end, inside the Void!!!

\*A black hole appears, swallowing the group\*

(In space...?)

???: Bartz! Stand up!

\*Dorgann appears\*

Bartz: ...Dad?

\*Kelger and Xezat appear\*

Bartz: Xezat! Kelger!

\*Galuf appears\*

Krile: Grandpa!

Bartz: Galuf!

Galuf: Enter the Dawn Warriors! Bartz! Lenna! Faris! Krile! We'll hold off the Void. You kids take care of Exdeath! The only ones who can save the world from the power of darkness are the Warriors of Light! That's you! Now, go!!!

\*Everybody appears back in front of the huge tree\*

Exdeath: What!? Why is the power of the Void disappearing!? No matter-take this!

\*King Tycoon appears at the top\*

Lenna: Father!

Faris: Papa!

\*The other Dawn Warriors appear\*

Dorgann: Now!

Galuf: This is it!

Xezat: Take your chance...

Kelger: Destroy Exdeath!

King Tycoon: Onward, Light Warriors!!!

-----  
Walk up to fight the antagonist of the whole story, for the final time...  
EXDEATH!!!

=====  
Exdeath  
\=====/  
=====

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



Steal - ?  
Treasure - ?  
Type - ?

Battle Strategy: Finishers, end of story. This battle is surprisingly easy, with high levels and Finishers. 5 Elemental Finishers is all it takes. If you don't want to fight Neo Exdeath later, (which is without doubt the hardest boss you'll face in FFV's main walkthrough...except for Omega and Shinryu) have a Cannoneer combine a Blitzshot and Dark Matter, creating Chaos Cannon, which will destroy it and it won't be sucked into the Void, replaced by Neo Exdeath.

Difficulty: 6/10

=====  
If you didn't beat Exdeath with Chaos Cannon, then prepare for the hardest boss fight in FFV!

=====  
Neo Exdeath  
\=====/

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

Battle Strategy: This looks so much cooler than Zeromus did in FFIV. Oh well, Zeromus still OWNS his ass. There are four parts, so for once Finishers aren't that effective. Summon Bahamut, Leviathan, Mime, until they all die. It is very recommended that for at least 1 of your people, maybe even two, to not attack and heal and cure status ailments, for Neo Exdeath's Grand Cross will stone a few, if not all, party members. Repeat until it's destroyed. I made it sound a bit easy, eh? Just wait and see...

Zeroshiki's Strategy: To make things even easier, you should earn the double-cast skill to cast Bahamut twice or Bahamut then curaga (no Mp cost for lots of damage and constant healing ^\_^) Of course this requires that all of your party members are mimes and you have good equipment. my characters were all level 56. Lenna was my caster of choice so I gave her some Hermes sandals. It worked pretty well for my first fight against Neo ExDeath.

Difficulty: 9/10

=====  
For beating Neo Exdeath (or Exdeath with Chaos Cannon), you'll be rewarded with a cutscene.

=====

In the beginning,  
there was only the Void...

But from the Void  
came four essences.  
They formed the Crystals,  
and the world was born.

Hope blessed the earth

Courage blazed into flame

Care and devotion turned  
water into the seeds of life

The passion for knowledge spread  
intelligence and wisdom on the winds

If ever the Void threatens to  
engulf the world,  
so long as the four essences  
still exist in man,  
light will be born anew.

The four essences shall  
rise from the Void  
and weave the light  
once again.

=====

\*NOTE: The following cutscenes vary from how many people survived the fight.  
My Bartz died, which resulted in the following. I'll get the other cutscenes  
soon!\*

If all four of your characters are alive, then the ending will show them all  
leaving the void, then a year later one of them will write Cid and Mid a  
letter saying what all four of them have been doing since the fight, then  
there will be flashbacks for all four characters plus Galuf, then they'll  
all reunite at the Elder Tree.

If at least one character is dead at the end of the fight, then the ending ]  
will show the characters who are still alive leaving the void, but the ones  
who are dead will be left behind. The letter to Cid and Mid will say what the  
characters who lived have been doing since the fight, but obviously it won't  
be able to say what the characters who died have been doing. There will be  
flashbacks for the characters who died only (and there won't be a flashback  
for Galuf). Then the characters who lived will reunite at the Elder Tree,  
and there the characters who died will be brought back to life.

(thanks to kupo\_234 for this!)

-----

(In space...)

\*Bartz wakes Krile and they wake Lenna and Faris\*

Bartz: The Void is still here...

Krile: But-but we beat Exdeath!

Lenna: Is it because the crystals are all gone?

Faris: The world will be engulfed by the Void...

\*The crystal power ignites from them\*

\*New crystals are created where the tablets were, (except for the Island Shrine) and the towns that were sucked into the Void appear back on the world\*

Bartz: The world...it's being reborn...

Lenna: And the crystals as well...

Bartz: There was still power remaining in the crystal shards.

Krile: Thank goodness...

Bartz: Lenna...Faris...Krile...It's because you took such good care of the shards...

Lenna: Don't forget yourself, Bartz.

Krile: Or Grandpa!

Lenna: Now, wind will return to Tycoon...

King Tycoon: Correct, my dear.

\*The dawn warriors and King Tycoon appear at the top\*

Bartz: Dad...

Krile: Grandpa...

Lenna: Father...

Faris: Papa...

Bartz: Kelger, and Xezat...

King Tycoon: The world still needs you.

Galuf: It's too early for you kids to be meeting us!

Dorgann: Go, return to your world...the one you saved!

\*They disappear\*

\*A wind drake appears to send them home\*

Bartz: But...sleepy...

\*The girls are drifting to the wind drake, Bartz is still where he was\*

Girls: No-come on, grab on! Don't fall asleep! You won't be able to get back!

Bartz: That last fight...totally drained me...

\*The girls are drifting farther and farther away from Bartz\*

\*The crystal forms in the Island Shrine\*

???: Grandpa!

(In Gohn Ruins)

Mid: A letter's arrived.

Letter: Cid, Mid, how are you? It's Lenna. Somehow, we were saved...

(The wind drake drops the girls off at Castle Bal)

Letter: Feels like that fight was just a bad dream...Since then, I've travelled all over. Seems like everything's become peaceful, like

before. The chancellor was so worried when I was away that now he won't let me out of his sight...However, Faris seems worried about her pirate crew. Everyone in Bal is worried, since they have no heir to the throne...Maybe Krile will become queen...Pretty crazy, huh! Ha ha ha! The wind has returned to Tycoon. I know that somewhere, Father is watching...Oh! Boko and Koko had children! Baby chocobos are the cutest! You simply must go see them! Still, Boko wanted to show his kids to Bartz most of all...It's been a year since then...I think I'm gonna go back there...back where my friends rest...If...if any of the others happens to ask about me...No. I'm sure they'll come. Tell them I can't wait to meet again...

Mid: Huh...wonder what happened to him.

\*Shows flashbacks of Bartz\*

Cid: Were you really sucked into the Void? Hmm? What was that? Could swear I hear something...No need to be here yet...or maybe I'm just getting old?

(At the Guardian Tree)

\*Lenna puts flowers by the Guarding Tree\*

Lenna: If Galuf hadn't come through that time, I...The crystals have been restored, and everything's peaceful. But...for some reason, I'm sad... I guess it's just that...It's because Bartz isn't here, I suppose. Eh-Galuf? Is that you?

\*A light shines down, causing flowers to bloom, and Bartz floats down\*

Lenna: You're alive!

Galuf: Told you, didn't I? Wasn't your time to come to where we were.

Bartz: At the end...After the battle with Exdeath, I had nothing left...I didn't have the strength to escape from the Void. I could see you guys go farther and farther away, until you were just tiny little lights... Then, little by little, I started feeling better. But then I heard Dad's voice calling me...

Galuf: Wasn't your time to come to where we were.

Faris: The crystals have regained their power. This time it's up to us to protect them.

Bartz: Like Dad and the others did...

Lenna: Say, do you hear that?

Faris: ...Aye, that I do.

Krile: Grandpa's voice...?

Bartz: No...just the wind through the trees.

Lenna: The rippling of the water...?

Faris: Just the crackling of flames...

Krile: The settling of the earth...

Bartz: Dunno...I'm not sure what it is, but...

Faris: I can hear it...

Lenna: Yes...Something warm...Let's go!

\*Bartz, Lenna and Faris get on chocobos, while Krile rides on a wind drake\*

-----

That wasn't even CLOSE to the great ending cutscene of FFIV. They had to ruin the game just a tiny bit with a crap ending cutscene.

ENJOY The CREDITS!!! :P MWHAAAAAAAAAAAAAAAAAAAA!

\*\*\*\*\*WALKTHROUGH COMPLETE\*\*\*\*\*

The only thing left of the game is the Bonus Dungeon. Have fun...!!!

MY LEVELS

=====

Bartz - Freelancer (Lvl 5 Samurai, Lvl 6 Summoner, Lvl 6 Monk, Lvl 6 B.Mage,  
Lvl 3 Geomancer, Lvl 2 Ranger, Lvl 6 Time Mage, Lvl 3  
Blue Mage, Lvl 2 Gladiator)

Lvl 51

Abilities: !Finisher  
!Summon

Lenna - Mime (Lvl 3 Dancer, Lvl 6 W.Mage, Lvl 4 Beastmaster, Lvl 6  
Knight, Lvl 5 T.Mage, Lvl 5 B.Mage, Lvl 4 Summoner, Lvl  
3 Blue Mage, Lvl 2 Oracle, Lvl 2 Gladiator, Lvl 1 Mime)

Lvl 51

Abilities: !White  
!Time  
!Finisher

Faris - Freelancer (Lvl 5 Ninja, Lvl 6 Theif, Lvl 6 Mystic Knight, Lvl  
6 B.Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard,  
Lvl 2 Gladiator)

Lvl 51

Abilities: !Finisher  
!Black

Krile - Freelancer (Lvl 4 Red Mage, Lvl 7 Monk, Lvl 4 Blue Mage, Lvl 3 Bard,  
Lvl 5 B.Mage, Lvl 5 Summoner, Lvl 2 Gladiator)

Lvl 51

Abilities: !Summon  
!Finisher

=====

CHARACTERS (10.0s)

=====

The characters section! Here you have information (from me, not any other resource) of nearly all the characters of the game! I have put them in alphabetical order for your convenience.

If you feel there is a character which should be mentioned here but I didn't put him/her, please send me an email to dark\_gta201@hotmail.com regarding the person.

NOTE: More detailed biographies coming soon!

\*\*\*NOTE: THIS SECTION WILL CONTAIN SPOILERS\*\*\*

=====

Bartz

=====

Desc: The main character of FFV. He's the son of Dorgann, one of the Dawn Warriors. Since Dorgann's death 3 years ago, he's been riding on the back of his dearly beloved chocobo, Boko, and together they've been exploring the world, just as his dying father wanted.

Boko

=====

Desc: Bartz's best friend and a chocobo, Bartz and Boko have been together for a very long period of time. They care for each other deeply, and while they might have the occasional fight or squabble, they'll still come around and still be best friends. While Boko was in the care of the pirates, he meets a female chocobo named Koko, and together they have baby chocobos!

Cid

=====

Desc: The person that created the machine to amplify the crystal's power. He got locked up because the people of Karnak saw him fiddling with the machine. He blames himself for the destruction of the crystals, and helps the party immensely by building airships or fixing up mechanic stuff. He's a great scholar.

Dorgann

=====

Desc: One of the four Dawn Warriors, he's also Bartz's father. After reluctantly sealing Exdeath in another world, his conscience got the better of him, and he chose to stay to watch over Exdeath's seal. He fell mysteriously ill three years ago and past away.

Exdeath

=====

Desc: An evil warlock set on merging the worlds together to control the void that was sealed between them. Is extremely powerful and believes himself to be the strongest person in the world.

Enuo

=====

Desc: An evil warlock like Exdeath, but was fought a millenium ago, not 30, and was only sealed with the power of the Legendary Weapons. Enuo is suggested to be a lot stronger than Exdeath and much more evil. (and much cooler looking)

Faris

=====

Desc: When she was young, she was thrown overboard on a ship and was rescued by pirates. Instead of being scared and crying, she stood her ground and joined them. Not wanting to be the only girl in the crew, she wore a man's overalls everyday, trying to hide the fact that she's a girl. She then became the Captain of the crew. Her pendant on her neck is a half of another, and the other belongs to her true family. After finding Lenna to be the bearer of the second half, and learns that Lenna's father, King Tycoon, is at the Wind Shrine, she displays a change of character and helps the main crew.

Galuf

=====

Desc: One of the four Dawn Warriors who sealed Exdeath 30 years ago. He's getting weaker and more paranoid at old age, but that doesn't mean he can't pack a punch! Forgetting his true identity, but remembering his goal to get to the Wind Shrine, he sets out with our heroes towards the Wind Shrine, and hopefully recover his lost memories.

Gilgamesh

=====

Desc: Exdeath's loyal servant, he loves fighting and falsely mocking people when fighting. Sometimes, he enjoys fighting too much that he forgets his main task, which led to Exdeath banishing him. Over time, Gilgamesh turned to really like Bartz and the group, and wanted to explore the world with them, as five. (I wish we could've, Gilgamesh is sick!) In the battle with Necrophobe, Gilgamesh gives his regards to the team, and self-destructs to kill Necrophobe.

Ghido

=====

Desc: An ancient "sage" who kept the seal on Exdeath for 500 years. Not those "old men wearing long cloaks" type of guys, but rather...a turtle. He has a short temper and goes crazy when people poke him for fun.

Jenica

=====

Desc: A person whose served the castle for a long time, and who has looked after the two princess'.

Kelger

=====

Desc: One of the four Dawn Warriors who sealed away Exdeath. He's a werewolf and prides himself over his Lupine attack.

Krile

=====

Desc: Galuf's granddaughter, she is just as enthusiastic and energetic as her grandfather, if not more. She has a mysterious ability to talk with moogles, and deeply cares for her wind drake. She joins the heroes after the death of her beloved grandfather, and replaces him as one of the four new Dawn Warriors.

King Tycoon

=====

Desc: The current king of Tycoon. After he senses that something is wrong with the wind, he immediately departs for the Wind Shrine. Unfortunately for him, he got possessed by Exdeath there, and was given the task of destroying the other crystals.

Lenna

=====

Desc: The princess of Tycoon. She is very caring and nice to everybody she meets, and can sometimes be seen trying to reason with the sort of people nobody else would even approach! After King Tycoon, her father, went on a journey to the Wind Shrine, she tries to follow him

but gets caught by goblins, until she's rescued by Bartz.

Mid

=====

Desc: A very enthusiastic boy, grandson of Cid, who wants to follow in his grandfather's footsteps. He's a bit too energetic for a kid, and is always looking for solutions, no matter how hard they are.

Stella

=====

Desc: Bartz's mother. Not much is known about her, except she gave birth to Bartz (well obviously)

Xezat

=====

Desc: One of the four Dawn Warriors, he's a great swordsmen and is the King of Surgate. It is also suggested that he's very intelligent, and that he used to sing songs (or still does).

Zok

=====

Desc: Built the Torna Canal and is friends with Lenna.

=====
ITEMS (11.0t)
=====

Here I have listed all the items which can be/are used in this game. I have put them in alphabetical order for you convenience.

If there is an item which I forgot to add, please send me an email to dark\_gta201@hotmail.com regarding that item.

-----
BATTLE ITEMS (11.1u)
-----

(to be continued)

-----
HELP ITEMS (11.2v)
-----

(to be continued)

-----
RARE ITEMS (11.3w)
-----

"Rare" Items are those that you can't sell, and which do nothing in battle. You need them though to progress through the story.

Galuf's Bangle

=====

Desc - Memento of Galf



Pendant

=====

Desc - Lenna's Pendant

Pendant

=====

Desc - Faris' Pendant

Whisperweed

=====

Desc - Myserious grass that can transmit sound over long distances

Guardian Branch

=====

Desc - Branch of the Guardian Tree from the Great Forest of Moore

Sealed Tome

=====

Desc - Book describing how to locate the four tablets that destroy the seals  
on the legendary weapons

World Map

=====

Desc - Map of the world

Dungeon Key

=====

Desc - Key to the cells beneath the Sealed Temple

=====

MAGIC (12.0x)

=====

Great, loveable magic. Here you have descriptions (from me, not any other resource) of all the magic in the game.

If there is a magic spell which I forgot to add, please send me an email to dark\_gta201@hotmail.com regarding the magic spell.

-----

WHITE MAGIC (12.1y)

-----

White Magic is basically "aid" magic. It focuses on healing, but it does a lot more than that. They can make allies stronger, cure status ailments, and some even cause harm to the enemy! Always have at least 1 person that can cast White Magic.

-----

LEVEL 1

Cure

=====

MP - 4

Desc - Cures a small amount of damage  
Bought/Found - Carwen, Jachol, Karnak and Tule

Libra

=====

MP - 1  
Desc - Checks enemies level/HP/Weakness  
Bought/Found - Jachol, Karnak and Tule

Poisana  
=====

MP - 2  
Desc - Cures poison for 1 member  
Bought/Found - Carwen, Jachol, Karnak and Tule

-----  
LEVEL 2

Silence  
=====

MP - 2  
Desc - Stops enemy using magic  
Bought/Found - Carwen, Jachol and Karnak

Protect  
=====

MP - 3  
Desc - Receive less physical damage to a member of party  
Bought/Found - Carwen, Jachol and Karnak

Mini  
=====

MP - 5  
Desc - Makes enemy small so he can do minimal (usually 1-20) damage  
Bought/Found - Gohn Ruins

-----  
LEVEL 3

Cura  
=====

MP - 9  
Desc - Cures slightly more than Cure  
Bought/Found - Jachol and Karnak

Raise  
=====

MP - 29  
Desc - Revives one party member from Knock Out (KO'Ed)  
Bought/Found - Jachol and Karnak

Confuse  
=====

MP - 4  
Desc - Confuses an enemy so it attacks its own team mates  
Bought/Found - Jachol and Karnak

-----  
LEVEL 4

Blink  
=====

MP - 6  
Desc - Evasion is raised for 1 member  
Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Shell  
=====

MP - 5

Desc - Receive less magical damage to a member of party

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Esuna

=====

MP - 10

Desc - Restores all status problems except KO'ed and Zombiefied

Bought/Found - Castle Bal, Karnak Castle, Lix, Moore, Quelb,  
Regole and Surgate

-----

LEVEL 5

Curaga

=====

MP- 27

Desc - Restores a lot of damage (My Tip: Use on all four at  
once (Heals up to 1000 each player))

Bought/Found - Moore

Reflect

=====

MP - 15

Desc - Reflect magical attacks back at opponent (This includes  
cure/esuna etc. if you use it)

Bought/Found - Moore

Berserk

=====

MP - 8

Desc - Makes one player berserk (Game controls them)

Bought/Found - Moore

-----

LEVEL 6

Arise

=====

MP - 50

Desc - Revives one player and then restores to max HP

Bought/Found - Comes default when level 6 is reached

Holy

=====

MP - 20

Desc - Causes large holy damage

Bought/Found - Fork Tower

Dispel

=====

MP - 12

Desc - Dispels all magic effects

Bought/Found - Phantom Village

-----

-----

BLACK MAGIC (12.2z)

-----

Now we get to the Black Magic. The complete opposite of White, it attacks, not  
heals. All Black Magic will harm the enemy, regardless of how minute it would

be, and is always good to have at least 1 Black Mage in the party. Not as necessary as a White Mage, but is steal one of the most useful abilities in the game.

---

LEVEL 1

Fire

=====

MP - 4

Desc - Cause small fire damage

Bought/Found - Carwen, Karnak and Tule

Thunder

=====

MP - 4

Desc - Cause small thunder damage

Bought/Found - Carwen, Karnak and Tule

Blizzard

=====

Mp - 4

Desc - Cause small ice damage

Bought/Found - Carwen, Karnak and Tule

---

LEVEL 2

Poison

=====

MP - 2

Desc - Poisons an enemy (low hit)

Bought/Found - Comes default when Level 2 is reached

Sleep

=====

MP - 3

Desc - Puts an enemy to sleep (low hit)

Bought/Found - Carwen and Karnak

Toad

=====

MP - 8

Desc - Inflicts toad on an enemy

Bought/Found - Istory and Phantom Village

---

LEVEL 3

Fira

=====

MP - 10

Desc - Cause medium fire damage

Bought/Found - Karnak

Blizzara

=====

MP - 10

Desc - Cause medium ice damage

Bought/Found - Karnak

Thundara

=====

MP - 10

Desc - Cause medium thunder damage

Bought/Found - Karnak

-----

LEVEL 4

Drain

=====

MP - 13

Desc - Drain an enemy's HP

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Break

=====

MP - 15

Desc - Makes one enemy petrified (Stone)

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Bio

=====

MP - 16

Desc - Cause large damage and poisons

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

-----

LEVEL 5

Firaga

=====

MP - 25

Desc - Cause large fire damage

Bought/Found - Moore

Blizzaga

=====

MP - 25

Desc - Cause large ice damage

Bought/Found - Moore

Thundaga

=====

MP - 25

Desc - Cause large thunder damage

Bought/Found - Moore

-----

LEVEL 6

Flare

=====

MP - 39

Desc - Causes a large flare to do quite large damage

Bought/Found - Fork Tower

Death

=====

MP - 29

Desc - Causes instant death to one enemy

Bought/Found - Phantom Village

Osmose

=====

MP - 1

Desc - Steals MP from 1 enemy (Don't use in hard battles, waste of turn)

Bought/Found - Phantom Village

-----

-----

TIME MAGIC (12.3a)

-----

Time Magic is a mix between White and Black. There are those which can heal, like Regen, and there are those than can attack like Gravity and Meteor. (that's right, METEOR, get a Time Mage NOW!). Very useful to have in the party and is highly recommended.

-----

LEVEL 1

Speed

=====

MP - 1

Desc - Makes the speed of battle quicker

Bought/Found - Phantom Village and Walse Castle

Slow

=====

MP - 3

Desc - Makes one enemy take longer between moves

Bought/Found - Istory, Karnak and Walse

Regen

=====

MP - 3

Desc - Slowly regenerates one of you members HP

Bought/Found - Istory, Karnak and Walse

-----

LEVEL 2

Mute

=====

MP - 3

Desc - Stops EVERYONE both ally and enemy from using magic

Bought/Found - Istory, Karnak and Walse

Haste

=====

MP - 5

Desc - Makes one ally take shorter between moves

Bought/Found - Istory, Karnak and Walse

Float

=====

MP - 10

Desc - Makes an ally float to avoid harmful surfaces (such as lava) and to dogde earth-based attacks (like earthquake)

Bought/Found - Phantom Village and Surgate Castle

-----

LEVEL 3

Gravity

=====

MP - 9

Desc - Halves one of you enemy's HP

Bought/Found - Istory and Karnak

Stop

=====

MP - 8

Desc - Completely stop an enemy from moving for a short time

Bought/Found - Istory and Karnak

Teleport

=====

MP - 15

Desc - Escape from battle/Escape from dungeon

Bought/Found - Istory and Karnak

-----  
LEVEL 4

Comet

=====

MP - 7

Desc - Makes comets come down on one enemy

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Slowga

=====

MP - 9

Desc - Makes all enemies take longer between moves

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

Return

=====

MP - 1

Desc - Returns to the start of battle (if you are about to die, use this)

Bought/Found - Castle Bal, Moore, Quelb, Regole and Surgate

-----  
LEVEL 5

Graviga

=====

MP - 18

Desc - Destroys 7/8 of a targets MAX HP

Bought/Found - Moore

Hastega

=====

MP - 15

Desc - Makes all allies take shorter between moves

Bought/Found - Moore

Old

=====

MP - 4

Desc - Inflicts old on an enemy

Bought/Found - Moore

-----  
LEVEL 6

Meteor

=====

MP - 42

Desc - Causes 4 meteors to hit and strike enemies

Bought/Found - Great Sea Trench

Quick

=====

MP - 77

Desc - Stops time for everyone except caster, gives the caster one free turn

Bought/Found - Phantom Village

Banish

=====

MP - 20

Desc - Banishes an enemy into the rift

Bought/Found - Phantom Village

-----

-----

### BLUE MAGIC (12.4b)

-----

Blue Magic are abilities of monsters which you have learned. Note that not every ability can be learnt, only a select few. Blue Magic is another high recommendation, but unlike the others, it cannot be bought, and it might be annoying to get them, especially without the "Control" ability. Useful, but this game can be beaten without them.

After countless emails wanting it, I've finally put together where you can get the blue magic from in earliest (the first place you can get it), the latest (where you can get it after you beat the game) and other (other monsters that have the spell).

-----

Doom

=====

MP - 10

Desc - Curses a single target to die in 30 seconds

Obtained through

-----

Earliest - Exdeath in World 2

Latest - Unknown (fifth type) in the Great Sea Trench

Other - Azulmagia, The Damned

-----

Roulette

=====

MP - 1

Desc - Randomly kills 1 person (can be ally or enemy)

Obtained through

-----

Earliest - Parthenope in Phoenix Tower

Latest - Death Dealer in the Rift

Other - Azulmagia

-----

Aqua Breath

=====

MP - 38



Desc - Uses bubbles to surround and damage all enemies

Obtained through

-----  
Earliest - Dhorme Chimera in the desert near Karnak, World 1

Latest - Aquagel in Istory Falls

Other - Azulmagia, Bahamut, Crystal, Gogo, Leviathan, Manticore

-----  
Level 5 Death

=====  
MP - 22

Desc - Casts Death on enemies whose level is a multiple of 5

Obtained through

-----  
Earliest - Page 64 in the Library of the Ancients

Latest - Executioner in the Island Shrine

Other - Azulmagia, Level Checker, Level Trickster

-----  
Level 4 Graviga

=====  
MP - 9

Desc - Casts Graviga on enemies whose level is a multiple of 4

Obtained through

-----  
Earliest - Ghidra in Gohn, the Flying Ruins

Latest - Executioner in the Island Shrine

Other - Azulmagia, Level Checker, Level Trickster

-----  
Level 2 Old

=====  
MP - 11

Desc - Casts old on enemies whose level is a multiple of 2

Obtained through

-----  
Earliest - Level Trickster in the Barrier Tower

Latest - Executioner in the Island Shrine

Other - Azulmagia, Level Checker, Magic Dragon, Shinryu

-----  
Level 3 Flare

=====  
MP - 18

Desc - Casts Flare on enemies whose level is a multiple of 3

Obtained through

-----  
Earliest - Red Dragon in the Barrier Tower

Latest - Executioner in the Island Shrine

Other - Azulmagia, Archeosaur, Exdeath, Level Checker, Level  
Trickster, Shinryu

-----  
Pond's Chorus

=====  
MP - 5

Desc - Inflicts an enemy with toad status

Obtained through

Earliest - Elf Toad in Walse Castle and Tower

Latest - Lemure in the Phoenix Tower

Other - Archeotoad, Farfarello, Korngao

---

Lilliputan Lyric

=====

MP - 5

Desc - Inflicts mini on the enemy

Obtained through

---

Earliest - Minimage in the Forest of Moore

Latest - Cherie in the Phoenix Tower

Other - Farfarello, Mykale, Vilia

---

Flash

=====

MP - 7

Desc - Blinds enemies

Obtained through

---

Earliest - Headstone in the North Mountain

Latest - Parthenope in the Phoenix Tower

Other - Azulmagia, Crewdust, Neon, Necrophobe, Parthenope,  
Orukat, Ramuh, Stone mask

---

Time Slip

=====

MP - 9

Desc - Causes sleep and old status on one enemy

Obtained through

---

Earliest - Traveller in the Barrier Tower

Latest - Cherie in the Phoenix Tower

Other - Azulmagia

---

Moon Flute

=====

MP - 3

Desc - Causes berserk status for all allies

Obtained through

---

Earliest - Page 256 in the Library of the Ancients

Latest - Mykale on the overworld of World 3

Other - Jackanapes

---

Death Claw

=====

MP - 21

Desc - Brings one enemy to the point of death. Causes paralysis.

Obtained through

---

Earliest - Iron Claw at the Fire Ship

Latest - Objet d'Art in the Castle Bal's basement

Other - Azulmagia, Soul Eather, Strapparer, Treant

---

Aero

=====

MP - 4

Desc - Deals small wind damage.

Obtained through

-----

Earliest - Moldwynd in the Wind Shrine

Latest - Mykale on the overworld of World 3

Other - Azulmagia, Defeater, Gigas, Magissa

-----

Aera

=====

MP - 10

Desc - Deals medium wind damage.

Obtained through

-----

Earliest - Gigas in Karnak Castle

Latest - Enchanted Fan in the Sunken Walse Tower

Other - Abductor, Azulmagia, Enkidu, Galajelly, Page 32

-----

Aeroga

=====

MP - 24

Desc - Deals large wind damage.

Obtained through

-----

Earliest - Enchanted Fan in Ghido's Cave

Latest - Cherie in the Phoenix Tower

Other - Azulmagia, Baldanders, Crystal, Elm Gigas, Magic Dragon

-----

Flame Thrower

=====

MP - 5

Desc - Englufs one enemy in flames.

Obtained through

-----

Earliest - Prototype south-west of Crescent on an isolated island  
in World 1

Latest - Great Dragon in the Rift (water cave section)

Other - Flame Thrower, Mecha Head, Mindflayer, Omega

-----

Goblin Punch

=====

MP - 0

Desc - Attacks an enemy with a goblin's punch

Obtained through

-----

Earliest - Goblin in anywhere before Ship Graveyard

Latest - Nix in the ocean

Other - Azulmagia, Black Goblin, Gilgamesh (second encounter),  
Gobbledygook, Sahagin

-----

Dark Spark

=====

MP - 27

Desc - Halves an enemy's level

Obtained through

-----  
Earliest - Black Flame south-west of Crescent on an isolated island  
in World 1

Latest - Shadow on the overworld of World 3

Other - Azulmagia, Druid, Strapparar

-----  
Off Guard

=====  
MP - 19

Desc - Reduces targets defense

Obtained through

-----  
Earliest - Page 256 in the Library of the Ancients

Latest - Shadow on the overworld of World 3

Other - Azulmagia, Magic Dragon, Page 256, The Damned, Ziggurat  
Gigas

-----  
Transfusion

=====  
MP - 13

Desc - Sacrifices caster to completely restore an ally's HP and MP

Obtained through

-----  
Earliest - Calcruthi in the Ship's Graveyard

Latest - Unknown (type two) in the Great Sea Trench

Other - Birostris, Devilfish, Mover, Mythril Dragon

-----  
Mind Blast

=====  
Desc - Attacks one enemy and causes paralysis and sap status

Obtained through

-----  
Earliest - Wendigo

Latest - Mindflayer in the Void

Other - Azulmagia, Twintania

-----  
Vampire

=====  
MP - 2

Desc - Absorbs HP from one enemy

Obtained through

-----  
Earliest - Steel Bat in the Pirate's Hideout

Latest - Shadow on the overworld of World 3

Other - Azulmagia, Abductor, Blood Slime, Dark Aspic, Dechirer,  
Mercury Bat, Python, Zombie Dragon

-----  
Magic Hammer

=====  
MP - 3

Desc - Halves the enemies MP

Obtained through

-----  
Earliest - Byblos in the Library of the Ancients  
Latest - Drippy in Drakenvale  
Other - Apanda, Azulmagia  
-----

Mighty Guard

=====

MP - 72

Desc - Casts Protect, Shell, and Levitate on all allies

Obtained through

-----

Earliest - Stingray in the ocean

Latest - Ironclad in the Sealed Temple. Charm him.

(thanks to Sk8er\_Boy666 for this!)

Other - Azulmagia, Neo Shinryu  
-----

Self Destruct

=====

MP - 1

Desc - Sacrifices caster to deal enormous damage to an enemy

Obtained through

-----

Earliest - Motor Trap in Fire Ship

Latest - Grenade in Sealed Temple

Other - Bomb, Prototype, Purobolos, Unknown (type four)  
-----

???

=====

MP - 3

Desc - Does (Max HP - Current HP) to an enemy

(thanks to jelly\_man24 for the info!)

Obtained through

-----

Earliest - Wild Nakk in the forests near Karnak

Latest - Wild Nakk in the plains south-east of the Island

Shrine, blocked off by mountains (airship)

Other - None  
-----

1000 Needles

=====

MP - 25

Desc - Deals 1000 damage to one enemy

Obtained through

-----

Earliest - Lamia in Gohn, the Flying Ruins

Latest - Mykale on the overworld of World 3

Other - ???  
-----

White Wind

=====

MP - 28

Desc - Restores each party member's health equivalent to the casters HP

Obtained through

-----

Earliest - Enchanted Fan in Gohn, the Ronka Ruins

Latest - Enchanted Fan in Rift

Other - White Flame in the Forest section of the Rift

(kudos to Sk8er\_Boy666 for pointing this out!)

Dark Elementals in Sealed Temple. Get hit by Aeroga and  
Control for White Wind (kudos to Tsunao!)

-----  
Missile

=====

MP - 7

Desc - Attacks an enemy with a missile

Obtained through

-----  
Earliest - Motor Trap in Fire Ship

Latest - Omega in Rift

Other - Enkidu, Prototype, Rocket Launcher

-----  
SUMMONS (12.5c)  
-----

Summoners have the ability to summon monsters to aid them in battle, but unlike W/Bla/T/Blu, you have to fight the monster and beat it for it to be available (exception for the first 3). Summons are incredibly useful and powerful, so get one.

-----  
LEVEL 1

Chocobo (Choco Kick)

=====

MP - 4

Desc - Summons chocobo to kick 1 enemy

Bought/Found - Phantom Village and Walse

Sylph (Whisperwind)

=====

MP - 8

Desc - Heals you and hits enemy for total you were healed for ELEMENT:WIND

Bought/Found - Phantom Village and Walse

Remora (Constrict)

=====

MP - 2

Desc - Summons a group of fish that either stops or slows down an enemy

(Thanks to Kevislash for this info!)

Bought/Found - Phantom Village and Walse

-----  
LEVEL 2

Shiva (Diamond Dust)

=====

MP - 10

Desc - Hits enemy with ice damage ELEMENT:WIND/ICE

Bought/Found - Walse Castle

Ramuh (Judgement Bolt)

=====

MP - 12

Desc - Summons Ramuh to cast lightning that does big damage to all enemies  
ELEMENT:THUNDER

Bought/Found - Overworld near Istory

Ifrit (Hellfire)

=====

MP - 11

Desc - Summons Ifrit to attack all enemies with fire ELEMENT:FIRE

Bought/Found - Library of the Ancients

-----

LEVEL 3

Titan (Gaia's Wrath)

=====

MP - 25

Desc - Summons titan to make a massive earthquake that does big damage to  
all enemies ELEMENT:EARTH

Bought/Found - Karnak Meteorite

Golem (Earthen Wall)

=====

MP - 18

Desc - Summons Golem so that you don't take any PHYSICAL damage for a  
battle.

Bought/Found - Drakenvale

Catoblepas (Demon Eye)

=====

MP - 33

Desc - Summons Catoblepas to stone enemies

Bought/Found - Cave in World 2

-----

LEVEL 4

Carbuncle (Ruby Light)

=====

MP - 45

Desc - Summons Carbuncle to stop you taking magical damage for about 5  
rounds, and also reflects on enemy

Bought/Found - Exdeath's Castle

Syldra (Thunderstorm)

=====

MP - 32

Desc - Summons Syldra for lightning damage

Bought/Found - Pirate's Hideout in World 3

Odin (Zantetsuken and Gungnir)

=====

MP - 48

Desc - Summons Odin to chop up enemies. If it doesn't do Zantetsuken, which  
kills all enemies, it does physical damage to one enemy.

Bought/Found - Castle Bal Basement (through Jachol Cave)

-----

LEVEL 5

Leviathan (Tsunami)

=====

MP - 39

Desc - Summons Leviathan to call a tidal wave on all enemies ELEMENT:

WATER

Bought/Found - Great Sea Trench

Pheonix (Flames of Rebirth)

=====

MP - 99

Desc - Summons Pheonix to damage enemy and Auto Revive one ally ELEMENT:FIRE

Bought/Found - Phoenix Tower

Bahamut (Mega Flare)

=====

MP - 66

Desc - Summons Bahamut to do massive damage to all enemies

Bought/Found - Peak of North Mountain in World 3

-----

-----

SONGS (12.6d)

-----

Songs are performed by Bards, and they have similar effects to White Magic, only not as good, but cost 0 MP! I don't use songs, but that doesn't mean you shouldn't.

Sinewy Etude

=====

Desc - Increases party's strength while being performed

Learn in - Crescent

Mighty March

=====

Desc - Casts Regen on all party members

Learn in - Crescent

Hero's Rime

=====

Desc - Increases all stats while being performed

Learn in - Crescent

Romeo's Ballad

=====

Desc - Stops all enemies for a moment

Learn in - Istory

Swift Song

=====

Desc - Increases party's speed while being performed

Learn in - Surgate Castle

Mana' Paeon

=====

Desc - Increases party's magic power while being performed

Learn in - Library of the Ancients in World 3

Requiem

=====

Desc - Damages Undead

Learn in - Quelb

Alluring Air



=====  
Desc - Confuses all enemies  
Learn in - Lix

-----  
DARK ARTS (12.7e)  
-----

It is only when you beat the Bonus Dungeon do you get the job Necromancer, and with it the ability to cast Dark Arts. Some people believe it's not worth it to beat the Bonus Dungeon for Dark Arts, but I believe differently. Dark Arts is AWESOME, and I'll go through the Bonus Dungeon again if I have to.

The method to gain Dark Arts is sort of like the way to obtain Blue Magic, but instead of having the enemy cast the spell on you, you have to defeat the monster to get it. It can only be done with a Necromancer, so having any other class kill the desired monster does nothing.

-----  
LEVEL 1

Drain Touch

=====  
Monster - Mind Flayer  
Location - Default  
MP - 15  
Desc - Absorbs HP

Dark Haze

=====  
Monster - Lemure and Exoray  
Location - Phoenix Tower and Sealed Temple  
MP - 18  
Desc - Causes old and confusion status for all enemies

-----  
LEVEL 2

Deep Freeze

=====  
Monster - Assassin and Dark Elemental  
Location - Sealed Temple for both  
MP - 38  
Desc - Attacks all enemies with ice elemental damage. Can cause stop status.

Evil Mist

=====  
Monster - Zombie Dragon and Unknown (first type)  
Location - Drakenvale and Great Sea Trench  
MP - 38  
Desc - Sprays all enemies with deadly poison. Can cause poison status.

-----  
LEVEL 3

Meltdown

=====  
Monster - Liquid Flame and Claret Dragon  
Location - Phoenix Tower's staircases and Sealed Temple  
MP - 38  
Desc - Burns a single target with fire elemental damage. Can cause sap status.

Hellwind

=====

Monster - Objet d'Art and Stingray

Location - Castle Bal's basement and Ocean

MP - 38

Desc - Rends all enemies with cursed winds. Can cause petrification status.

-----

LEVEL 4

Chaos Drive

=====

Monster - Mini Satana

Location - Sealed Temple

MP - 38

Desc - Shocks all enemies with thunder elemental damage. Causes paralysis.

Curse

=====

Monster - Ironclad

Location - Void within Sealed Temple

MP - 42

Desc - Causes various status ailments to a single target.

-----

LEVEL 5

Dark Flare

=====

Monster - Tonberry and Exdeath's Soul

Location - Istory Falls and Castle Kuza

MP - 52

Desc - Damages all enemies with a burst of dark energy.

Doomsday

=====

Monster - Hades

Location - Void within Sealed Temple

MP - 66

Desc - Forbidden Dark Art that will hit all enemies with powerful damage.

-----

=====

JOBS (13.0f)

=====

There are many "jobs" in this game, and I will list them all with my descriptions and a rating out of 10.

If there is a class I missed, or you would like to rate a class, please send me an email to [dark\\_gta201@hotmail.com](mailto:dark_gta201@hotmail.com) regarding the class.

BARD

=====

How does playing a tune kill beasts? Yes...how? Because tunes are a very effective way of killing beasts. Not only that, but the songs can be extremely helpful to you at time, boosting your attack, defense or whatever. While they might not be compulsory, it's always good to have at least 1 person in your party able to sing.

Rating: 7/10

BEASTMASTER

=====

Two reasons why you should get a Beastmaster. One reason why you should ditch it afterwards. Learn the abilities "!Catch" and "!Control", which are useful for attacks and obtaining blue magic. Afterwards, ditch 'em, because they SUCK! End of story.

Rating: 5/10

#### BERSERKER

=====

Beserker's are a completely different class to any others. This is my tip: NEVER USE A BESERKER WITHOUT TWO HANDED (Knight Level 3 Ability). The reason for this is that you don't control a beserker, the game does (Like casting beserk on someone). This means that any magic you have equipped WILL NOT BE USED. So Unless you want to have a completely useless beserker equip two handed!

Rating: 5/10

#### BLACK MAGE

=====

Same as White Mage, but deals offensive spells rather than healing ones. Again, switch to another class when you have gained a good level for Black Magic, or have "Equip Swords" or "Barehanded" for physiscal attacks.

Rating: 8/10

#### BLUE MAGE

=====

To be honest, I've never really liked Blue Magic. Maybe because it's so annoying to get, but other than that, Blue's alright. Useful spells like Level 5 Death will get you out of some predicaments, as well as Level 4 Graviga and Level 3 Flare. I've got most of Blue Magic, but found very few to be effective enough to use in battle. I rather go with Time and Summon.

Rating: 6/10

#### CANNONEER

=====

I haven't used this class at all, but I've heard that it's really good, provided that you buy the ammo from the guy at Crescent Inn. Opinions will be very welcome.

Cannoneers -- The Combine ability is what helped me kill Neo Shinryu (Blitzshot + Dragon Fang = 6500+ damage). The EXP up is a nice touch, and Open Fire (their main command) does decent damage and adds on a status effect, but you can't choose which one you use.

(thanks to Dogurasu)

Rating: NA/10

#### CHEMIST

=====

I've got the abilities from them, but I've never actually used one in battle. I had to go through a torturing period of time when I mixed all the possible combinations to create concotions and see what they did to the enemy. Mix IS good, and is a must for LLG's.

Chemists -- Not very good in combat without a back-up ability (such as better equipment), but their Drinks do give them bonuses -- they just take too long to charge up, effectively. Mix can be helpful, when you know what items to mix to get something -- Death Potions (Dark Matter + Phoenix Down), Balm of Gilead (Hi-Potion + Ether), and various Breaths (Dragon Fang + Dragon Fang = Dragon

Breath; Dragon Fang + Holy Water = Holy Breath -- damage = current HP) stick out as good mixing choices. However, since you know the abilities, all I need to say is that Chemists themselves aren't that good.

(thanks to Dogurasu)

Rating: 7/10

#### DANCER

=====

Sword Dance + Excalibur = UTTER PWNAGE! That's right. Have your dancer the ability "Equip Swords", then equip the Lamia's Tiara, Rainbow Dress and Red Slippers, and your Dancer will be a force to be reckoned with. Have your dancer the ability "Dual-Wield", and TWO Sword Dances if you're lucky. Dancers can, and probably will become your strongest physical attack unit.

Rating: 8.5/10

#### DRAGOON

=====

Now we get to the Dragoon class. They were awesome in the previous games (KAIN BABY!!!) and they're still awesome in this game. Jump is one of the most useful techniques, to dodge and to attack, and there heavy strength means that monsters will be scared of them, especially dragons. Is one of the few classes that can equip spears, and believe me, spears are SICK. As soon as you can, get a Dragoon.

Rating: 8/10

#### FREELANCER

=====

Unspecialized fighters who can equip any armor or weapon. That's right. DON'T have a Freelancer at the start. Instead, wait 'til World 3, and have Freelancer as your main job. The reason being, Freelancers can have 2 abilities, which is the same as if you're another job, but Freelancers also have the abilities like Counter and Dual-Wield if you have them, but without the need of a slot to contain it! They can also equip any weapons and armor, so you can be in Full Knight's gear and be able to cast White and Black, or Time and Summon! Remember, only use in World 3, or after you're pleased with the abilities you have.

Rating: 1-10/10 (varies)

#### GEOMANCER

=====

I can't say it's a bad class really, bells can do quite a sum of damage, and it's Gaia ability is pretty handy, does the damage as 2nd-tier magic without any MP! They're other abilities suck though, and while bells can do some damage, I still prefer swords, katanas and spears.

Rating: 6.5/10

#### GLADIATOR

=====

Now we come to my favourite class. Finishers FTW! My boss stratgedies in the Rift are all to do with Finishers, it's just that damn good! Critical Finishers do at least 3000 damage, and Elemental Finishers do 9999! Get a Gladiator. NOW!!!!

Rating: 9/10

#### KNIGHT

=====

Knight's are a good solid opening class and remain very good

throughout the game. They learn a great move two handed which scores double physical damage. If you are planning on using a beserker later on in the game, I would strongly recommend getting two handed first! I like equipping the White Magic ability on the knight as it gets quite good MP Gains and some of the best White mage moves use quite a lot of MP (Curaga - 27 MP, Raise - 29 MP)

Rating: 7/10

#### MIME

=====

Unlike the other classes, Mime's able to have three abilities. However, if you want !Attack and !Items, then you'll have to occupy at least 2 of them. !Items isn't needed, but some of you might be rethinking after I said you have to insert !Attack in if you want it. That's not necessary true. As long as you're not the fastest person in the group, you can mime what the previous person did, and if the previous person attacked, then you'll attack. If you the previous person summoned Bahamut, then you'll summon Bahamut with Mime, without any MP! I wouldn't recommend a full party of Mimes, but have at least 1 or two in your party.

Rating: 8/10

#### MONK

=====

These are extremely good at the start of the game. With no need of weapons, they can save a lot of money. Not only that, but there attacks are incredibly strong. With there bare fists, they can do the same damage as that of powerful swords, and they attack twice! They also counterattack intuitively! They get outranked by more powerful classes later, like Ninja, but still is useful, especially if you're running low on money.

Rating: 8/10

#### MYSTIC KNIGHT

=====

Another job similar to the Knight, the good thing about Mystic Knights that normal knights don't have is the Spellblades. While I won't go on a rant on spellblades, saying how useful it is (I actually haven't found it to be as useful some people say), the one good thing is that Spellblade Break will OHKO many enemies, and even bosses. Handy to have as your main tank.

Okay, after I defeated both Omega and Omega MKII using Spellblade, I retake my statement. Mystic Knight is AWESOME!!! Get one NOW!!!

Rating: 8/10

#### NINJA

=====

Ever felt like fighting with shinobi-style? Well, he's your chance. Ninjas are great offensive attacks; they can dual-wield, and when you have the ability to dual-wield, then you Freelancer has it as well! Not only that, Ninjas are sneaky little buggers, with useful abilites such as Smoke. They can throw powerful weapons such as Fuma Shuriken, which just adds to the overall score. Get one and you won't be disappointed.

Rating: 8.5/10

#### NECROMANCER

=====

I have a Necromancer now, and they can learn Dark Arts which is AWESOME! Don't both with !Oath, it sucks badly. Dark Arts is a completely different story altogether. Once you have all Dark Arts, and equip the ability in your freelancer, you're going to be really happy you got a Necromancer. (Doomsday and Dark Flare FTW!!!)

Rating: 8/10

#### ORACLE

=====

I've used Oracle for a few battles, and I've found them crap. Feel free to correct me if you wish, but seriously, you still have to wait for the damned predictions, and the condemnments aren't all that good either. I wouldn't recommend an Oracle.

Rating: 5/10

#### RANGER

=====

Okay, I have a Ranger, and I found 1 ability which is awesome and sickass enough to use it. The level 4 ability, !Rapid Fire, is a MUST HAVE, almost like White Magic. It attacks 4 times with 1 weapon at random enemies, which means if you have two, you hit 8 times! Can also be used with Spellblade! That's utter pwnage! Other abilities are only a meh level, so ditch Rangers after you get the !Rapid Fire.

Rating: 9/10

#### RED MAGE

=====

Everyone hail the Dual-cast ability! That's the only reason to get a Red Mage, the Dual-cast ability. Other than that, it can perform simple Black and White Magic spells. Handy, but not as good as the actual classes. Train with one until you get the Dual-cast (which takes 999 ABP!!!) and ditch.

Rating: 10/10 (Because of Dual-cast) okay...Rating: 5/10

#### SAMURAI

=====

Those old Japanese warriors with swords were all Samurai. A class similar to the knight, they can equip swords and armor. A very solid class to have, it isn't a very bad idea to have a Samurai all throughout the game with another ability such as White or Black. !Zeninage makes good use of your too-much gil, and !Iainuki is sort of like a substitute Zantetsuken.

Rating: 7.5/10

#### SUMMONER

=====

Exact same as Time Mage, except switch "Time Magic" with "Summons", "Time Mage" with "Summoner", "Regen and Hastega" with "Carbuncle and Golem" and "Graviga and Meteor" with "Leviathan and Bahamut". Done.

Rating: 8.5/10

#### THIEF

=====

There is one thing about Thief that you should get, and the rest, you can just forget. Have one of the characters a thief at the start to learn the Level 4 Ability "Steal", after that, ditch them. They can only equip knives, their other abilities suck and will need covering by knights at the latter stages of the game if you're stupid enough to have one of the field.

Rating: 3/10

#### TIME MAGE

=====

Glorious Time Magic! Time Magic is a MUST HAVE, so get a Time Mage ASAP! Similar to Black and White Mage when it comes to recommendations, but Time Magic is a mix between White and Black, with helpful spells such as Regen and Hastega, and heavy offensive spells like Graviga and Meteor. Get one ASAP!!!!

Rating: 8/10

## WHITE MAGE

=====

A compulsory class for the game, and always has been. They heal with their spells which can also harm a few enemies, so note that. It is also recommended that, once you reach a good level, that you switch to another offensive class (i.e Knight, Samurai) and have White Magic as an ability. White Mages are extremely weak when it comes to attacking. If you want to keep the White Mage for a bit longer, then it's recommended that you learn "Equip Swords", the level 6 ability for Knights, so your White Mage can equip swords and deal as much damage as that of a knight. Or if you can't be bothered to get that much ABP, get the Monk ability "Barehanded" and you'll be able to get the same attack as a monk would.

Rating: 9/10

=====

### JOB ABILITIES (14.0g)

=====

For every class, there are abilities to go with them. I will list all the class abilities for each type of class.

The format I will be using is:

-----

Ultimate Ruler of the World - (name of the class)

=====

Strength + 99, Agility + 99, Stamina + 99, Magic + 99 - (stats that get carried over to the Freelancer and Mime job when the job is mastered)

| Name              | Level        | ABP          | What it does                      |
|-------------------|--------------|--------------|-----------------------------------|
| Judgement         | 1            | 1            | OHKO all enemies even if boss (C) |
|                   |              |              |                                   |
| (name of ability) | (what level) | (ABP needed) | (Description) (what type)         |

The types:

I = Innate ability which will transfer to the Freelancer if mastered

I\* = Innate ability but won't transfer to Freelancer

U = Unique abilities that can only be used by the class

C = Command ability that to activate it needs to be selected

S = Special abilities that have to be equipped in a slot to have effect

If there is an ability I missed, please send an email to dark\_gta201@hotmail.com regarding the ability.

Bard

=====

Strength - 8, Agility + 8, Stamina - 9, Magic + 11

| Name        | Level | ABP | What it does                                   |
|-------------|-------|-----|------------------------------------------------|
| !Hide       | 1     | 25  | Hide to avoid attacks (C)                      |
| Equip Harps | 2     | 50  | Equip Harps even if your current job can't (S) |

!Sing 3 100 Able to sing songs (C)

### Beastmaster

=====

Strength + 13, Agility + 1, Stamina + 8, Magic - 3

| Name        | Level | ABP | What it does                                   |
|-------------|-------|-----|------------------------------------------------|
| !Calm       | 1     | 10  | Calm Magic Beasts (C)                          |
| !Control    | 2     | 50  | Controls a beast (C)                           |
| Equip Whips | 3     | 100 | Equip Whips even if your current job can't (S) |
| !Catch      | 4     | 300 | Capture a weakened monster (C)                 |

### Berserker

=====

Strength + 21, Agility - 9, Stamina + 25, Magic - 23

| Name       | Level | ABP | What it does                                            |
|------------|-------|-----|---------------------------------------------------------|
| Berserk    | 1     | 100 | Continuously attack until all enemies are defeated (I*) |
| Equip Axes | 2     | 400 | Equip Axes even if your current jobs can't (S)          |

### Black Mage

=====

Strength - 9, Agility + 0, Stamina - 2, Magic + 31

| Name     | Level | ABP | What it does                      |
|----------|-------|-----|-----------------------------------|
| !Black   | 1     | 10  | Able to use Lvl 1 Black Magic (C) |
| !Black   | 2     | 20  | Able to use Lvl 2 Black Magic (C) |
| !Black   | 3     | 30  | Able to use Lvl 3 Black Magic (C) |
| !Black   | 4     | 50  | Able to use Lvl 4 Black Magic (C) |
| !Black   | 5     | 70  | Able to use Lvl 5 Black Magic (C) |
| !Black   | 6     | 100 | Able to use Lvl 6 Black Magic (C) |
| MP + 30% | 7     | 450 | MAX MP increases by 30% (S)       |

### Blue Mage

=====

Strength - 8, Agility + 1, Stamina + 3, Magic + 23

| Name     | Level | ABP | What it does                                             |
|----------|-------|-----|----------------------------------------------------------|
| !Check   | 1     | 10  | Check an enemy's HP (C)                                  |
| Learning | 2     | 20  | Learn Blue Magic when hit by it (I)                      |
| !Blue    | 3     | 70  | Able to use Blue Magic (C)                               |
| !Scan    | 4     | 250 | See enem'y level, HP, weakness and current condition (C) |

### Cannoneer

=====

Strength + 9, Agility - 1, Stamina - 4, Magic + 4

| Name | Level | ABP | What it does |
|------|-------|-----|--------------|
|------|-------|-----|--------------|



|            |   |     |                                                                      |
|------------|---|-----|----------------------------------------------------------------------|
| !Open Fire | 1 | 50  | Shoots an enemy which both damages and inflicts a status ailment (C) |
| EXP Up     | 2 | 150 | Gain 1.5 X the experience per battle (S)                             |
| !Combine   | 3 | 300 | Mix and fire off explosives that damages all enemies (C)             |

-----  
[CMBN]

!Combine is the special ability for the cannoneers. It's sort of like !Mix for the Chemist, but much more "destructive" like. However, !Combine needs ammunition, which in this case is Buckshot, Blastshot and Blitzshot. You need to buy these ammunition, otherwise !Combine is useless (or find them in dungeons).

Blitzshot is the most powerful but also the most expensive  
Blastshot is the second-most powerful and less expensive than Blitzshot  
Buckshot is the weakest but is also the least expensive

\*NOTE: All materials except for Dark Matter and Gold Needle produce the same effects regardless of what ammo type. The only difference is the actual damage on the enemy. I've listed them in the Blitzshot section.

Blitzshot +.....:

Ash = Dark Cannon - Inflicts Darkness on the enemy  
Dark Matter = Chaos Cannon - May cause death to the enemy  
Dragon Fang = Dragon Cannon - Doubles the damage to dragons  
Flame Scroll = Flame Cannon - Heavy fire damage  
Fuma Shuriken = Killer Cannon - Doubles the damage to humans  
Gold Needle = Needle Cannon - 3000 damage  
Goliath Tonic = Quake Cannon - Heavy earth damage  
Hero cocktail = Divine Cannon - Heavy holy damage  
Iron Draft = Vulner Cannon - Lowers defense  
Lightning Scroll = Spark Cannon - Heavy thunder damage  
Mallet = Mini Cannon - Inflicts Mini on the enemy  
Power Drink = Power Cannon - Inflicts Berserk on the enemy  
Shuriken = Normal Cannon - Normal damage  
Speed Shake = Silver Cannon - Inflicts old on the enemy  
Turtle Shell = Slow Cannon - Inflicts slow on the enemy  
Water Scroll = Water Cannon - Heavy water damage

Blastshot +.....:

Ash = Dark Burst  
Dark Matter = Chaos Burst - Inflicts Poison on the enemy  
Dragon Fang = Dragon Burst  
Flame Scroll = Flame Burst  
Fuma Shuriken = Killer Burst  
Gold Needle = Needle Burst - 2000 damage  
Goliath Tonic = Quake Burst  
Hero Cocktail = Divine Burst  
Iron Draft = Vulner Burst  
Lightning Scroll = Spark Burst  
Mallet = Mini Burst  
Power Drink = Power Burst  
Shuriken = Normal Burst  
Speed Shake = Silver Burst  
Turtle Shell = Slow Burst  
Water Scroll = Water Burst

Buckshot +.....:

Ash = Dark Shot  
Dark Matter = Chaos Shot - Confuses the enemy  
Dragon Fang = Dragon Shot  
Flame Scroll = Flame Shot  
Fuma Shuriken = Killer Shot  
Gold Needle = Needle Shot - 1000 damage  
Goliath Tonic = Quake Shot  
Hero Cocktail = Divine Shot  
Iron Draft = Vulner Shot  
Lightning Scroll = Spark Shot  
Mallet = Mini Shot  
Power Drink = Power Shot  
Shuriken = Normal Shot  
Speed Shake = Silver Shot  
Turtle Shell = Slow Shot  
Water Scroll = Water Shot

-----

Chemist  
=====

Strength + 2, Agility + 3, Stamina + 6, Magic - 4

| Name         | Level | ABP | What it does                                                                             |
|--------------|-------|-----|------------------------------------------------------------------------------------------|
| Pharmacology | 1     | 15  | Doubles the potency of potions and ethers (I)                                            |
| !Mix         | 2     | 30  | Combine items to create concoctions that can be consumed in battle to damage enemies (C) |
| !Drink       | 3     | 45  | Drink medicines to increase stats in battle (C)                                          |
| !Recover     | 4     | 135 | Recover from various conditions (C)                                                      |
| !Revive      | 5     | 405 | Restore a KO'd ally to fighting form (C)                                                 |

-----

[MIXX]

!Mix is the special ability for the Chemist. Just like !Combine, it mixes two items to create concoctions that can be consumed in battles to damage enemies. Very handy, especially during LLGs.

First, the ingredients needed...:

A = Potion  
B = Hi-Potion  
C = Ether  
D = Elixir  
E = Phoenix Down  
F = Maiden's Kiss  
G = Holy Water  
H = Turtle Shell  
I = Antidote  
J = Eyedrop  
K = Dragon Fang  
L = Dark Matter

The concoctions possible...:

```

| A | B | C | D | E | F | G | H | I | J | K | L |

A| A | 2 | 3 | D | 4 | F | A | C | 5 | 6 | 7 | 8 |

B| 2 | B | 9 | D | 4 | F | B | 10| 5 | 6 | 7 | 8 |

C| 3 | 9 | C | D | 11| 12| C | 3 | 13| 14| 15| 16|

D| D | D | D | D | 11| 12| D | 1 | D | D | 17| 18|

E| 4 | 4 | 11| 11| E | 19| 20| 21| 22| 23| 24| 25|

F| F | F | 12| 12| 19| F | 26| 27| 28| 29| 30| 31|

G| A | B | C | D | 20| 26| G | 32| 33| 34| 35| 36|

H| C | 10| 3 | 1 | 21| 27| 32| 37| 38| 29| 1 | 40|

I| 5 | 5 | 13| D | 22| 28| 33| 38| I | 41| 42| 43|

J| 6 | 6 | 14| D | 23| 29| 34| 39| 41| J | 44| 45|

K| 7 | 7 | 15| 17| 24| 30| 35| 1 | 42| 44| 46| 47|

L| 8 | 8 | 16| 18| 25| 31| 36| 40| 43| 45| 47| 48|

```

And finally the names and descriptions of the concoctions:

- 1 -Failure - Charms and decreases HP by 1/4
- 2 - Water of Life - Casts Regen
- 3 - X-Potion - Recovers all HP
- 4 - Resurrection - Resurrects a dead ally
- 5 - Neutralize - Recovers HP and cures poison status
- 6 - Cure Blind - Recover some HP and cure blindness
- 7 - Dragon Power - Raise 20 levels
- 8 - Dark Potion - 666 Damage
- 9 - Half Elixir - Recovers all HP
- 10 - Ether Dry - Triple the effects Ether
- 11 - Reincarnation - Brings an ally back to life on full HP
- 12 - Lilith's Kiss - Drains MP from a single target
- 13 - Resist Poison - Unable to acquire poison status
- 14 - Resist Fire - Higher resistance to fire attacks
- 15 - Dragon Shield - Resistant to all 3 elementals
- 16 - Dark Ether - Drains a quarter of targets MP
- 17 - Giant Drink - Doubles Max HP
- 18 - Dark Elixir - Reduces HP and MP to single digits
- 19 - Kiss Of Life - Revives ally, half HP and full MP
- 20 - Life Shield - Resitant against death moves
- 21 - Panacea - Gets rid of all status ailments
- 22 - Resist Ice - Resistant against ice attacks
- 23 - Resist Thunder - Resistant against thunder attacks
- 24 - Dragon Armor - Increases both defense and magic defense
- 25 - Death Potion - Death's target
- 26 - Kiss of Blessing - Inflicts "Berserk", "Haste" and "Image"
- 27 - Drain Kiss - Drains HP from target
- 28 - Levitate - Causes "Float"
- 29 - Lamia's Kiss - Confuses target
- 30 - Dragon's Kiss - Makes enemies weak against what Dragons are

weak against (i.e Dragon Lances) but also makes them immune to the status ailments bosses are immune

- 31 - Toad's Kiss - Inflicts toad status on a target
- 32 - Bacchus' Wine - Inflicts berserk on a target
- 33 - Samson Power - Raises 10 levels
- 34 - Elemental Power - 1.5 X the power of elemental strikes
- 35 - Holy Breath - Powerful holy damage
- 36 - Failure - Poisons a single target
- 37 - Protect Drink - Casts "Protect" and "Shell" on a target
- 38 - Split Shell - Decreases defense by half
- 39 - Haste Drink - Casts "haste" on a target
- 40 - Explosive - Sacrifices user for heavy fire damage
- 41 - Restorative - Cures Aging, Berserk, Charm, Paralyze, Silence and Sleep
- 42 - Poison Breath - Sprays all enemies with a poison breath that poisons enemies
- 43 - Poison - Poisons a single target
- 44 - Dark Sigh - Blind and Confuse a single target
- 45 - Dark Gas - Blinds target
- 46 - Dragon Breath - All elemental damage on all enemies
- 47 - Dark Breath - Does heavy damage to all enemies
- 48 - Shadow Flare - Inflicts darkness while damaging all enemies at the same time

(I got the idea on how to set it out when I saw Kia's mix table)

-----

Dancer

=====

Strength + 5, Agility + 5, Stamina - 10, Magic - 5

| Name          | Level | ABP | What it does                                          |
|---------------|-------|-----|-------------------------------------------------------|
| !Flirt        | 1     | 25  | Charm enemies to make them forget about attacking (C) |
| !Dance        | 2     | 50  | Perform dances against the enemy (C)                  |
| Equip Ribbons | 3     | 325 | Equip Ribbons even if your current job can't (S)      |

-----

[DNCE]

!Dance is the special ability of the dancer. If you use select it, it will randomly pick one of the dances and uses it against the enemy. You don't have to learn any dance, all are there by default. Here are the four possible dancers:

Jitterbug: Absorbs HP from an enemy

Mystery Walzt: Absorbs MP from an enemy

Sword Dance: Deals 4 X the amount of normal damage against the enemy (higher chance if Lamia's Tiara, Rainbow Dress and Red Slippers are equipped)

Tempting Tango: Confuses the enemy

-----

Dragoon

=====

Strength + 18, Agility + 5, Stamina + 15, Magic - 12

| Name | Level | ABP | What it does |
|------|-------|-----|--------------|
|------|-------|-----|--------------|

-----

|              |   |     |                                                                                         |
|--------------|---|-----|-----------------------------------------------------------------------------------------|
| !Jump        | 1 | 50  | Jump to deliver a powerful attack from the above. Can also be used to dodge attacks (C) |
| !Lance       | 3 | 150 | Strike with Dragoon powers to drain HP and MP (C)                                       |
| Equip Lances | 4 | 400 | Equip Lances even if your current job can't (S)                                         |

Geomancer

=====

Strength + 5, Agility + 2, Stamina + 4, Magic + 24

| Name       | Level | ABP   | What it does                                   |
|------------|-------|-------|------------------------------------------------|
| -----      | ----- | ----- | -----                                          |
| !Gaia      | 1     | 25    | Attacks enemy using the surrounding power (C)  |
| Find Pits  | 2     | 50    | Detect holes in the floor (I)                  |
| Light Step | 3     | 100   | Avoid damage on floor with harmful effects (I) |
| -----      | ----- | ----- | -----                                          |

[GAIA]

(A direct extract from TakerVersion1's Job/Ability FAQ)

The Geomancer has the !Gaia ability. This move, works similar to the "Dance" ability from FF6, in which the move is based on the current terrain. These moves will be set up like the Magics, Name, what it does, and in the case of Gaia, where it can be done.

I've also haven't experience some of these moves in this version, so I'm crossing the current name with older translations from the SNES version.

-----  
Name: Branch Arrow

-----  
Effect: Deals damage to one enemy  
Locations: Forest Terrain

-----  
Name: Sandstorm

-----  
Effect: Deals earth and wind damage and might inflict blind status.  
Locations: Deserts

-----  
Name: Gust

-----  
Effect: Deals wind damage to a target.  
Locations: Plains (all worlds), Drakenville, North Mountain, Fire-Powered Ship, ExDeath's Castle, Tule Area, The Void, Castle Basements, The Big Bridge

-----  
Name: Tsunami

-----  
Effect: Deals water damage to all enemies.  
Locations: Beaches, Walse Tower, Ship Graveyard, Sea Fights.

-----  
Name: Ignus Fatuus

-----  
Effect: Deals fire damage to an enemy and might inflict confusion.  
Locations: Swampland, The Pyramid, Caves, Mountain Caves, Cleft of Dimension,  
Istory Caves, Ship Graveyard, Ancient Library.

-----  
Name: Earthquake  
-----

Effect: Deals earth damage to all enemies. Ariel enemies are immune.  
Locations: Plains (all worlds), Fire-Powered Ship, Drakenville, North  
Mountain,

-----  
Name: Leaf Swirl  
-----

Effect: Deals wind damage to all enemies.  
Locations: Forests

-----  
Name: Quicksand  
-----

Effect: Kills off enemies.  
Locations: Deserts.

-----  
Name: Stalactite  
-----

Effect: Deals heavy damage to one target.  
Locations: Most Caves, Istory Cave, Cleft of Dimension, ExDeath's Castle

-----  
Name: Branch Spear  
-----

Effect: Deals heavy damage to one target.  
Locations: Forests.

-----  
Name: Desert Storm  
-----

Effect: Deals earth and wind damage to all enemies.  
Location: Deserts

-----  
Name: Wind Slash  
-----

Effect: Deals wind damage to all enemies.  
Locations: The Void, Towers, Plains (all worlds), ExDeath's Castle, Castle  
Areas, Big Bridge, Caves, Mountains.

-----  
Name: Poison Mist  
-----

Effect: Deals poison damage to all enemies and inflicts poison status.  
Locations: Swampland, Pyramid

-----  
Name: Whirlpool  
-----

Effect: Reduces enemy's HP to a single digit.  
Locations: Beaches, Walse Tower, Sea Fights, Ship Graveyard, Guido's Cave,

Istory Cave.

-----  
Name: Big Wave  
-----

Effect: Deals heavy water damage to all targets.  
Locations: Beaches, Walse Tower, Sea Fights, Ship Graveyard

-----  
Name: Maelstrom  
-----

Effect: Reduces enemy's HP to a single digit. (unsure)  
Locations: Deserts.

-----  
Name: Sonic Boom  
-----

Effect: Reduces target's HP by 3/4.  
Locations: Towers, The Void, ExDeath's Castle, Plains (all worlds), Cleft of Dimension, Pyramid, Ship Graveyard, Ancient Library

-----  
Name: Cave-In  
-----

Effect: Deals earth damage to multiple targets.  
Locations: Drakenville, North Mountain, Pyramid (unsure), Caves, Istory Cave

-----  
Name: Tornado  
-----

Effect: Reduces enemy's HP to a single digit.  
Locations: Plains (all worlds), Towers, The Void, Drakenville, North Mountain, Fire-Powered Ship, Big Bridge, Cleft of Dimension

-----  
Name: Bottomless Bog  
-----

Effect: KOs all enemies.  
Locations: Swampland

(thanks to TakerVersion1 for allowing me to host this in my guide!)

-----  
Gladiator  
=====

Strength + 26, Agility + 14, Stamina + 3, Magic - 14

| Name        | Level | ABP | What it does                                                                       |
|-------------|-------|-----|------------------------------------------------------------------------------------|
| Lure        | 1     | 30  | Attracts enemies (S)                                                               |
| !Finisher   | 2     | 70  | Power strike which, when hits an enemy, attacks its weak point for more damage (C) |
| Long Reach  | 3     | 150 | Attacks with full power from the back (S)                                          |
| !Bladeblitz | 4     | 450 | A powerful strike which hits all enemies (C)                                       |

-----  
[FNSH]

!Finisher is the ability for the Gladiator, and it's a damn good one at that. If you select the command, there will be three different outcomes. Here they are:

Attempt failed...

-----

Desc - Finisher will do absolutely nothing

Critical

-----

Desc - A critical attack which does a lot more than normal damage

Elemental Attack

-----

Desc - A powerful elemental strike that will hit the enemy always for 9999 damage

Bartz - Wind element

Lenna - Water element

Faris - Fire element

Krile - Earth element

(Note: If the enemy can absorb a certain element and you hit it for that element, it'll recover 9999 HP)

-----

Knight

=====

Strength + 23, Agility + 1, Stamina + 20, Magic - 14

| Name          | Level | ABP | What it does                                                              |
|---------------|-------|-----|---------------------------------------------------------------------------|
| Cover         | 1     | 10  | Covers near death allies (I)                                              |
| !Guard        | 2     | 30  | Guards against opponent (C)                                               |
| Two-handed    | 3     | 50  | Lets you hold a weapon with both hands to double the amount of damage (S) |
| Equip Shields | 4     | 100 | Lets you equip shields even if your current job cant. (S)                 |
| Equip Armor   | 5     | 150 | Lets you equip armor even if your current job cant. (S)                   |
| Equip Swords  | 6     | 350 | Lets you equip swords even if your current job cant. (S)                  |

Mimic

=====

Strength + 0, Agility + 0, Stamina + 0, Magic + 0

| Name   | Level | ABP | What it does                         |
|--------|-------|-----|--------------------------------------|
| !Mimic | 1     | 999 | Mimics an ally's previous action (C) |

Monk

=====

Strength + 26, Agility + 1, Stamina + 26, Magic - 23

| Name | Level | ABP | What it does |
|------|-------|-----|--------------|
|------|-------|-----|--------------|



|            |   |     |                                                                             |
|------------|---|-----|-----------------------------------------------------------------------------|
| !Kick      | 0 | 0   | Kicks all enemies. Does higher (U) damage if the user is at a higher level. |
| !Focus     | 1 | 15  | Focuses for a while to do double the damage (C)                             |
| Barehanded | 2 | 30  | Gain the same power as monks when unarmed (I)                               |
| !Chakra    | 3 | 45  | Restores HP and cures poison and darkness (C)                               |
| Counter    | 4 | 60  | Counterattacks (I)                                                          |
| HP + 10%   | 5 | 100 | MAX HP increases by 10% (S)                                                 |
| HP + 20%   | 6 | 150 | MAX HP increases by 20% (S)                                                 |
| HP + 30%   | 7 | 300 | MAX HP increases by 30% (S)                                                 |

### Mystic Knight

=====

Strength + 14, Agility + 14, Stamina + 14, Magic + 1

| Name        | Level | ABP   | What it does                                  |
|-------------|-------|-------|-----------------------------------------------|
| -----       | ----- | ----- | -----                                         |
| Magic Shell | 1     | 10    | Automatically casts Shell when near death (I) |
| !Spellblade | 2     | 20    | Able to use Lvl 1 Spellblade (C)              |
| !Spellblade | 3     | 30    | Able to use Lvl 2 Spellblade (C)              |
| !Spellblade | 4     | 50    | Able to use Lvl 3 Spellblade (C)              |
| !Spellblade | 5     | 70    | Able to use Lvl 4 Spellblade (C)              |
| !Spellblade | 6     | 100   | Able to use Lvl 5 Spellblade (C)              |
| !Spellblade | 7     | 400   | Able to use Lvl 6 Spellblade (C)              |

### Necromancer

=====

Strength + 4, Agility + 1, Stamina + 21, Magic + 29

| Name       | Level | ABP   | What it does                                                      |
|------------|-------|-------|-------------------------------------------------------------------|
| -----      | ----- | ----- | -----                                                             |
| !Oath      | 1     | 15    | Calls forth a demon which aids you in battle. (C)                 |
| !Dark Arts | 2     | 30    | Able to use Lvl 1 Dark Arts (C)                                   |
| !Dark Arts | 3     | 45    | Able to use Lvl 2 Dark Arts (C)                                   |
| !Dark Arts | 4     | 60    | Able to use Lvl 3 Dark Arts (C)                                   |
| !Dark Arts | 5     | 100   | Able to use Lvl 4 Dark Arts (C)                                   |
| !Dark Arts | 6     | 200   | Able to use Lvl 5 Dark Arts (C)                                   |
| Undead     | 7     | 300   | Become the undead. Take damage from recovery items or magic. (I*) |

-----

[OATH]

!Oath is a special ability of the Necromancer. It calls forth a demon which helps you in battle. It's a bit like summoning, but costs 0 MP! Personally, I believe that it's a weak technique and shouldn't be used. Dark Arts is so much better. Anyway, here are the demons which you can summon and their effects.

Flaremancer - Casts flare on a single target.

Skeleton - Does lightning damage to a single target

Rajiformes - Showers all enemies with water damage.

Zombie Dragon - Sprays all enemies with poison. Can cause poison status.

-----

## Ninja

=====

Strength + 15, Agility + 14, Stamina + 3, Magic - 10

| Name         | Level | ABP | What it does                                                  |
|--------------|-------|-----|---------------------------------------------------------------|
| !Smoke       | 1     | 10  | Used to flee from most mmonsters (C)                          |
| !Image       | 2     | 30  | Creates an illusion to absorb two direct physical attacks (C) |
| First Strike | 3     | 50  | Increases chance of attacking first (S)                       |
| !Throw       | 4     | 150 | Throw weapons such as Shuriken (C)                            |
| Dual-Wield   | 5     | 450 | Able to hold two weapons (I)                                  |

## Oracle

=====

Strength - 9, Agility - 1, Stamina - 4, Magic + 36

| Name       | Level | ABP | What it does                   |
|------------|-------|-----|--------------------------------|
| !Condemn   | 1     | 20  | See below for details (C)      |
| !Predict   | 2     | 50  | See below for details (C)      |
| ABP Up     | 3     | 150 | Increases ABP gains by 1.5 (S) |
| Read Ahead | 4     | 300 | Reduces monster encounters (S) |

!Condemn and !Predict are the two abilites which define an Oracle. Without them, an Oracle would be useless. Below, I have listed all the !Condemn and !Predict abilities.

-----  
[CDMN]

!Condemn  
-----

Condemn is basically low-level White and Black Magic. Not entirely useful, I know. Don't bother with Condemn unless you want to cast Doom.

Rejuvenation - Heals someone

Recuperation - Cures status ailments

Brimstone - An attack which damages the enemy for Fire element

Black Frost - An attack which damages the enemy for Ice element

Judgement - An attack which damages the enemy for Thunder element

Salentia - Casts Toad

Doom: Starts a 10-second countdown which results in death

Still Wing - Casts Stop  
-----

[PDCT]

!Predict  
-----

Predict works a bit different from Condemn. There are three "ranks", and each rank is less powerful than before.

First Rank - Only 1MP and the most powerful, but 5-sec countdown

Second Rank - 3MP this time, less powerful than first rank but 4-sec countdown

Third Rank - 7MP cost and weaker than the above, but only 3-sec countdown

The possible outcomes of Predict (they are random when you choose Predict):

Blessing - Heals the entire party

Cleansing - Harms the enemy

Deluge - An attack which damages the enemy and party, and can sometimes cause  
Toad

Divine Judgement - Attacks for holy damage and heals the party simultaneously

Eruption - Attacks the enemy and party for Fire element

Healing Wind - Heals the entire party and cures status ailments.

Hurricane - Attacks the enemy and party, and can sometimes cause Silence

Pestilence - Attacks the PARTY with Poison, and can cause poison status. (Hope  
to never get this one!)

Rockslide - Attacks random enemy and party for rock damage

Starfall - Attacks both enemy and party, and can cause death instantly.

-----

Ranger

=====

Strength + 16, Agility + 12, Stamina + 1, Magic - 5

| Name        | Level | ABP | What it does                                                                                                                                                  |
|-------------|-------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| !Animals    | 1     | 15  | Gains the aid of animals (C)                                                                                                                                  |
| !Aim        | 2     | 45  | Practically never misses (C)                                                                                                                                  |
| Equip Bows  | 3     | 135 | Equip Bows even if your current job<br>can't (S)                                                                                                              |
| !Rapid Fire | 4     | 405 | Attacks four time with 1 weapon at<br>random enemies, which means if you<br>have 2 weapons, that's a total of<br>8 times! Can be used with Spellblade.<br>(C) |

-----

[ANML]

!Animals is the Ranger's unique ability, which calls forth a random creature  
that aids you in battle. It's similar to the Necromancer's ability "!Oath",  
in which it costs OMP to use, but it isnt very helpful at all. Anyway, the  
possible animals are:

Bee Swarm - Damages all enemies

Falcon - Damages a single enemy

Flying Squirrel - Does damage to an enemy

Nightingale - Heals all party members a little

Skunk - Inflicts poison and darkness for all enemies

Squirrel - Damages a single enemy

Wild Boar - Damages a single enemy

Unicorn - Fully heals all party members

-----

Red Mage

=====

Strength - 8, Agility + 1, Stamina + 3, Magic + 23

| Name      | Level | ABP | What it does                       |
|-----------|-------|-----|------------------------------------|
| !Red      | 1     | 20  | Able to use Lvl 1 Red Magic (C)    |
| !Red      | 2     | 40  | Able to use Lvl 2 Red Magic (C)    |
| !Red      | 3     | 100 | Able to use Lvl 3 Red Magic (C)    |
| !Dualcast | 4     | 999 | Cast two spells simultaneously (C) |

Samurai

=====

Strength + 19, Agility + 2, Stamina + 19, Magic - 12

| Name          | Level | ABP | What it does                                     |
|---------------|-------|-----|--------------------------------------------------|
| !Mineuchi     | 1     | 10  | Stun enemies (C)                                 |
| !Zeninage     | 2     | 30  | Toss gil at enemies to damage them (C)           |
| Shirahadori   | 3     | 60  | Catch and stop enemy attacks (S)                 |
| Equip Katanas | 4     | 180 | Equip Katanas even if your current job can't (S) |
| !Iainuki      | 5     | 540 | Kills all enemies in an instant (C)              |

Summoner

=====

Strength = 10, Agility - 1, Stamina - 1, Magic + 33

| Name    | Level | ABP | What it does                              |
|---------|-------|-----|-------------------------------------------|
| !Summon | 1     | 15  | Able to use Lvl 1 Summons (C)             |
| !Summon | 2     | 30  | Able to use Lvl 2 Summons (C)             |
| !Summon | 3     | 45  | Able to use Lvl 3 Summons (C)             |
| !Summon | 4     | 60  | Able to use Lvl 4 Summons (C)             |
| !Summon | 5     | 100 | Able to use Lvl 5 Summons (C)             |
| !Call   | 6     | 500 | Calls forth a random monster for 0 MP (C) |

Thief

=====

Strength + 1, Agility + 16, Stamina + 2, Magic - 6

| Name      | Level | ABP | What it does                                     |
|-----------|-------|-----|--------------------------------------------------|
| Passage   | 1     | 10  | Spots hidden passages (I)                        |
| !Flee     | 2     | 20  | Escapes quickly from most monsters (C)           |
| Sprint    | 3     | 30  | Hold B + D-pad to dash (I)                       |
| !Steal    | 4     | 50  | Steal from monsters (C)                          |
| Vigilance | 5     | 75  | Prevents monsters from attacking from behind (C) |
| !Mug      | 6     | 150 | Steals and attacks at once                       |
| Agility   | 7     | 300 | Increases speed (I)                              |

Steal formula: Steal % - Your Steal % - Thief Bonus - Thief's Glove (if any)

soooo

lets say:

Goblin potion steal is 10% (thanks to kupo\_234 for this info!)

your steal % is your base lvl

10% - 99% - 10% - 30%= -129%-----> sure steal ^^

Time Mage

=====

Strength - 5, Agility + 2, Stamina - 3, Magic + 24

| Name                  | Level | ABP | What it does                                              |
|-----------------------|-------|-----|-----------------------------------------------------------|
| !Time                 | 1     | 10  | Able to use Lvl 1 Time Magic (C)                          |
| !Time                 | 2     | 20  | Able to use Lvl 2 Time Magic (C)                          |
| !Time                 | 3     | 30  | Able to use Lvl 3 Time Magic (C)                          |
| !Time                 | 4     | 50  | Able to use Lvl 4 Time Magic (C)                          |
| !Time                 | 5     | 70  | Able to use Lvl 5 Time Magic (C)                          |
| !Time                 | 6     | 100 | Able to use Lvl 6 Time Magic (C)                          |
| Equip Rods and Staves | 7     | 250 | Equip Rods and Staves even if your current job can't. (S) |

White Mage

=====

Strength - 7, Agility + 1, Stamina + 0, Magic + 25

| Name     | Level | ABP | What it does                      |
|----------|-------|-----|-----------------------------------|
| !White   | 1     | 10  | Able to use Lvl 1 White Magic (C) |
| !White   | 2     | 20  | Able to use Lvl 2 White Magic (C) |
| !White   | 3     | 30  | Able to use Lvl 3 White Magic (C) |
| !White   | 4     | 50  | Able to use Lvl 4 White Magic (C) |
| !White   | 5     | 70  | Able to use Lvl 5 White Magic (C) |
| !White   | 6     | 100 | Able to use Lvl 6 White Magic (C) |
| MP + 10% | 7     | 300 | MAX MP increases by 10% (S)       |

=====

WEAPONS (15.0h)

=====

What is an RPG without weapons? Here is a list of all the weapons in the game.

If there is a weapon I missed, please send an email to [dark\\_gta201@hotmail.com](mailto:dark_gta201@hotmail.com) regarding the weapons.

(to be continued)

=====

ARMOR (16.0i)

=====

With weapons there's always armour. Here is a list of all the armor in the game.

If there is armor I missed, please send an email to [dark\\_gta201@hotmail.com](mailto:dark_gta201@hotmail.com) regarding the armor.

(to be continued)

=====

BESTIARY (17.0j)

=====

The Bestiary. Useful for people who wish to have a full, 100% Bestiary (I dunno why you bother) or for people who want to find a particular monster. I can't believe I actually can be bothered to do this...Makes me wonder how much free time I have.

-----

1. Goblin

LV: 6  
HP: 16  
MP: 3  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 10

Steal: Potion  
Drop: Leather Cap

-----

2. Steel Bat

LV: 2  
HP: 20  
MP: 10000  
Strength: 3  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 9

Steal: Potion  
Drop: Nothing

-----

3. Devil Crab

LV: 3  
HP: 16  
MP: 0  
Strength: 4  
Defense: 3  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 7

Steal: Potion  
Drop: Nothing

-----

4. Stroper

LV: 3  
HP: 20  
MP: 0

Strength: 4  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 8

Steal: Potion  
Drop: Nothing

---

5. Killer Bee

LV: 1  
HP: 20  
MP: 0  
Strength: 5  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 15

Steal: Potion  
Drop: Nothing

---

6. Nutkin

LV: 1  
HP: 20  
MP: 0  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 20

Steal: Potion  
Drop: Potion

---

7. Stray Cat

LV: 2  
HP: 20  
MP: 0  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 20  
EXP: 15

Steal: Potion  
Drop: Nothing

---

8. Black Goblin

LV: 7  
HP: 20  
MP: 0  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 21  
EXP: 20

Steal: Potion  
Drop: Leather Shoes

---

9. White Serpent

LV: 4  
HP: 25  
MP: 0  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 24  
EXP: 20

Steal: Potion  
Drop: Nothing

---

10. Moldwynd

LV: 1  
HP: 20  
MP: 5  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 27  
EXP: 20

Steal: Nothing  
Drop: Elixir



---

11. Mani Wizard

LV: 5  
HP: 20  
MP: 7  
Strength: 5  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 30  
EXP: 20

Steal: Potion  
Drop: Rod

---

12. Skeleton

LV: 10  
HP: 7  
MP: 0  
Strength: 8  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 57  
EXP: 38

Steal: Nothing  
Drop: Dagger

---

13. Calcruthl

LV: 10  
HP: 75  
MP: 50  
Strength: 8  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 60  
EXP: 38

Steal: Potion  
Drop: Elixir

---

14. Undead Husk

LV: 11  
HP: 130  
MP: 0

Strength: 10  
Defense: 1  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 63  
EXP: 46

Steal: Ether, Potion  
Drop: Elixir

---

15. Mindflusher

LV: 11  
HP: 90  
MP: 100  
Strength: 9  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 66  
EXP: 46

Steal: Nothing  
Drop: Flame Scroll

---

16. Gatling

LV: 7  
HP: 80  
MP: 0  
Strength: 9  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 42  
EXP: 30

Steal: Gold Needle  
Drop: Gold Needle

---

17. Big Horn

LV: 8  
HP: 90  
MP: 0  
Strength: 10  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 50  
EXP: 40

Steal: Potion  
Drop: Potion

-----  
18. Tatou

LV: 8  
HP: 100  
MP: 0  
Strength: 11  
Defense: 3  
Evasion: 10  
Magic: 0  
Magic Defense: 10

Gil: 70  
EXP: 50

Steal: Potion  
Drop: Tent

-----  
19. Bandersnatch

LV: 9  
HP: 120  
MP: 0  
Strength: 14  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 100  
EXP: 60

Steal: Potion  
Drop: Potion

-----  
20. Garula

LV: 9  
HP: 500  
MP: 0  
Strength: 12  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 0  
EXP: 0

Steal: Maiden's Kiss  
Drop: Nothing

---

21. Rock Slug

LV: 11  
HP: 120  
MP: 0  
Strength: 13  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 69  
EXP: 46

Steal: Potion  
Drop: Nothing

---

22. Gaelicat

LV: 12  
HP: 1000  
MP: 20  
Strength: 12  
Defense: 0  
Evasion: 15  
Magic: 0  
Magic Defense: 0

Gil: 72  
EXP: 55

Steal: Potion  
Drop: Nothing

---

23. Cockatrice

LV: 12  
HP: 100  
MP: 0  
Strength: 15  
Defense: 0  
Evasion: 30  
Magic: 0  
Magic Defense: 5

Gil: 75  
EXP: 55

Steal: Gold Needle  
Drop: Nothing

---

24. Headstone

LV: 12  
HP: 50  
MP: 0

Strength: 13  
Defense: 8  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 78  
EXP: 55

Steal: Hi-Potion, Silver Specs  
Drop: Nothing

---

25. Elf Toad

LV: 13  
HP: 160  
MP: 50  
Strength: 15  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 81  
EXP: 65

Steal: Nothing  
Drop: Potion

---

26. Ice Soldier

LV: 13  
HP: 160  
MP: 20  
Strength: 17  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 84  
EXP: 65

Steal: Potion, Mythril Sword  
Drop: Long Sword

---

27. Ricard Mage

LV: 10  
HP: 100  
MP: 70  
Strength: 0  
Defense: 0  
Evasion: 0  
Magic: 1  
Magic Defense: 5

Gil: 87

EXP: 75

Steal: Rod

Drop: Flame Rod

-----  
28. Wyvern

LV: 14

HP: 200

MP: 0

Strength: 17

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 90

EXP: 160

Steal: Mythril Knife

Drop: Potion

-----  
29. Pas de Seul

LV: 14

HP: 280

MP: 50

Strength: 19

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 93

EXP: 100

Steal: Potion

Drop: Nothing

-----  
30. Jackanapes

LV: 20

HP: 666

MP: 5000

Strength: 50

Defense: 50

Evasion: 50

Magic: 50

Magic Defense: 50

Gil: 1

EXP: 0

Steal: Elixir, Iron Draft

Drop: Phoenix Down

---

31. Aegir

LV: 14  
HP: 180  
MP: 0  
Strength: 19  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 99  
EXP: 120

Steal: Potion  
Drop: Nothing

---

32. Zu

LV: 15  
HP: 850  
MP: 0  
Strength: 22  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 150  
EXP: 360

Steal: Elixir  
Drop: Elixir

---

33. Wild Nakk

LV: 15  
HP: 95  
MP: 100  
Strength: 20  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 10

Gil: 125  
EXP: 70

Steal: Potion  
Drop: Nothing

---

34. Grass Tortoise

LV: 15  
HP: 250  
MP: 0

Strength: 20  
Defense: 11  
Evasion: 0  
Magic: 0  
Magic Defense: 4

Gil: 100  
EXP: 230

Steal: Turtle Shell  
Drop: Turtle Shell

---

35. Silent Bee

LV: 16  
HP: 220  
MP: 50  
Strength: 20  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 111  
EXP: 120

Steal: Nothing  
Drop: Gold Needle

---

36. Mythril Dragon

LV: 16  
HP: 600  
MP: 200  
Strength: 28  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 114  
EXP: 270

Steal: Mythril Armor, Potion  
Drop: Mythril Glove

---

37. Crew Dust

LV: 17  
HP: 240  
MP: 100  
Strength: 21  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5



Gil: 120

EXP: 130

Steal: Eye Drops, Potion

Drop: Nothing

---

38. Poltergeist

LV: 17

HP: 240

MP: 100

Strength: 21

Defense: 0

Evasion: 10

Magic: 0

Magic Defense: 5

Gil: 123

EXP: 135

Steal: Hi-Potion

Drop: Nothing

---

39. Defeater

LV: 18

HP: 260

MP: 100

Strength: 22

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 129

EXP: 150

Steal: Potion

Drop: Speed Shake

---

40. Motor Trap

LV: 17

HP: 240

MP: 100

Strength: 24

Defense: 10

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 126

EXP: 150

Steal: Ether

Drop: Nothing

---

41. Sergeant

LV: 0  
HP: 400  
MP: 100  
Strength: 25  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 132  
EXP: 160

Steal: Potion  
Drop: Silver Plate

---

42. Sorcerer

LV: 18  
HP: 350  
MP: 500  
Strength: 20  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 138  
EXP: 180

Steal: Gaia Gear, Mage Masher  
Drop: Ether

---

43. Cur Nakk

LV: 19  
HP: 140  
MP: 0  
Strength: 20  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 0

Gil: 141  
EXP: 140

Steal: Potion  
Drop: Nothing

---

44. Gigas

LV: 19  
HP: 760  
MP: 35

Strength: 28  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 144  
EXP: 350

Steal: Elixir  
Drop: Goliath Tonic

-----  
45. Page 32

LV: 19  
HP: 480  
MP: 500  
Strength: 27  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 147  
EXP: 180

Steal: Green Beret, Potion  
Drop: Potion

-----  
46. Page 64

LV: 20  
HP: 500  
MP: 500  
Strength: 27  
Defense: 1  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 150  
EXP: 200

Steal: Silver Specs, Potion  
Drop: Phoenix Down

-----  
47. Page 128

LV: 20  
HP: 700  
MP: 500  
Strength: 28  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 153  
EXP: 190

Steal: Ether  
Drop: Potion

-----  
48. Page 256

LV: 21  
HP: 900  
MP: 500  
Strength: 29  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 156  
EXP: 210

Steal: Ninja Suit, Hi-Potion  
Drop: Mythril Shield

-----  
49. Bomb

LV: 21  
HP: 440  
MP: 50  
Strength: 29  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 162  
EXP: 230

Steal: Potion  
Drop: Potion

-----  
50. Double Lizard

LV: 21  
HP: 700  
MP: 0  
Strength: 29  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 165  
EXP: 260

Steal: Nothing  
Drop: Potion

-----  
51. Bio Soldier

LV: 18  
HP: 540  
MP: 500  
Strength: 30  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 168  
EXP: 320

Steal: War Hammer, Battle Axe  
Drop: Antidote

-----  
52. Harvester

LV: 22  
HP: 580  
MP: 0  
Strength: 30  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 171  
EXP: 300

Steal: Silver Bow  
Drop: Death Sickle

-----  
53. Black Flame

LV: 22  
HP: 220  
MP: 100  
Strength: 28  
Defense: 0  
Evasion: 50  
Magic: 0  
Magic Defense: 25

Gil: 174  
EXP: 290

Steal: Speed Shake  
Drop: Speed Shake

-----  
54. Stone Golem

LV: 22  
HP: 1000  
MP: 0

Strength: 32  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 50

Gil: 177  
EXP: 550

Steal: Gold Needle  
Drop: Hi-Potion

---

55. Mini Dragon

LV: 22  
HP: 1000  
MP: 100  
Strength: 30  
Defense: 30  
Evasion: 30  
Magic: 50  
Magic Defense: 20

Gil: 180  
EXP: 900

Steal: Dragon Fang  
Drop: Nothing

---

56. Prototype

LV: 23  
HP: 5000  
MP: 1000  
Strength: 33  
Defense: 100  
Evasion: 0  
Magic: 10  
Magic Defense: 100

Gil: 0  
EXP: 2000

Steal: Ether  
Drop: Dark Matter

---

57. Skull Eater

LV: 32  
HP: 1  
MP: 100  
Strength: 50  
Defense: 90  
Evasion: 90  
Magic: 90  
Magic Defense: 90

Gil: 100  
EXP: 300

Steal: Tent  
Drop: Elixir

---

58. Dhorme Chimera

LV: 23  
HP: 1000  
MP: 150  
Strength: 50  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 186  
EXP: 1000

Steal: Trident  
Drop: Phoenix

---

59. Sandboil

LV: 23  
HP: 420  
MP: 0  
Strength: 33  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 189  
EXP: 260

Steal: Potion  
Drop: Potion

---

60. Desert Killer

LV: 23  
HP: 620  
MP: 0  
Strength: 34  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 192  
EXP: 300

Steal: Nothing  
Drop: Antidote

---

61. Sand Bear

LV: 24  
HP: 1000  
MP: 0  
Strength: 36  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 10

Gil: 195  
EXP: 360

Steal: Javelin  
Drop: Antidote

---

62. Ra Mage

LV: 19  
HP: 760  
MP: 200  
Strength: 25  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 198  
EXP: 370

Steal: Sage's Surplice  
Drop: Elixir

---

63. Ronkan Knight

LV: 24  
HP: 860  
MP: 0  
Strength: 36  
Defense: 20  
Evasion: 20  
Magic: 0  
Magic Defense: 10

Gil: 201  
EXP: 380

Steal: Power Drink, Hi-Potion  
Drop: Mythril Shield

---

64. Stone Mask

LV: 24  
HP: 450  
MP: 20



Strength: 34  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 204  
EXP: 320

Steal: Gold Needle  
Drop: Nothing

---

65. Enchanted Fan

LV: 24  
HP: 1000  
MP: 200  
Strength: 35  
Defense: 2  
Evasion: 0  
Magic: 10  
Magic Defense: 0

Gil: 207  
EXP: 470

Steal: Elixir, Potion  
Drop: Dark Bow

---

66. Lamia

LV: 24  
HP: 900  
MP: 100  
Strength: 35  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 3

Gil: 210  
EXP: 490

Steal: Lamia's Tiara, Maiden's Kiss  
Drop: Nothing

---

67. Archeotoad

LV: 25  
HP: 800  
MP: 100  
Strength: 34  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 213  
EXP: 390

Steal: Hi-Potion  
Drop: Nothing

-----  
68. Hydra

LV: 25  
HP: 2000  
MP: 1000  
Strength: 38  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 216  
EXP: 1800

Steal: Hi-Potion  
Drop: Dragon Fang

-----  
69. Ghidra

LV: 26  
HP: 3000  
MP: 1000  
Strength: 42  
Defense: 20  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 219  
EXP: 3108

Steal: Killer Bow  
Drop: Phoenix Down

-----  
70. Pao

LV: 27  
HP: 500  
MP: 0  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Hi-Potion, Potion  
Drop: Tent

---

71. Tarantula

LV: 27  
HP: 200  
MP: 0  
Strength: 35  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 231  
EXP: 88

Steal: Nothing  
Drop: Poison

---

72. Shell Bear

LV: 27  
HP: 380  
MP: 0  
Strength: 37  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 334  
EXP: 89

Steal: Spear  
Drop: Hi-Potion

---

73. Devilfish

LV: 26  
HP: 600  
MP: 50  
Strength: 37  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 222  
EXP: 330

Steal: Ether  
Drop: Nothing

---

74. Treant

LV: 26  
HP: 700  
MP: 50

Strength: 36  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 225  
EXP: 330

Steal: Potion, Hi-Potion  
Drop: Potion

---

75. Strapparer

LV: 26  
HP: 600  
MP: 100  
Strength: 37  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 228  
EXP: 330

Steal: Elixir  
Drop: Nothing

---

76. Merrow

LV: 25  
HP: 400  
MP: 0  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 200  
EXP: 300

Steal: Nothing  
Drop: Potion

---

77. Flying Killer

LV: 26  
HP: 300  
MP: 0  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 200  
EXP: 300

Steal: Nothing  
Drop: Antidote

---

78. Little Chariot

LV: 8  
HP: 480  
MP: 100  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 200  
EXP: 300

Steal: Nothing  
Drop: Hi-Potion

---

79. Neo Garula

LV: 27  
HP: 980  
MP: 100  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 500  
EXP: 300

Steal: Nothing  
Drop: Water Scroll

---

80. Tunneller

LV: 27  
HP: 1000  
MP: 100  
Strength: 36  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 237  
EXP: 353

Steal: Phoenix Down  
Drop: Ether

---

81. Birostris

LV: 27  
HP: 1000  
MP: 500  
Strength: 35  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 240  
EXP: 353

Steal: Potion  
Drop: Potion

---

82. Fairy Orc

LV: 28  
HP: 1000  
MP: 1000  
Strength: 36  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 243  
EXP: 385

Steal: Potion, Holy Water  
Drop: Hi-Potion

---

83. Devourer

LV: 28  
HP: 1000  
MP: 100  
Strength: 37  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 246  
EXP: 385

Steal: Hi-Potion  
Drop: Nothing

---

84. Mandrake

LV: 28  
HP: 1000  
MP: 100

Strength: 36  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 249  
EXP: 385

Steal: Antidote, Eye Drops  
Drop: Nothing

---

85. Kuza Beast

LV: 28  
HP: 5000  
MP: 1000  
Strength: 45  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 1000  
EXP: 1000

Steal: Nothing  
Drop: Elixir

---

86. Shield Dragon

LV: 29  
HP: 19999  
MP: 20000  
Strength: 40  
Defense: 40  
Evasion: 0  
Magic: 0  
Magic Defense: 25

Gil: 1000  
EXP: 10000

Steal: Golden Shield, Mythril Shield  
Drop: Golden Shield

---

87. Exdeath's Soul

LV: 1  
HP: ?  
MP: 20000  
Strength: 77  
Defense: 40  
Evasion: 50  
Magic: 0  
Magic Defense: 45

Gil: 0

EXP: 0

Steal: Nothing

Drop: Dark Matter

-----  
88. Blood Slime

LV: 29

HP: 600

MP: 100

Strength: 36

Defense: 39

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 264

EXP: 365

Steal: Holy Water

Drop: Holy Water

-----  
89. Acrophies

LV: 30

HP: 900

MP: 0

Strength: 36

Defense: 20

Evasion: 0

Magic: 0

Magic Defense: 20

Gil: 267

EXP: 410

Steal: Potion

Drop: Nothing

-----  
90. Moogle Eater

LV: 23

HP: 1000

MP: 50

Strength: 39

Defense: 5

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 270

EXP: 665

Steal: Hi-Potion

Drop: Nothing



---

91. Lesser Lopros

LV: 32  
HP: 2300  
MP: 200  
Strength: 42  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 15

Gil: 273  
EXP: 888

Steal: Hi-Potion  
Drop: Hi-Potion

---

92. Cactus

LV: 29  
HP: 1000  
MP: 50  
Strength: 37  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 255  
EXP: 419

Steal: Gold Needle, Potion  
Drop: Nothing

---

93. Sandcrawler

LV: 29  
HP: 15000  
MP: 1000  
Strength: 45  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 1000  
EXP: 1000

Steal: Tent  
Drop: Power Drink

---

94. Aquathorn

LV: 31  
HP: 800  
MP: 100

Strength: 39  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 279  
EXP: 490

Steal: Potion  
Drop: Antidote

---

95. Weresnake

LV: 31  
HP: 900  
MP: 20  
Strength: 40  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 282  
EXP: 490

Steal: Potion  
Drop: Hi-Potion

---

96. Kornago

LV: 31  
HP: 1000  
MP: 300  
Strength: 38  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 285  
EXP: 512

Steal: Potion  
Drop: Eye Drops

---

97. Cursed Being

LV: 31  
HP: 1380  
MP: 200  
Strength: 41  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 288  
EXP: 900

Steal: Maiden's Kiss  
Drop: Hero's Cocktail

-----  
98. Undergrounder

LV: 24  
HP: 1450  
MP: 200  
Strength: 43  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 291  
EXP: 520

Steal: Nothing  
Drop: Iron Draft

-----  
99. Objet d'Art

LV: 45  
HP: 3300  
MP: 20  
Strength: 76  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 507  
EXP: 100

Steal: Twin Lance, Hi-Potion  
Drop: Gold Needle

-----  
100. Drippy

LV: 32  
HP: 900  
MP: 100  
Strength: 35  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense:

Gil: 294  
EXP: 540

Steal: Sage's Surplice, Mythril Hammer  
Drop: Tent

-----  
101. Lycaon

LV: 32  
HP: 500  
MP: 0  
Strength: 36  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 200  
EXP: 300

Steal: Hi-Potion  
Drop: Holy Water

-----  
102. Bone Dragon

LV: 32  
HP: 2590  
MP: 10000  
Strength: 39  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 300  
EXP: 890

Steal: Gold Needle  
Drop: Ether

-----  
103. Poison Eagle

LV: 32  
HP: 100  
MP: 0  
Strength: 37  
Defense: 0  
Evasion: 50  
Magic: 0  
Magic Defense: 0

Gil: 303  
EXP: 500

Steal: Hayate Bow  
Drop: Antidote

-----  
104. Zombie Dragon

LV: 24  
HP: 4590  
MP: 0

Strength: 46  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 500  
EXP: 1650

Steal: Dark Matter  
Drop: Dragon Fang

---

105. Gobbledygook

LV: 24  
HP: 1000  
MP: 100  
Strength: 39  
Defense: 5  
Evasion: 15  
Magic: 0  
Magic Defense: 5

Gil: 1000  
EXP: 890

Steal: Hi-Potion, Potion  
Drop: Phoenix Down

---

106. Neon

LV: 33  
HP: 700  
MP: 100  
Strength: 44  
Defense: 5  
Evasion: 20  
Magic: 0  
Magic Defense: 5

Gil: 312  
EXP: 600

Steal: Speed Shake  
Drop: Speed Shake

---

107. Magnetite

LV: 33  
HP: 1200  
MP: 100  
Strength: 43  
Defense: 10  
Evasion: 40  
Magic: 0  
Magic Defense: 5

Gil: 315

EXP: 610

Steal: Nothing

Drop: Hi-Potion

-----  
108. Reflect Knight

LV: 33

HP: 1600

MP: 200

Strength: 47

Defense: 30

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 318

EXP: 700

Steal: Poison Axe, War Hammer

Drop: Reflect Ring

-----  
109. Traveller

LV: 33

HP: 1400

MP: 100

Strength: 40

Defense: 0

Evasion: 20

Magic: 0

Magic Defense: 5

Gil: 321

EXP: 580

Steal: Dream Harp

Drop: Dream Harp

-----  
110. Level Tricker

LV: 34

HP: 1300

MP: 100

Strength: 41

Defense: 10

Evasion: 10

Magic: 0

Magic Defense: 5

Gil: 324

EXP: 710

Steal: Potion

Drop: Hi-Potion

---

111. Gravitator

LV: 34  
HP: 1800  
MP: 200  
Strength: 38  
Defense: 20  
Evasion: 10  
Magic: 0  
Magic Defense: 10

Gil: 327  
EXP: 720

Steal: Hi-Potion  
Drop: Gaia Gear

---

112. Ziggurat Gigas

LV: 34  
HP: 2420  
MP: 500  
Strength: 49  
Defense: 20  
Evasion: 10  
Magic: 0  
Magic Defense: 10

Gil: 330  
EXP: 1200

Steal: Partisan  
Drop: Goliath Tonic

---

113. Dark Aspic

LV: 40  
HP: 900  
MP: 1000  
Strength: 47  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 417  
EXP: 800

Steal: Potion  
Drop: Potion

---

114. Metamorph

LV: 43  
HP: 7000  
MP: 10000

Strength: 40  
Defense: 10  
Evasion: 0  
Magic: 10  
Magic Defense: 5

Gil: 777  
EXP: 20

Steal: Hi-Potion, Staff  
Drop: Staff of Light

---

115. Cure Beast

LV: 34  
HP: 1000  
MP: 100  
Strength: 42  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 333  
EXP: 620

Steal: Hi-Potion  
Drop: Elixir

---

116. Land Turtle

LV: 34  
HP: 1300  
MP: 0  
Strength: 42  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 15

Gil: 336  
EXP: 790

Steal: Potion  
Drop: Turtle Shell

---

117. Dechirer

LV: 35  
HP: 1300  
MP: 0  
Strength: 43  
Defense: 0  
Evasion: 10  
Magic: 0  
Magic Defense: 5



Gil: 339

EXP: 660

Steal: Hi-Potion

Drop: Holy Water

-----  
118. Mini Magician

LV: 11

HP: 1100

MP: 10

Strength: 30

Defense: 5

Evasion: 0

Magic: 1

Magic Defense: 0

Gil: 345

EXP: 600

Steal: Wizard's Hat

Drop: Wizard's Hat

-----  
119. Galajelly

LV: 34

HP: 75

MP: 100

Strength: 45

Defense: 20

Evasion: 50

Magic: 0

Magic Defense: 0

Gil: 348

EXP: 750

Steal: Eye Drops

Drop: Ether

-----  
120. Mammon

LV: 35

HP: 1700

MP: 100

Strength: 46

Defense: 5

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 351

EXP: 700

Steal: Hi-Potion

Drop: Hi-Potion

-----  
121. Imp

LV: 36  
HP: 2000  
MP: 200  
Strength: 90  
Defense: 5  
Evasion: 30  
Magic: 0  
Magic Defense: 5

Gil: 354  
EXP: 840

Steal: Potion  
Drop: Diamond Armlet

-----  
122. Wyrn

LV: 36  
HP: 2700  
MP: 100  
Strength: 55  
Defense: 20  
Evasion: 20  
Magic: 0  
Magic Defense: 5

Gil: 357  
EXP: 2200

Steal: Antidote  
Drop: Dragon Fang

-----  
123. Twin Lizard

LV: 33  
HP: 1500  
MP: 0  
Strength: 54  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 360  
EXP: 720

Steal: Hi-Potion  
Drop: Potion

-----  
124. Blind Wolf

LV: 33  
HP: 900  
MP: 0

Strength: 54  
Defense: 5  
Evasion: 20  
Magic: 0  
Magic Defense: 5

Gil: 363  
EXP: 600

Steal: Eye Drops  
Drop: Eye Drops

---

125. Hellraiser

LV: 34  
HP: 1050  
MP: 100  
Strength: 49  
Defense: 5  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 366  
EXP: 750

Steal: Hi-Potion, Potion  
Drop: Phoenix Down

---

126. Reflect Mage

LV: 36  
HP: 1300  
MP: 100  
Strength: 52  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 369  
EXP: 900

Steal: Reflect Ring  
Drop: Ether

---

127. Magic Dragon

LV: 36  
HP: 2900  
MP: 300  
Strength: 58  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 372  
EXP: 1200

Steal: Hi-Potion, Potion  
Drop: Elixir

-----  
128. Black Warlock

LV: 36  
HP: 1999  
MP: 500  
Strength: 50  
Defense: 10  
Evasion: 0  
Magic: 30  
Magic Defense: 5

Gil: 375  
EXP: 950

Steal: Judgment Staff, Poison Rod  
Drop: Power Staff

-----  
129. Adamantite Golem

LV: 37  
HP: 3650  
MP: 0  
Strength: 62  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 378  
EXP: 1100

Steal: Hi-Potion, Potion  
Drop: Hi-Potion

-----  
130. Bandercoeur

LV: 37  
HP: 2600  
MP: 100  
Strength: 59  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 381  
EXP: 1150

Steal: Phoenix Down  
Drop: Phoenix Down

-----  
131. Iron Fist

LV: 38  
HP: 3300  
MP: 0  
Strength: 63  
Defense: 15  
Evasion: 20  
Magic: 0  
Magic Defense: 15

Gil: 384  
EXP: 1300

Steal: Beast Killer, Potion  
Drop: Hero Cocktail

-----  
132. Blue Dragon

LV: 38  
HP: 6900  
MP: 1000  
Strength: 64  
Defense: 10  
Evasion: 20  
Magic: 0  
Magic Defense: 5

Gil: 500  
EXP: 2500

Steal: Cottage, Dragon Fang  
Drop: Dragon Fang

-----  
133. Red Dragon

LV: 30  
HP: 7500  
MP: 1000  
Strength: 65  
Defense: 12  
Evasion: 0  
Magic: 50  
Magic Defense: 8

Gil: 500  
EXP: 3000

Steal: Flame Ring, Hi-Potion  
Drop: Elixir

-----  
134. Yellow Dragon

LV: 38  
HP: 8500  
MP: 1000

Strength: 65  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 500  
EXP: 2600

Steal: Ether, Thunder Rod  
Drop: Coral Ring

---

135. Sleepy

LV: 36  
HP: 1600  
MP: 100  
Strength: 50  
Defense: 5  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 396  
EXP: 700

Steal: Hi-Potion, Healing Staff  
Drop: Leather Cap

---

136. Triffid

LV: 37  
HP: 2200  
MP: 100  
Strength: 52  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 399  
EXP: 825

Steal: Iron Draft, Power Drink  
Drop: Speed Shake

---

137. Hedgehog

LV: 37  
HP: 1000  
MP: 0  
Strength: 54  
Defense: 25  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 402

EXP: 850

Steal: Gold Needle

Drop: Gold Needle

-----  
138. Python

LV: 39

HP: 1800

MP: 0

Strength: 49

Defense: 5

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 405

EXP: 680

Steal: Antidote

Drop: Eye Drops

-----  
139. Shadow

LV: 40

HP: 1000

MP: 0

Strength: 57

Defense: 25

Evasion: 30

Magic: 0

Magic Defense: 5

Gil: 408

EXP: 880

Steal: Hi-Potion

Drop: Holy Water

-----  
140. Elm Gigas

LV: 39

HP: 4170

MP: 5000

Strength: 62

Defense: 5

Evasion: 20

Magic: 30

Magic Defense: 30

Gil: 411

EXP: 810

Steal: Hero Cocktail

Drop: Goliath Tonic

-----  
141. Desertpede

LV: 40  
HP: 2150  
MP: 0  
Strength: 59  
Defense: 10  
Evasion: 0  
Magic: 250  
Magic Defense: 5

Gil: 426  
EXP: 900

Steal: Antidote, Potion  
Drop: Dark Matter

-----  
142. Bulette

LV: 41  
HP: 1000  
MP: 0  
Strength: 61  
Defense: 55  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 429  
EXP: 1050

Steal: Potion  
Drop: Hi-Potion

-----  
143. Lamia Queen

LV: 40  
HP: 2100  
MP: 600  
Strength: 54  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 435  
EXP: 700

Steal: Thornlet, Maiden's Kiss  
Drop: Lamia's Tiara

-----  
144. Rajiformes

LV: 41  
HP: 2200  
MP: 1000



Strength: 61  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 438  
EXP: 800

Steal: Power Drink  
Drop: Potion

---

145. Ushabti

LV: 38  
HP: 1200  
MP: 10  
Strength: 51  
Defense: 35  
Evasion: 0  
Magic: 0  
Magic Defense: 6

Gil: 441  
EXP: 480

Steal: Nothing  
Drop: Iron Draft

---

146. Archeosaur

LV: 35  
HP: 9960  
MP: 1000  
Strength: 67  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 444  
EXP: 1800

Steal: Phoenix Down  
Drop: Dragon Fang

---

147. Zephyrus

LV: 53  
HP: 3780  
MP: 5000  
Strength: 55  
Defense: 25  
Evasion: 30  
Magic: 60  
Magic Defense: 30

Gil: 500  
EXP: 2000

Steal: Elixir, Potion  
Drop: Elixir

-----  
148. Mummy

LV: 27  
HP: 2900  
MP: 50  
Strength: 48  
Defense: 25  
Evasion: 10  
Magic: 0  
Magic Defense: 20

Gil: 500  
EXP: 0

Steal: Hi-Potion, Potion  
Drop: Holy Water

-----  
149. Aspis

LV: 35  
HP: 1280  
MP: 50  
Strength: 57  
Defense: 20  
Evasion: 10  
Magic: 0  
Magic Defense: 20

Gil: 0  
EXP: 800

Steal: Hi-Potion, Antidote  
Drop: Antidote

-----  
150. Mecha Head

LV: 37  
HP: 7210  
MP: 5000  
Strength: 59  
Defense: 28  
Evasion: 10  
Magic: 0  
Magic Defense: 18

Gil: 0  
EXP: 0

Steal: Gauntlets, Ether  
Drop: Speed Shake

-----  
151. The Damned

LV: 44  
HP: 1980  
MP: 0  
Strength: 65  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 471  
EXP: 1200

Steal: Holy Water  
Drop: Holy Water

-----  
152. Grand Mummy

LV: 0  
HP: 6000  
MP: 300  
Strength: 55  
Defense: 30  
Evasion: 10  
Magic: 5  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Holy Water, Hi-Potion  
Drop: Hi-Potion

-----  
153. Sekhmet

LV: 41  
HP: 6000  
MP: 0  
Strength: 70  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 10  
EXP: 3

Steal: Thief's Gloves, Hi-Potion  
Drop: Crystal Armor

-----  
154. Slug

LV: 42  
HP: 1820  
MP: 100

Strength: 62  
Defense: 10  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 453  
EXP: 1100

Steal: 453  
Drop: 1100

-----  
155. Gloom Widow

LV: 42  
HP: 1820  
MP: 0  
Strength: 60  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 456  
EXP: 1100

Steal: Hi-Potion, Potion  
Drop: Nothing

-----  
156. Mykale

LV: 42  
HP: 2000  
MP: 200  
Strength: 65  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 459  
EXP: 1200

Steal: Death Sickle, Silk Robe  
Drop: Luminous Robe

-----  
157. Executor

LV: 42  
HP: 2000  
MP: 10000  
Strength: 52  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 462  
EXP: 1300

Steal: Ether  
Drop: Diamond Armlet

-----  
158. Oiseaurare

LV: 43  
HP: 1900  
MP: 100  
Strength: 60  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 465  
EXP: 1250

Steal: Mirage Vest, Hi-Potion  
Drop: Holy Water

-----  
159. Shadow Dancer

LV: 43  
HP: 4480  
MP: 100  
Strength: 75  
Defense: 10  
Evasion: 20  
Magic: 0  
Magic Defense: 5

Gil: 468  
EXP: 1550

Steal: Dancing Dagger, Power Armlet  
Drop: Mallet

-----  
160. Numb Blade

LV: 43  
HP: 2400  
MP: 0  
Strength: 81  
Defense: 10  
Evasion: 30  
Magic: 0  
Magic Defense: 5

Gil: 474  
EXP: 1400

Steal: Ice Shield, Ashura  
Drop: Kotetsu

-----  
161. Tot Aevis

LV: 47  
HP: 33090  
MP: 1000  
Strength: 70  
Defense: 10  
Evasion: 20  
Magic: 10  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Ether, Aevis Killer  
Drop: Aevis Killer

-----  
162. Tiny Mage

LV: 43  
HP: 1540  
MP: 500  
Strength: 80  
Defense: 40  
Evasion: 15  
Magic: 0  
Magic Defense: 0

Gil: 477  
EXP: 780

Steal: Ether  
Drop: Potion

-----  
163. Chrono Controller

LV: 43  
HP: 2600  
MP: 1000  
Strength: 82  
Defense: 45  
Evasion: 20  
Magic: 20  
Magic Defense: 0

Gil: 480  
EXP: 900

Steal: Healing Staff, Potion  
Drop: Hi-Potion

-----  
164. Flaremancer

LV: 44  
HP: 3000  
MP: 1000

Strength: 89  
Defense: 35  
Evasion: 0  
Magic: 10  
Magic Defense: 0

Gil: 486  
EXP: 1100

Steal: Blitz Whip, Elixir  
Drop: Sage's Miter

---

165. Dueling Knight

LV: 44  
HP: 2140  
MP: 0  
Strength: 78  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 489  
EXP: 1100

Steal: Flame Shield, Power Drink  
Drop: Power Drink

---

166. Iron Muscles

LV: 44  
HP: 2140  
MP: 0  
Strength: 80  
Defense: 25  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 492  
EXP: 1200

Steal: Goliath Tonic  
Drop: Goliath Tonic

---

167. Berserker

LV: 44  
HP: 2140  
MP: 0  
Strength: 77  
Defense: 5  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 495  
EXP: 1000

Steal: Elven Bow, Speed Shake  
Drop: Death Sickle

-----  
168. Unknown

LV: 41  
HP: 2500  
MP: 0  
Strength: 60  
Defense: 25  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 525  
EXP: 1200

Steal: Beast Killer  
Drop: Nothing

-----  
169. Unknown (second type)

LV: 47  
HP: 3500  
MP: 500  
Strength: 61  
Defense: 40  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 519  
EXP: 1080

Steal: Hi-Potion, Potion  
Drop: Goliath Tonic

-----  
170. Unknown (third type)

LV: 46  
HP: 2500  
MP: 500  
Strength: 62  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 522  
EXP: 1350

Steal: Hi-Potion, Potion  
Drop: Power Drink



-----  
171. Unknown (fourth type)

LV: 41  
HP: 2500  
MP: 500  
Strength: 60  
Defense: 25  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 525  
EXP: 1200

Steal: Hi-Potion, Potion  
Drop: Speed Shake

-----  
172. Unknown (fifth type)

LV: 47  
HP: 6500  
MP: 500  
Strength: 67  
Defense: 35  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 528  
EXP: 2000

Steal: Hi-Potion, Potion  
Drop: Iron Draft

-----  
173. Frost Bull

LV: 45  
HP: 2300  
MP: 0  
Strength: 77  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 510  
EXP: 1200

Steal: Hi-Potion  
Drop: Hi-Potion

-----  
174. Istory Lythos

LV: 45  
HP: 2300  
MP: 0

Strength: 85  
Defense: 30  
Evasion: 20  
Magic: 0  
Magic Defense: 30

Gil: 513  
EXP: 2000

Steal: Judgment Staff, Antidote  
Drop: Dragon Fang

---

175. Spizzner

LV: 39  
HP: 2300  
MP: 0  
Strength: 71  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 516  
EXP: 1250

Steal: Potion  
Drop: Potion

---

176. Druid

LV: 44  
HP: 2200  
MP: 900  
Strength: 60  
Defense: 10  
Evasion: 0  
Magic: 30  
Magic Defense: 5

Gil: 501  
EXP: 1500

Steal: Angel Ring, Potion  
Drop: Phoenix Down

---

177. Ironback

LV: 44  
HP: 2200  
MP: 0  
Strength: 70  
Defense: 50  
Evasion: 10  
Magic: 0  
Magic Defense: 15

Gil: 504  
EXP: 1300

Steal: Potion  
Drop: Tent

-----  
178. Mercury Bat

LV: 46  
HP: 500  
MP: 500  
Strength: 65  
Defense: 10  
Evasion: 50  
Magic: 0  
Magic Defense: 0

Gil: 531  
EXP: 1020

Steal: Potion  
Drop: Hi-Potion

-----  
179. Coral

LV: 46  
HP: 2150  
MP: 100  
Strength: 66  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 534  
EXP: 1268

Steal: Iron Draft, Potion  
Drop: Nothing

-----  
180. Aquagel

LV: 46  
HP: 3300  
MP: 100  
Strength: 67  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 540  
EXP: 1268

Steal: Hi-Potion, Potion  
Drop: Speed Shake

-----  
181. Steel Fist

LV: 47  
HP: 4000  
MP: 100  
Strength: 60  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 543  
EXP: 1335

Steal: Hero Cocktail, Twist Headband  
Drop: Kaiser Knuckles

-----  
182. Alchymia

LV: 47  
HP: 4500  
MP: 3900  
Strength: 70  
Defense: 10  
Evasion: 50  
Magic: 90  
Magic Defense: 10

Gil: 546  
EXP: 1000

Steal: Man-Eater, Maiden's Kiss  
Drop: Elixir

-----  
183. Tonberry

LV: 46  
HP: 39393  
MP: 100  
Strength: 119  
Defense: 10  
Evasion: 30  
Magic: 0  
Magic Defense: 0

Gil: 537  
EXP: 1268

Steal: Elixir, Plumed Hat  
Drop: Mirage Vest

-----  
184. Ankheg

LV: 48  
HP: 2780  
MP: 100

Strength: 75  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 570  
EXP: 1250

Steal: Hi-Potion, Potion  
Drop: Hi-Potion

---

185. Ammonite

LV: 48  
HP: 2780  
MP: 0  
Strength: 71  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 573  
EXP: 1170

Steal: Potion, Hi-Potion  
Drop: Holy Water

---

186. Landcrawler

LV: 48  
HP: 22000  
MP: 500  
Strength: 100  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 576  
EXP: 3270

Steal: Defender, Ancient Sword  
Drop: Elixir

---

187. Lemure

LV: 49  
HP: 3800  
MP: 300  
Strength: 77  
Defense: 30  
Evasion: 10  
Magic: 0  
Magic Defense: 10

Gil: 579  
EXP: 1500

Steal: Ribbon, Reflect Ring  
Drop: Lamia's Harp

-----  
188. Parthenope

LV: 49  
HP: 3900  
MP: 300  
Strength: 76  
Defense: 30  
Evasion: 10  
Magic: 0  
Magic Defense: 5

Gil: 582  
EXP: 1500

Steal: Coral Ring, Rainbow Dress  
Drop: Reflect Ring

-----  
189. Cherie

LV: 49  
HP: 4000  
MP: 300  
Strength: 78  
Defense: 30  
Evasion: 10  
Magic: 0  
Magic Defense: 0

Gil: 585  
EXP: 1500

Steal: Elven Mantle, Red Slippers  
Drop: Hermes Sandals

-----  
190. Magic Pot

LV: ?  
HP: ?  
MP: ?  
Strength: ?  
Defense: ?  
Evasion: ?  
Magic: ?  
Magic Defense: ?

Gil: ?  
EXP: ?

Steal: ?  
Drop: ?

-----  
191. Sucker

LV: 6  
HP: 50  
MP: 0  
Strength: 7  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 40  
EXP: 21

Steal: Nothing  
Drop: Potion

-----  
192. Octokraken

LV: 7  
HP: 60  
MP: 0  
Strength: 8  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 45  
EXP: 21

Steal: Nothing  
Drop: Potion

-----  
193. Sahagin

LV: 20  
HP: 550  
MP: 10  
Strength: 27  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 100  
EXP: 180

Steal: Potion  
Drop: Potio

-----  
194. Thunder Anemone

LV: 21  
HP: 600  
MP: 100

Strength: 28  
Defense: 0  
Evasion: 0  
Magic: 10  
Magic Defense: 5

Gil: 100  
EXP: 1600

Steal: Nothing  
Drop: Thunder Scroll

---

195. Sealbis

LV: 19  
HP: 25  
MP: 100  
Strength: 30  
Defense: 10  
Evasion: 90  
Magic: 10  
Magic Defense: 35

Gil: 100  
EXP: 200

Steal: Gold Needle  
Drop: Gold Needle

---

196. Corbett

LV: 29  
HP: 2800  
MP: 0  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 25

Gil: 1000  
EXP: 0

Steal: Trident  
Drop: Hi-Potion

---

197. Nix

LV: 25  
HP: 1500  
MP: 300  
Strength: 90  
Defense: 35  
Evasion: 0  
Magic: 0  
Magic Defense: 0



Gil: 740

EXP: 0

Steal: Hi-Potion, Antidote

Drop: Hi-Potion

-----  
198. Water Scorpion

LV: 26

HP: 500

MP: 0

Strength: 59

Defense: 20

Evasion: 80

Magic: 0

Magic Defense: 0

Gil: 680

EXP: 0

Steal: Potion

Drop: Potion

-----  
199. Vilia

LV: 27

HP: 19000

MP: 10000

Strength: 77

Defense: 40

Evasion: 40

Magic: 10

Magic Defense: 30

Gil: 10000

EXP: 0

Steal: Silver Specs, Maiden's Kiss

Drop: Angel Ring

-----  
200. Gel Fish

LV: 28

HP: 1000

MP: 0

Strength: 0

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 540

EXP: 0

Steal: Potion

Drop: Hi-Potion

-----  
201. Rukh

LV: 29  
HP: 9000  
MP: 500  
Strength: 75  
Defense: 20  
Evasion: 5  
Magic: 0  
Magic Defense: 10

Gil: 5000  
EXP: 0

Steal: Murasame, Hi-Potion  
Drop: Goliath Tonic

-----  
202. Sea Devil

LV: 30  
HP: 5000  
MP: 1000  
Strength: 71  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 10

Gil: 3000  
EXP: 0

Steal: Defender, Hi-Potion  
Drop: Turtle Shell

-----  
203. Stingray

LV: 93  
HP: 30000  
MP: 1000  
Strength: 66  
Defense: 60  
Evasion: 40  
Magic: 70  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Rune Blade, Dark Matter  
Drop: Dragon's Whisker

-----  
204. Grenade

LV: 47  
HP: 3000  
MP: 500

Strength: 75  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 558  
EXP: 1100

Steal: Flame Shield, Hi-Potion  
Drop: Hi-Potion

-----  
205. Baldanders

LV: 48  
HP: 3000  
MP: 100  
Strength: 75  
Defense: 10  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 564  
EXP: 1380

Steal: Angel Ring, Turtle Shell  
Drop: Rune Chime

-----  
206. Death Dealer

LV: 63  
HP: 3000  
MP: 100  
Strength: 75  
Defense: 10  
Evasion: 0  
Magic: 90  
Magic Defense: 0

Gil: 567  
EXP: 1400

Steal: Sage's Miter, Holy Water  
Drop: Phoenix Down

-----  
207.

LV: 54  
HP: 5000  
MP: 500  
Strength: 90  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 624  
EXP: 1520

Steal: Ether, Potion  
Drop: Elixir

---

208. White Flame

LV: 49  
HP: 1600  
MP: 100  
Strength: 65  
Defense: 50  
Evasion: 33  
Magic: 0  
Magic Defense: 35

Gil: 588  
EXP: 1430

Steal: Elixir, Eye Drops  
Drop: Ether

---

209. Moss Fungus

LV: 48  
HP: 5000  
MP: 200  
Strength: 75  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 591  
EXP: 1520

Steal: Air Knife, Hi-Potion  
Drop: Antidote

---

210. Farfarello

LV: 48  
HP: 2580  
MP: 485  
Strength: 90  
Defense: 15  
Evasion: 20  
Magic: 70  
Magic Defense: 0

Gil: 606  
EXP: 1390

Steal: Lilith Rod, Speed Shake  
Drop: Eye Drops

-----  
211. Orukat

LV: 49  
HP: 2100  
MP: 0  
Strength: 75  
Defense: 33  
Evasion: 0  
Magic: 0  
Magic Defense: 16

Gil: 594  
EXP: 1350

Steal: Gold Needle, Dark Matter  
Drop: Phoenix Down

-----  
212. Great Dragon

LV: 51  
HP: 10000  
MP: 1000  
Strength: 100  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 615  
EXP: 1900

Steal: Power Drink, Dragon Fang  
Drop: Dragon Fang

-----  
213. Achelon

LV: 52  
HP: 3200  
MP: 0  
Strength: 100  
Defense: 70  
Evasion: 70  
Magic: 0  
Magic Defense: 0

Gil: 642  
EXP: 1480

Steal: Flametongue, Turtle Shell  
Drop: Elixir

-----  
214. Ninja

LV: 52  
HP: 500  
MP: 200

Strength: 90  
Defense: 15  
Evasion: 70  
Magic: 0  
Magic Defense: 0

Gil: 612  
EXP: 1800

Steal: Kiku-ichimonji, Shuriken  
Drop: Fuma Shuriken

-----  
215. Dragon Aegis

LV: 49  
HP: 7000  
MP: 1000  
Strength: 100  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 15

Gil: 618  
EXP: 2020

Steal: Artemis Bow, Trident  
Drop: Dragon Fang

-----  
216. Sword Dancer

LV: 48  
HP: 3000  
MP: 0  
Strength: 75  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 561  
EXP: 2400

Steal: Enhancer, Mythril Helm  
Drop: Icebrand

-----  
217. Death Claw

LV: 51  
HP: 4000  
MP: 200  
Strength: 70  
Defense: 29  
Evasion: 0  
Magic: 50  
Magic Defense: 0

Gil: 600  
EXP: 1700

Steal: Thor Hammer, Hero Cocktail  
Drop: Gold Needle

-----  
218. Fury

LV: 50  
HP: 5000  
MP: 1000  
Strength: 80  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 630  
EXP: 2250

Steal: Cursed Ring, Reflect Ring  
Drop: Black Robe

-----  
219. Yojimbo

LV: 52  
HP: 3960  
MP: 0  
Strength: 109  
Defense: 5  
Evasion: 10  
Magic: 0  
Magic Defense: 0

Gil: 645  
EXP: 2000

Steal: Murakumo, Cottage  
Drop: Power Sash

-----  
220. Iron Giant

LV: 61  
HP: 18000  
MP: 10000  
Strength: 100  
Defense: 50  
Evasion: 0  
Magic: 50  
Magic Defense: 0

Gil: 597  
EXP: 10000

Steal: Iron Armor, Iron Helm  
Drop: Goliath Tonic

-----  
221. King Behemoth

LV: 82  
HP: 18000  
MP: 300  
Strength: 95  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 1000  
EXP: 0

Steal: Blood Sword, Phoenix Down  
Drop: Twin Lance

-----  
222. Crystal Dragon

LV: 62  
HP: 17500  
MP: 10000  
Strength: 128  
Defense: 40  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 10000  
EXP: 0

Steal: Dragon Lance, Elixir  
Drop: Crystal Armor

-----  
223. Necromancer

LV: 54  
HP: 6900  
MP: 300  
Strength: 79  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 30

Gil: 1000  
EXP: 0

Steal: Bone Mail, Holy Water  
Drop: Holy Water

-----  
224. Gorgimera

LV: 51  
HP: 10000  
MP: 1000



Strength: 100  
Defense: 15  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 900  
EXP: 0

Steal: Aegis Shield, Hi-Potion  
Drop: Circlet

---

225. Mindflayer

LV: 53  
HP: 4700  
MP: 500  
Strength: 90  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 800  
EXP: 0

Steal: Main Gauche, Green Beret  
Drop: White Robe

---

226. Crystelle

LV: 52  
HP: 3  
MP: 500  
Strength: 100  
Defense: 50  
Evasion: 50  
Magic: 0  
Magic Defense: 0

Gil: 2000  
EXP: 0

Steal: Crystal Shield, Ether  
Drop: Crystal Helm

---

227. Belphegor

LV: 55  
HP: 6000  
MP: 500  
Strength: 73  
Defense: 30  
Evasion: 15  
Magic: 50  
Magic Defense: 10

Gil: 950

EXP: 0

Steal: Rising Sun, Moonring Blade

Drop: Ice Shield

-----  
228. Mover

LV: 52

HP: 10000

MP: 500

Strength: 128

Defense: 50

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 50000

EXP: 0

Steal: Water Scroll, Flame Scroll

Drop: Lightning Scroll

-----  
229. Mini Satana

LV: 71

HP: 6500

MP: 1000

Strength: 100

Defense: 0

Evasion: 50

Magic: 40

Magic Defense: 60

Gil: 785

EXP: 12000

Steal: Hi-Potion

Drop: Hi-Potion

-----  
230. Assassin

LV: 73

HP: 10000

MP: 500

Strength: 110

Defense: 20

Evasion: 70

Magic: 0

Magic Defense: 10

Gil: 806

EXP: 8000

Steal: Hi-Potion

Drop: Fuma Shuriken

-----  
231. Soul Eater

LV: 68  
HP: 7000  
MP: 700  
Strength: 50  
Defense: 50  
Evasion: 50  
Magic: 50  
Magic Defense: 50

Gil: 800  
EXP: 10000

Steal: Holy Water  
Drop: Holy Water

-----  
232. Behemoth

LV: 77  
HP: 15000  
MP: 200  
Strength: 90  
Defense: 13  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 800  
EXP: 0

Steal: Phoenix Down  
Drop: Phoenix Down

-----  
233. Dark Elemental

LV: 74  
HP: 5500  
MP: 10000  
Strength: 80  
Defense: 70  
Evasion: 0  
Magic: 35  
Magic Defense: 0

Gil: 757  
EXP: 7000

Steal: Buckshot  
Drop: Buckshot

-----  
234. Dark Elemental (second type)

LV: 74  
HP: 5500  
MP: 10000

Strength: 80  
Defense: 70  
Evasion: 0  
Magic: 35  
Magic Defense: 0

Gil: 757  
EXP: 7000

Steal: Hi-Potion  
Drop: Hi-Potion

-----  
235. Dark Elemental (third type)

LV: 74  
HP: 5500  
MP: 10000  
Strength: 90  
Defense: 70  
Evasion: 0  
Magic: 35  
Magic Defense: 0

Gil: 757  
EXP: 7000

Steal: Ether  
Drop: Ether

-----  
236. Exoray

LV: 72  
HP: 6000  
MP: 5000  
Strength: 50  
Defense: 0  
Evasion: 0  
Magic: 30  
Magic Defense: 40

Gil: 724  
EXP: 4000

Steal: Hi-Potion  
Drop: Hi-Potion

-----  
237. Duelist

LV: 73  
HP: 15000  
MP: 0  
Strength: 1000  
Defense: 30  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 838  
EXP: 25000

Steal: Tent  
Drop: Cottage

-----  
238. Medusa

LV: 69  
HP: 7500  
MP: 800  
Strength: 99  
Defense: 30  
Evasion: 0  
Magic: 50  
Magic Defense: 20

Gil: 762  
EXP: 15000

Steal: Gold Needle  
Drop: Gold Needle

-----  
239. Dinozombie

LV: 94  
HP: 20000  
MP: 5000  
Strength: 150  
Defense: 20  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 5000  
EXP: 30000

Steal: Antidote  
Drop: Dragon Fang

-----  
240. Claret Dragon

LV: 92  
HP: 17000  
MP: 8000  
Strength: 135  
Defense: 40  
Evasion: 0  
Magic: 30  
Magic Defense: 0

Gil: 2200  
EXP: 30000

Steal: Blastshot  
Drop: Dragon Fang

---

241. Ironclad

LV: 91  
HP: 22000  
MP: 15000  
Strength: 140  
Defense: 60  
Evasion: 0  
Magic: 60  
Magic Defense: 0

Gil: 1000  
EXP: 40000

Steal: Earthbreaker  
Drop: Diamond Helm

---

242. Hades

LV: 97  
HP: 33333  
MP: 10000  
Strength: 120  
Defense: 30  
Evasion: 50  
Magic: 66  
Magic Defense: 40

Gil: 15000  
EXP: 50000

Steal: Cursed Ring  
Drop: Bone Mail

---

243. Wing Raptor

LV: 1  
HP: 250  
MP: 25  
Strength: 7  
Defense: 0  
Evasion: 0  
Magic: 1  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Potion  
Drop: Phoenix Down

---

244. Karlabos

LV: 5  
HP: 650  
MP: 100

Strength: 10  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Potion  
Drop: Tent

---

245. Siren

LV: 2  
HP: 900  
MP: 200  
Strength: 15  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Nothing  
Drop: Bronze Armor

---

246. Magissa

LV: 8  
HP: 650  
MP: 200  
Strength: 14  
Defense: 0  
Evasion: 0  
Magic: 1  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Nothing  
Drop: Whip

---

247. Forza

LV: 8  
HP: 850  
MP: 100  
Strength: 14  
Defense: 3  
Evasion: 0  
Magic: 0  
Magic Defense: 5

Gil: 0

EXP: 0

Steal: Nothing

Drop: Power Drink

-----  
248. Ice Commander

LV: 4

HP: 600

MP: 200

Strength: 21

Defense: 0

Evasion: 10

Magic: 10

Magic Defense: 0

Gil: 0

EXP: 0

Steal: Mythril Sword

Drop: Long Sword

-----  
249. Shiva

LV: 11

HP: 1500

MP: 1000

Strength: 40

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 0

EXP: 0

Steal: Phoenix Down, Hi-Potion

Drop: Frost Rod

-----  
250. Garula

LV: 3

HP: 1200

MP: 100

Strength: 15

Defense: 7

Evasion: 0

Magic: 0

Magic Defense: 4

Gil: 0

EXP: 0

Steal: Hi-Potion, Potion

Drop: Hi-Potion



-----  
251. Liquid Flame

LV: 19  
HP: 3000  
MP: 100  
Strength: 18  
Defense: 0  
Evasion: 20  
Magic: 10  
Magic Defense: 15

Gil: 0  
EXP: 0

Steal: Nothing  
Drop: Flame Scroll

-----  
252. Iron Claw

LV: 39  
HP: 900  
MP: 150  
Strength: 21  
Defense: 20  
Evasion: 0  
Magic: 1  
Magic Defense: 10

Gil: 100  
EXP: 40

Steal: Hero Cocktail  
Drop: Silver Specs

-----  
253. Ifrit

LV: 22  
HP: 3000  
MP: 1000  
Strength: 29  
Defense: 10  
Evasion: 20  
Magic: 32  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Phoenix Down  
Drop: Flame Scroll

-----  
254. Byblos

LV: 24  
HP: 3600  
MP: 1000

Strength: 30  
Defense: 10  
Evasion: 30  
Magic: 20  
Magic Defense: 30

Gil: 0  
EXP: 0

Steal: Dark Matter, Mallet  
Drop: Iron Draft

-----  
255. Ramuh

LV: 21  
HP: 4000  
MP: 300  
Strength: 27  
Defense: 20  
Evasion: 10  
Magic: 50  
Magic Defense: 5

Gil: 0  
EXP: 0

Steal: Hi-Potion  
Drop: Ramuh

-----  
256. Sandworm

LV: 18  
HP: 3000  
MP: 10125  
Strength: 25  
Defense: 0  
Evasion: 0  
Magic: 1  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Nothing  
Drop: Nothing

-----  
257. Cray Claw

LV: 43  
HP: 2000  
MP: 500  
Strength: 37  
Defense: 25  
Evasion: 0  
Magic: 1  
Magic Defense: 25

Gil: 0

EXP: 0

Steal: Coral Sword

Drop: Frost Bow

-----  
258. Adamantoise

LV: 20

HP: 2000

MP: 125

Strength: 31

Defense: 25

Evasion: 0

Magic: 0

Magic Defense: 5

Gil: 0

EXP: 0

Steal: Iron Draft

Drop: Turtle Shell

-----  
259. Soul Cannon

LV: 36

HP: ?

MP: 1000

Strength: 7

Defense: 5

Evasion: 0

Magic: 1

Magic Defense: 10

Gil: 100

EXP: 40

Steal: Elixir, Ether

Drop: Dark Matter

-----  
260. Launcher

LV: 50

HP: ?

MP: 1000

Strength: 7

Defense: 0

Evasion: 0

Magic: 1

Magic Defense: 10

Gil: 0

EXP: 0

Steal: Ether

Drop: Hi-Potion

-----  
261. Launcher (second type)

LV: 50  
HP: ?  
MP: 1000  
Strength: 7  
Defense: 0  
Evasion: 0  
Magic: 1  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Ether  
Drop: Hi-Potion

-----  
262. Archeoaervis

LV: 21  
HP: ?  
MP: 2000  
Strength: 39  
Defense: 30  
Evasion: 10  
Magic: 1  
Magic Defense: 6

Gil: 0  
EXP: 0

Steal: Nothing  
Drop: Goliath Tonic

-----  
263. Purabolos

LV: 22  
HP: 1500  
MP: 100  
Strength: 45  
Defense: 0  
Evasion: 0  
Magic: 10  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal:  
Drop: Hi-Potion

-----  
264. Titan

LV: 1  
HP: 2500  
MP: 2000  
Strength: 45

Defense: 10  
Evasion: 10  
Magic: 0  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Gaia Hammer, Potion  
Drop: Hi-Potion

-----  
265. Manticore

LV: 19  
HP: 3300  
MP: 1000  
Strength: 40  
Defense: 10  
Evasion: 10  
Magic: 1  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Wind Spear, Dragon Fang  
Drop: Phoenix Down

-----  
266. Abductor

LV: 22  
HP: 1500  
MP: 2000  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 10  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Gaia Gear  
Drop: Ether

-----  
267. Gilgamesh (first encounter)

LV: 26  
HP: ?  
MP: 2000  
Strength: 40  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 0

EXP: 0

Steal: Nothing

Drop: Elixir

-----  
268. Gilgamesh (second encounter)

LV: 28

HP: ?

MP: 1000

Strength: 49

Defense: 14

Evasion: 10

Magic: 0

Magic Defense: 10

Gil: 0

EXP: 0

Steal: Trident, Hero Cocktail

Drop: Wizard's Hat

-----  
269. Tyrannosaur

LV: 29

HP: 5000

MP: 1000

Strength: 45

Defense: 20

Evasion: 0

Magic: 0

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Golden Shield

Drop: Elixir

-----  
270. Abductor

LV: 29

HP: 2500

MP: 1000

Strength: 40

Defense: 0

Evasion: 0

Magic: 0

Magic Defense: 0

Gil: 0

EXP: 0

Steal: Power Armlet, Hi-Potion

Drop: Potion

-----

271. Golem

LV: ?

HP: ?

MP: ?

Strength: ?

Defense: ?

Evasion: ?

Magic: ?

Magic Defense: ?

Gil: ?

EXP: ?

Steal: ?

Drop: ?

-----  
272. Dragon Pod

LV: 33

HP: 12000

MP: 1000

Strength: 40

Defense: 0

Evasion: 0

Magic: 50

Magic Defense: 40

Gil: 0

EXP: 0

Steal: Nothing

Drop: Elixir

-----  
273. Dragon Flower

LV: 31

HP: 100

MP: 1000

Strength: 5

Defense: 0

Evasion: 0

Magic: 50

Magic Defense: 50

Gil: 0

EXP: 0

Steal: Nothing

Drop: Phoenix

-----  
274. Gilgamesh (third encounter)

LV: 31

HP: 8888

MP: 888

Strength: 50

Defense: 10  
Evasion: 10  
Magic: 50  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Genji Gloves  
Drop: Golden Shield

-----  
275. Enkidu

LV: 29  
HP: 4000  
MP: 1000  
Strength: 50  
Defense: 0  
Evasion: 20  
Magic: 40  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Green Beret  
Drop: Nothing

-----  
276. Atomos

LV: 41  
HP: 19997  
MP: 10000  
Strength: 10  
Defense: 14  
Evasion: 0  
Magic: 80  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Flail, Ether  
Drop: Dark Matter

-----  
277. Crystal (first type)

LV: 77  
HP: 7777  
MP: 10000  
Strength: 40  
Defense: 10  
Evasion: 0  
Magic: 15  
Magic Defense: 20

Gil: 0



EXP: 0

Steal: Elixir

Drop: Ash

-----  
278. Crystal (second type)

LV: 77

HP: 7777

MP: 10000

Strength: 40

Defense: 10

Evasion: 1

Magic: 1

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Elixir

Drop: Ash

-----  
279. Crystal (third type)

LV: 77

HP: 7777

MP: 10000

Strength: 40

Defense: 10

Evasion: 1

Magic: 15

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Elixir

Drop: Ash

-----  
280. Crystal (fourth type)

LV: 77

HP: 7777

MP: 10000

Strength: 40

Defense: 10

Evasion: 0

Magic: 10

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Elixir

Drop: Ash  
-----

281. Catoblepas

LV: 38  
HP: 5000  
MP: 500  
Strength: 55  
Defense: 20  
Evasion: 0  
Magic: 50  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Phoenix Down  
Drop: Catoblepas

-----  
282. Gil Turtle

LV: 57  
HP: 32768  
MP: 8000  
Strength: 115  
Defense: 40  
Evasion: 40  
Magic: 90  
Magic Defense: 55

Gil: 5000  
EXP: 0

Steal: Hi-Potion, Potion  
Drop: Nothing

-----  
283. Carbuncle

LV: 44  
HP: 15000  
MP: 10000  
Strength: 50  
Defense: 50  
Evasion: 70  
Magic: 50  
Magic Defense: 50

Gil: 0  
EXP: 0

Steal: Goliath Tonic, Reflect Ring  
Drop: Turtle Shell

-----  
284. Gilgamesh (fourth encounter)

LV: 53  
HP: ?  
MP: 2000  
Strength: 60

Defense: 10  
Evasion: 0  
Magic: 1  
Magic Defense: 15

Gil: 0  
EXP: 0

Steal: Gauntlets  
Drop: Hi-Potion

---

285. Exdeath

LV: 66  
HP: 32768  
MP: 32768  
Strength: 58  
Defense: 25  
Evasion: 10  
Magic: 0  
Magic Defense: 25

Gil: 0  
EXP: 0

Steal: Judgment Staff, Elixir  
Drop: Nothing

---

286. Antlion

LV: 34  
HP: 8100  
MP: 1000  
Strength: 48  
Defense: 20  
Evasion: 10  
Magic: 0  
Magic Defense: 20

Gil: 3000  
EXP: 0

Steal: Hi-Potion  
Drop: Cottage

---

287. Melusine

LV: 29  
HP: 20000  
MP: 500  
Strength: 49  
Defense: 90  
Evasion: 10  
Magic: 5  
Magic Defense: 0

Gil: 0

EXP: 0

Steal: Leather Armor

Drop: Maiden's Kiss

-----  
288. Gargoyle

LV: 33

HP: 5000

MP: 300

Strength: 58

Defense: 13

Evasion: 10

Magic: 50

Magic Defense: 12

Gil: 0

EXP: 0

Steal: Phoenix Down, Potion

Drop: Hi-Potion

-----  
289. Wendigo

LV: 7

HP: 20000

MP: 8192

Strength: 65

Defense: 10

Evasion: 0

Magic: 10

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Dark Matter

Drop: Nothing

-----  
290. Odin

LV: 2

HP: 17000

MP: 500

Strength: 60

Defense: 20

Evasion: 10

Magic: 50

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Protect Ring

Drop: Flame Shield

-----

291. Minotaur

LV: 37  
HP: 19850  
MP: 0  
Strength: 99  
Defense: 0  
Evasion: 0  
Magic: 0  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Fuma Shuriken, Leather Shoes  
Drop: Nothing

-----  
292. Omniscient

LV: 53  
HP: 16999  
MP: 30000  
Strength: 100  
Defense: 0  
Evasion: 0  
Magic: 20  
Magic Defense: 8

Gil: 0  
EXP: 0

Steal: Kornago Gourd, Potion  
Drop: Nothing

-----  
293. Triton

LV: 37  
HP: 13333  
MP: 10000  
Strength: 55  
Defense: 0  
Evasion: 0  
Magic: 20  
Magic Defense: 25

Gil: 0  
EXP: 0

Steal: Elixir, Gold Needle  
Drop: Iron Draft

-----  
294. Nereid

LV: 20  
HP: 13333  
MP: 10000  
Strength: 54

Defense: 0  
Evasion: 0  
Magic: 20  
Magic Defense: 25

Gil: 0  
EXP: 0

Steal: Elixir, Gold Needle  
Drop: Power Drink

-----  
295. Phobos

LV: 39  
HP: 13333  
MP: 10000  
Strength: 55  
Defense: 0  
Evasion: 0  
Magic: 20  
Magic Defense: 25

Gil: 0  
EXP: 0

Steal: Elixir, Gold Needle  
Drop: Goliath Tonic

-----  
296. Leviathan

LV: 37  
HP: 40000  
MP: 2000  
Strength: 85  
Defense: 25  
Evasion: 10  
Magic: 1  
Magic Defense: 15

Gil: 0  
EXP: 0

Steal: Elixir  
Drop: Reflect Ring

-----  
297. Famed Mimic Gogo

LV: 77  
HP: ?  
MP: 60000  
Strength: 120  
Defense: 30  
Evasion: 30  
Magic: 35  
Magic Defense: 20

Gil: 0

EXP: 0

Steal: Gold Hairpin, Leather Armor

Drop: Tiger Mask

-----  
298. Bahamut

LV: 99

HP: 40000

MP: 10000

Strength: 69

Defense: 10

Evasion: 5

Magic: 20

Magic Defense: 20

Gil: 0

EXP: 0

Steal: Dragon Fang

Drop: Dragon Fang

-----  
299. Apanda

LV: 59

HP: 22200

MP: 1000

Strength: 73

Defense: 23

Evasion: 20

Magic: 50

Magic Defense: 10

Gil: 0

EXP: 0

Steal: Ash

Drop: Ash

-----  
300. Calofisteri

LV: 68

HP: 18000

MP: 1000

Strength: 66

Defense: 50

Evasion: 10

Magic: 20

Magic Defense: 30

Gil: 0

EXP: 0

Steal: Reflect Ring, Plumed Hat

Drop: Diamond Plate

-----

301. Azulmagia

LV: 57  
HP: 27900  
MP: 50000  
Strength: 65  
Defense: 30  
Evasion: 10  
Magic: 50  
Magic Defense: 70

Gil: 0  
EXP: 0

Steal: Titan's Gloves, Elixir  
Drop: Black Cowl

-----  
302. Alte Roite

LV: 58  
HP: 6000  
MP: 1000  
Strength: 45  
Defense: 45  
Evasion: 70  
Magic: 5  
Magic Defense: 60

Gil: 0  
EXP: 0

Steal: Holy Water, Potion  
Drop: Healing Staff

-----  
303. Jura Aevis

LV: 61  
HP: 15000  
MP: 1000  
Strength: 65  
Defense: 35  
Evasion: 20  
Magic: 45  
Magic Defense: 30

Gil: 0  
EXP: 0

Steal: Dragon Lance, Turtle Shell  
Drop: Dragon Fang

-----  
304. Catastrophe

LV: 71  
HP: 19997  
MP: 19997  
Strength: 67



Defense: 40  
Evasion: 15  
Magic: 20  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Cottage, Elixir  
Drop: Gold Needle

-----  
305. Halicarnassus

LV: 97  
HP: 33333  
MP: 5000  
Strength: 65  
Defense: 10  
Evasion: 0  
Magic: 250  
Magic Defense: 20

Gil: 0  
EXP: 0

Steal: Aegis Shield, Staff of Light  
Drop: Elven Mantle

-----  
306. Twintania

LV: 39  
HP: 50000  
MP: 10000  
Strength: 90  
Defense: 30  
Evasion: 0  
Magic: 7  
Magic Defense: 16

Gil: 0  
EXP: 0

Steal: Flame Shield, Phoenix Down  
Drop: Tinklebell

-----  
307. Gilgamesh (fifth encounter)

LV: 59  
HP: ?  
MP: 0  
Strength: 109  
Defense: 0  
Evasion: 5  
Magic: 0  
Magic Defense: 35

Gil: 15

EXP: 0

Steal: Genji Shield

Drop: Rune Bow

-----  
308. Necrophobe

LV: 66

HP: 44044

MP: 10000

Strength: 99

Defense: 50

Evasion: 10

Magic: 50

Magic Defense: 50

Gil: 0

EXP: 0

Steal: Thief's Gloves, Elixir

Drop: Luminous Robe

-----  
309. Barrier

LV: 44

HP: ?

MP: 300

Strength: 100

Defense: 30

Evasion: 0

Magic: 5

Magic Defense: 10

Gil: 0

EXP: 0

Steal: Reflect Ring, Hi-Potion

Drop: Nothing

-----  
310. Gilgamesh (sixth encounter)

LV: 93

HP: ?

MP: 60000

Strength: 115

Defense: 35

Evasion: 30

Magic: 0

Magic Defense: 0

Gil: 0

EXP: 0

Steal: Genji Armor

Drop: Nothing

-----

311. Omega

LV: 119

HP: ?

MP: 60700

Strength: 115

Defense: 190

Evasion: 95

Magic: 199

Magic Defense: 150

Gil: 50000

EXP: 0

Steal: Nothing

Drop: Omega Badge

-----  
312. Shinryu

LV: 97

HP: ?

MP: 51000

Strength: 175

Defense: 60

Evasion: 20

Magic: 128

Magic Defense: 60

Gil: 0

EXP: 0

Steal: Dragon's Whisker, Dragon's Fang

Drop: Dragon Seal

-----  
313. Exdeath

LV: ?

HP: ?

MP: ?

Strength: ?

Defense: ?

Evasion: ?

Magic: ?

Magic Defense: ?

Gil: ?

EXP: ?

Steal: ?

Drop: ?

-----  
314. Neo Exdeath

LV: ?

HP: ?

MP: ?

Strength: ?

Defense: ?  
Evasion: ?  
Magic: ?  
Magic Defense: ?

Gil: ?  
EXP: ?

Steal: ?  
Drop: ?

---

315. Grand Aevis

LV: 97  
HP: 42000  
MP: 20000  
Strength: 120  
Defense: 60  
Evasion: 30  
Magic: 100  
Magic Defense: 40

Gil: 0  
EXP: 0

Steal: Cottage  
Drop: Fairy's Bow

---

316. Archeodemon

LV: 17  
HP: 50000  
MP: 62000  
Strength: 180  
Defense: 40  
Evasion: 0  
Magic: 90  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Phoenix Down  
Drop: Chaos Orb

---

317. Guardian

LV: 97  
HP: 55000  
MP: 60000  
Strength: 110  
Defense: 40  
Evasion: 0  
Magic: 50  
Magic Defense: 10

Gil: 0

EXP: 0

Steal: Blitzshot  
Drop: Crystal Orb

-----  
318. Launcher (first type)

LV: 97  
HP: 20000  
MP: 50000  
Strength: 110  
Defense: 20  
Evasion: 0  
Magic: 50  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Blastshot  
Drop: Nothing

-----  
319. Launcher (second type)

LV: 97  
HP: 20000  
MP: 50000  
Strength: 110  
Defense: 20  
Evasion: 0  
Magic: 50  
Magic Defense: 10

Gil: 0  
EXP: 0

Steal: Blastshot  
Drop: Nothing

-----  
320. Wave Cannon

LV: 97  
HP: 22000  
MP: 55000  
Strength: 120  
Defense: 20  
Evasion: 0  
Magic: 100  
Magic Defense: 0

Gil: 0  
EXP: 0

Steal: Blitzshot  
Drop: Nothing

-----

321. Omega Mk.II

LV: 97  
HP: 65000  
MP: 60000  
Strength: 150  
Defense: 200  
Evasion: 100  
Magic: 200  
Magic Defense: 200

Gil: 0  
EXP: 0

Steal: Elixir  
Drop: Force Shield

-----  
322. Neo Shinryu

LV: 97  
HP: 65000  
MP: 60000  
Strength: 200  
Defense: 100  
Evasion: 20  
Magic: 8  
Magic Defense: 100

Gil: 0  
EXP: 0

Steal: Elixir  
Drop: Nothing

-----  
323. Enuo

LV: ?  
HP: ?  
MP: ?  
Strength: ?  
Defense: ?  
Evasion: ?  
Magic: ?  
Magic Defense: ?

Gil: ?  
EXP: ?

Steal: ?  
Drop: ?

-----  
FINISHED YA UBERSADIFTW!!!

Thanks to AUNAO's guide for 2-3 monsters that I missed. Check out AUNAO's guide on GFaqs for a much better Bestiary than mine.

=====

MONSTER LOCATIONS (18.0k)

=====

(a direct extract from KiaLobeli's guide)

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  
=====

| 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 - Mythril 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 - Archeoaervis | * | Ronka Ruins                                         |
| 263 - Purobolos    | * | Walse Meteorite                                     |
| 264 - Titan        |   | Karnak Meteorite                                    |
| 265 - Manticore    | * | Gohn Meteorite                                      |

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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 - Bandercoeurl     | 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                                        |
|                        | (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                                    |

=====  
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 Aevis         | 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
- 314 - Neo Exdeath Final Boss

=====  
 SEALED TEMPLE (Bonus Dungeon)  
 =====

| Num - Name           | Location                                        |
|----------------------|-------------------------------------------------|
| 229 - Mini Satana    | Sealed Temple - Dungeon / Sealed Temple - Arena |
| 230 - Assassin       | Sealed Temple - Corridor                        |
| 231 - Soul Eater     | River of Souls - 1F                             |
| 232 - Behemoth       | Titan's Cave - 2F                               |
| 233 - Dark Elemental | Sealed Temple - Ruins                           |
| 234 - Dark Elemental | Sealed Temple - Ruins                           |
| 235 - Dark Elemental | Sealed Temple - Ruins                           |
| 236 - Exoray         | Heart of Ronka                                  |
| 237 - Deulist        | Abyssal Falls                                   |
| 238 - Medusa         | Tomb of Memory                                  |
| 239 - Dinozombie     | Titan's Cave - 2F                               |
| 240 - Claret Dragon  | Lethe Court                                     |
| 241 - Ironclad       | Lethe Court                                     |
| 242 - Hades          | Lethe Court                                     |
|                      |                                                 |
| 315 - Grand Aevis    | Sealed Temple - Arena                           |
| 316 - Archeodemon    | Sealed Temple - Dungeon                         |
| 317 - Guardian       | Lethe Court - Stairway to Destiny               |
| 318 - Launcher       | Lethe Court - Stairway to Destiny               |
| 319 - Launcher       | Lethe Court - Stairway to Destiny               |
| 320 - Wave Cannon    | Lethe Court - Stairway to Destiny               |
| 321 - Omega MK II    |                                                 |
| 322 - Neo Shinryuu   |                                                 |
| 323 - Enuo           | Lethe Court - The Void                          |

(thanks to KiaLobeli for allowing me to have this in my guide!)

=====  
 BOSSES (19.01)  
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The Bosses are listed in the actual walkthrough, but I've listed them here as well for your convenience. It's in alphabetical order, NOT the order you fight them in.

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 ??? X 4  
 \=====/  
 =====

HP - 7777  
 Strength - 40  
 Defense - 10  
 Magic - 15  
 Magic Defense - 20  
 Gil - 0  
 Experience - 0  
 Steal - Elixir  
 Treasure - Ash  
 Type - None

Battle Strategy: The right crystal is of water type, the left is of wind, the top is of fire and the bottom is of earth. Don't use Firaga, for example, on the top crystal. Once they're about to get destroyed, they use elemental attacks which does a serious amount of damage. Heal when necessary, and use Blue Magic to end this battle quickly, especially Death Claw.

VeghEsther's Strategy: 4x crystals boss moore forest 4x phoenix downs + dark matter items use mix and combine both items for a doom potion this will instant kill each crystal 1 at a time.

LegendaryBakura's Strategy: Provided that you're fairly rich, the Samurai's Zeninage ('GP Toss') ability can eliminate the four Elemental Crystals fairly swiftly, and you won't have to fear any form of retaliatory action either, as Zeninage isn't an elemental attack

Difficulty: 5/10

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Abductor  
\=====/

HP - 1500  
Strength - 40  
Defense - 0  
Magic - 10  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Gaia Gear  
Treasure - Ether  
Type - None

Battle Strategy: This battle isn't important. Sure, you can steal Gaia Gear from it, and sure, it drops Ether if you win (who bloody cares) but aside from that, there's no real importance in battle. With only Bartz in your party, if you're not at a high level, then your chances of winning are like 0, since he knocks you to single digits of health with Maelstorm, and then hits you to win. A ninja or samurai would be useful, but win or lose, the result is the same.

Difficulty: NA/10

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Abductor  
\=====/

HP - 2500  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0

Experience - 0  
Steal - Power Armlet + Hi-Potion  
Treasure - Potion  
Type - None

Battle Strategy: Look at his stats, look at his health. Enough said. Forget about magic, keep Pressing A to keep attacking and you'll most likely be finished in the next half minute, without any damage as well!

Difficulty: 2/10

=====  
=====  
Adamantoise  
\=====/

HP - 2000  
Strength - 31  
Defense - 25  
Magic - 0  
Magic Defense - 5  
Gil - 0  
Experience - 0  
Steal - Iron Daft  
Treasure - Turtle Shell  
Type - None

Battle Strategy: This battle won't take long. He's only got 2000 HP for starters, but his high defense easily makes up for that. The only option left is magic. He's vulnerable against ice, so use that to your advantage. Frost rods, Blizzara, Shiva, they're all effective against it. Oh, and I forgot to mention he's Lvl 20, which means Lvl 5 Death will OHKO him.

Difficulty: 4/10

=====  
=====  
Alte Roite  
\=====/

HP - 21000  
Strength - 65  
Defense - 35  
Magic - 45  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Dragon Lance + Turtle Shell  
Treasure - Dragon Fang  
Type - Humanoid

Battle Strategy: Finisher. Enuf said. After taking a lot of damage, it'll reveal its true form, the Jura Avis. All you have to do is watch out for the Breath Wing, and heal when necessary. Other than that, FINISHER!!!

Difficulty: 5/10

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

HP - 8100  
Strength - 48  
Defense - 20  
Magic - 0  
Magic Defense - 20  
Gil - 3000  
Experience - 0  
Steal - Hi-Potion  
Treasure - Cottage  
Type - None

Battle Strategy: This battle is a cinch, what with 3rd-tier magic, (Blizzaga, Firaga and Thundara) and heavy weaponry. The only thing that could cause a slight commotion is that it can use Dischord, which halves your level for the battle, therefore halving your attack. Other than that, you won't have any problem with this fiend. It'll flee at the end of the battle.

Difficulty: 3/10

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Apanda  
\=====/

HP - 22200  
Strength - 73  
Defense - 23  
Magic - 50  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Ash  
Treasure - Ash  
Type - Magic Beast

Battle Strategy: Three elemental finishers. Finished.....  
.....  
of if you're not as lucky, hack at him away with Finishers, or Firaga and Bahamut. Finishers are still the best way to end though.

CrossFusionStarman: If you summon Ifrit during the battle, Apanda will waste one turn cowering in fear, which gives you some time to attack him without retaliation.

Difficulty: 5/10

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Archeoaevis  
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HP - ?  
Strength - 39  
Defense - 30  
Magic - 1  
Magic Defense - 6  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Goliath Tonic  
Type - None

Battle Strategy: This thing is one \*\*\*\*ed up dragon/bird. This guy changes its weakness, which gets really annoying. It's defense is high, so I recommend Magic and Summons. Once he's started using elemental attacks, stop with the magic and hit him with all your strength! Have Flame Ring equipped to negate some of its attacks, and cure when needed. After you kill it once, it'll revive. But this time, a Level 5 Death is all you need to kill it. This thing is hard and annoying and shouldn't be taken lightly.

VeghEsther's Strategy: Archeoavis: 4x monks pound it till it revives itself then LV 5 death it.

Honalululand: When it's weak to wind, it drops the tonic.  
When it absorbs ice, it drops a Power Drink.  
If it's absorbing fire, it'll drop a Speed Shake.  
If it decides to absorb lightning, the dropped item will be an Iron Draft.  
When it's immune to the base elements, earth, and wind, it'll drop a Hero Cocktail.

Splitblkribbon: If you use the control skill on the lamia which you encounter in the dungeon, you can learn the 1000 needles blue magic spell, which works wonders against this bird. Use it on the first form and it will die very quickly. Let me know what you think

Difficulty: 7/10

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Archeodemon  
\\=====\\

HP - 50000  
Strength - 180  
Defense - 40  
Magic - 90  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Phoenix Down  
Treasure - Chaos Orb  
Type - Undead

Battle Strategy: While Grand Aevis mainly focuses on status ailments, this demon focuses on one thing, and one thing only. How to rip you from limb to limb! Flare will easily do more than 2000+ damage, and Megaflare and Gigaflare will most likely do more than half of your HP to all party members. He'll also drain your HP to heal himself. Don't physically attack him, for he will cast Death on himself which I believe will heal himself completely (weird way of healing eh, but then again, he is undead). Use Quick and then Dual-cast Bahamut or Meteor, and you'll most likely kill him in the first turn, if not then the second.

Difficulty: 8/10

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Atomos  
\=====/  
  
HP - 19997  
Strength - 10  
Defense - 14  
Magic - 80  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Flail + Ether  
Treasure - Dark Matter  
Type - None

Battle Strategy: This thing quite possibly is stronger and harder than the Liquid Flame, which, until now, was the hardest boss. This thing will cast meteors onto your party, dealing massive amounts of damage and Gravity, which also does massive amounts. The one factor that makes it less hard than the Liquid Flame: once it kills one of your characters, it'll try to suck him/her into itself, which wastes a hell a lot time, and also gives you the perfect opportunity to kill it. Titan and Bio do the most damage, so use them.

VeghEsther's Strategy: Atmos Barrier Tower Dark shock then once it connects LV 5 death will instant kill it.

Difficulty: 7/10

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Azulmagia  
\=====/  
  
HP - 27900  
Strength - 65  
Defense - 30  
Magic - 50  
Magic Defense - 70  
Gil - 0  
Experience - 0  
Steal - Titan's Gloves + Elixir

Treasure - Black Cowl

Type - None

Battle Strategy: You know the strategy now. Finishers. End of story. If you don't want to for some reason, or if you don't have it, cast Bio on it, for it seems to be especially weak against it.

DanieruLynx's Strategy: Although for the boss 'Azulmagia', there's an alternate, quicker, and VERY fun way of killing him. Y'see, if you cast Blue Magic on him, he retaliates with the same spell. Sooo cast Self-Destruct, and he'll blow himself to Hell! Boss fight over, =D

Difficulty: 5/10

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Byblos  
\=====/

HP - 3600  
Strength - 30  
Defense - 10  
Magic - 20  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Dark Matter + Mallet  
Treasure - Iron Daft  
Type - Magic Beast

Battle Strategy: Ok, Ifrit might have been a pushover, but this guy ain't no pushover. Don't take this battle lightly, Byblos is dangerous, what with Magic Hammer (a blue ability if you want it), half your level and MP, confuse plus a lot more devious techniques. However, this guy has a weakness towards fire. USE THAT TO YOUR ADVANAGE! SUMMON IFRIT! CAST FIRA! Anything that'll bring him down quickly. Flame rods is an excellent idea as well. This guy will take a lot longer than Ifrit did and don't always expect to win on your first go.

VeghEsther's Strategy: Byablos is weak to fire but don't summon ifrit at all use Fira only. Or if you did learn death claw use that instead.

Difficulty: 6.5/10

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Bahamut  
\=====/

HP - 40000  
Strength - 69  
Defense - 10  
Magic - 20  
Magic Defense - 20  
Gil - 0

Experience - 0  
Steal - Dragon Fang  
Treasure - Dragon Fang  
Type - None

Battle Strategy: Immediately at the beginning of the battle, summon Carbuncle, for Bahamut has some nasty attacks like Frost and Maelstrom, and ESPECIALLY MEGA FLARE! 3rd-tier magic works well, but with Legendary Weapons and Dual-Wield, your normal attacks will most likely do more damage. Have summoners summon the newly-acquired Syladra. Wait for Bahamut to use Mega Flare and and you've pretty much got the battle in the bag.

VeghEsther's Strategy: Bahamut wait till you get quick in Phantom Village and Meteor castable with 4x time mages quick + meteor x2 if each meteor casting does 4x 1000 per hit = 32,000 HP in 1 turn.

Difficulty: 5/10

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Calofisteri  
\=====/

HP - 18000  
Strength - 66  
Defense - 50  
Magic - 20  
Magic Defense - 30  
Gil - 0  
Experience - 0  
Steal - Reflect Ring + Plumed Hat  
Treasure - Diamond Plate  
Type - Magic Beast Humanoid

Battle Strategy: Two elemental finishers. Finished.....  
.....  
or if you're not as lucky, just keep using Finishers until she dies. She wastes a lot of turns draining your MP.

Difficulty: 3/10

=====  
=====

Carbuncle  
\=====/

HP - 15000  
Strength - 50  
Defense - 50  
Magic - 50  
Magic Defense - 50  
Gil - 0  
Experience - 0  
Steal - Goliath Tonic + Reflect Ring  
Treasure - Turtle Shell  
Type - Magic Beast

Battle Strategy: This boss is simple enough. It's NOT immune to Break, but it counter that with reflect on himself. However, there is still some ways. Get a Mystic Knight and cast Spellblade Break, and continue to hit it until it hits. Catoblepas also works, although rarely. It uses elemental magic which does around 500-600 damage to a single character, which can be easily reversed with Cura, so it won't take long to take him down.

Saxuallyapeasing: I defeated him in two turns with the Bio swordblade spell: One to charge it and one to strike him with it. Seems to have an instant death effect on him, like Thundaga spellblade has against the small Omegas in the pyramid. Dual-wielding is advised, because the first hit may miss.

Samus20018: I beat Carbuncle by casting Reflect on one character with my White mage then bounced Break off of that character.

Difficulty: 4/10

=====  
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Catastrophe  
\=====/

HP - 19997  
Strength - 67  
Defense - 40  
Magic - 20  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Cottage + Elixir  
Treasure - Gold Needle  
Type - None

Battle Strategy: Finisher. Enuf said. If your still so stubborn as to not use it, then just attack it. I told you cast Float since it uses Earth Shaker, which does a lot of damage to your whole party!

VeghEsther's Strategy: Catastrophe float before the battle + reflect ring equipped before hand then it will never use earthshaker at all.

Difficulty: 6/10

=====  
=====

Covert  
\=====/

HP - ?  
Strength - ?  
Defense - ?  
Magic - ?  
Magic Defense - ?  
Gil - 0  
Experience - 0

Steal - Ninja Suit  
Treasure - ?  
Type - ?

Battle Strategy: With your legendary weapons, normal attacks will finish him off real soon. Summon Odin to fasten the process. Watch out for some of his attacks though, namely Illusion. This will create an "Illusion" of him, and since there's only one of him on the field, all the attacks you inflict on him when Illusion is on won't be counted to his health.

Difficulty: 5/10

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Cray Claw  
\=====/

HP - 2000  
Strength - 37  
Defense - 25  
Magic - 1  
Magic Defense - 25  
Gil - 0  
Experience - 0  
Steal - Coral Sword  
Treasure - Frost Bow  
Type - Water

Battle Strategy: The "brother" of bad ugly Karlabos, it looks exactly the same except for it's grey outing. Use exactly the same strategy to defeat Cray Claw; use Thunder attacks (Spellblade works nice here, even Thunderscrolls and Ramuh), strong attacks, cure when you need to (this thing has some ugly attacks so always be prepared to heal) and it won't take long for him to go down.

Difficulty: 4/10

=====

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Dragon Pod  
\=====/

HP - 12000  
Strength - 40  
Defense - 0  
Magic - 50  
Magic Defense - 40  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Elixir  
Type - None

Battle Strategy: As soon as the battle begins, summon Golem to decrease the amount of damage this thing does. Afterwards, either use

physical attacks with powerful weapons, the Black Magic Bio or the summon Titan. With these 3, this boss won't be that hard. Titan will kill all the annoying plants that protect the Dragon Pod. Golem will stop all the status ailment changes the Dragon Pod can bring. All in all, this isn't a very difficult, one which you shouldn't find a problem.

VeghEsther's Strategy: Dragon Pod boss Death Claw it.

Difficulty: 4.5/10

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=====
=====
Enuo
\====/

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

Battle Strategy: Okay, Enuo may be hard, but still not as difficult as Omega MKII and a hell of a lot easier than Neo Shinryu. Rapid Fire isn't really effective against it, so Dual-Cast Bahamut, Mime, Finisher, and Enuo won't know what hit him. After you've damaged him enough, the power of the Void will grow, and this is where the hard part begins. Now, Enuo will cast spells such as Hurricane, which has the same effect as Maelstrom (god I hate that technique) and he'll also turn your party into zombies. If you run out of MP, tough luck, you're out of the battle (unless you want to use Ethers). Continue hacking away at Enuo and he'll fall.

Difficulty: 9.5/10

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=====
=====
Exdeath
\=====/

HP - ?
Strength - ?
Defense - ?
Magic - ?
Magic Defense - ?
Gil - ?
Experience - ?
Steal - ?
Treasure - ?
Type - None
```

Battle Strategy: Okay...WTF? You're continuing to fight with 0 HP? Oh well.

Keep attacking him...yeah...until he falls...

VeghEsther's Strategy: Ex Death Galuf dies battle mix a self destruct mix:  
turtle shell + dark matter to end the battle easily.

Difficulty: NA/10

=====  
=====  
Exdeath  
\=====/

HP - 32768  
Strength - 58  
Defense - 25  
Magic - 0  
Magic Defense - 25  
Gil - 0  
Experience - 0  
Steal - Judgement Staff + Elixir  
Treasure - None  
Type - None

Battle Strategy: This guy isn't too hard when you buckle down and think about it. There's been harder bosses. For one, he's not as annoying as Gilgamesh was for putting status ailments on everybody, and he doesn't heal himself. So, whatever damage you've done to him stays. Firaga is the essential technique to use against him, uttering more than 2000 damage each time. Curaga is also your friend, so use that. I recommend at least 2 Black Mages, possibly 3, to use Firaga each time, and 1 White Mage to heal with Curaga. Although he's not too hard, he does have a lot of HP, so this battle will take some time. There have been bosses stronger than him \*coughGilTurtle\*

Difficulty: 7/10

=====  
=====  
Exdeath  
\=====/

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

Battle Strategy: Finishers, end of story. This battle is surprisingly easy, with high levels and Finishers. 5 Elemental Finishers is all it takes. If you don't want to fight Neo Exdeath later, (which is without doubt the hardest boss you'll face in FFV's main walkthrough...except for Omega and Shinryu) have



a Cannoneer combine a Blitzshot and Dark Matter, creating Chaos Shot, which will destroy it and it won't be sucked into the Void, replaced by Neo Exdeath.

Difficulty: 6/10

=====  
=====

Famed Mimic Gogo  
\=====/

HP - ?  
Strength - 120  
Defense - 30  
Magic - 35  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Gold Hairpin + Leather Armor  
Treasure - Tiger Mask  
Type - Humanoid

Battle Strategy: Very much like the Paladin battle in FFIV, all you have to do is sit there, listen to it talk and do absolutely nothing. Go have a toilet break, have some cookies, maybe a glass of Coke and come back. Yep, it'll cast Banish on itself. Goodbye!

Difficulty: NA/10

=====  
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Gargoyle X 2  
\=====/

HP - 5000  
Strength - 58  
Defense - 13  
Magic - 50  
Magic Defense - 12  
Gil - 0  
Experience - 0  
Steal - Phoenix Down + Potion  
Treasure - Hi - Potion  
Type - Humanoid

Battle Strategy: The one factor which makes this battle annoying is that to end this fight, you'll have to kill both of them, or the other will revive the other one. 3rd-tier magic on both is useful, as well as Flare. If you have Lever 3 Flare, use it. It won't take long for both to fall.

Difficulty: 4/10

=====  
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Garula

\=====/

HP - 1200  
Strength - 15  
Defense - 7  
Magic - 0  
Magic Defense - 4  
Gil - 0  
Experience - 0  
Steal - Hi-Potion + Potion  
Treasure - Hi-Potion  
Type - Magic Beast

Battle Strategy: This boss has real big weaknesses. It may start off as an easy fight, but it eventually counters all your attacks and brings out some of its tricks. Be especially careful of Rush. The battle gets harder as it progresses. Don't waste on healing, just attack. Monks are especially useful at this stage, but if you don't like monks, just get the ability "Barehanded". It'll make this battle a lot easier.

VeghEsther's Strategy: Garula Silence + Ponds Chorus blue magic in that order and its physical hits will barely do even 20 so HP per hit.

Difficulty: 5/10

=====  
=====

Gilgamesh (first encounter)

\=====/

HP - ?  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Elixir  
Type - Humanoid

Battle Strategy: With only Galuf available, you know they can't make him overly hard. This battle is a cinch, to tell ya the truth. Don't worry about magic, just pummel him to death with either samurai, monk or ninja techniques. If you're at a high enough level, he'll be so easy that he'll die before he lands a single hit on you.

Difficulty: 2/10

=====  
=====

Gilgamesh (second encounter)

\=====/

HP - ?

Strength - 49  
Defense - 14  
Magic - 0  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Trident + Hero Cocktail  
Treasure - Wizard's Hat  
Type - Humanoid

Battle Strategy: This time, he's a lot harder than the first time you met. His attacks do a lot of damage, so make sure to have at least 1 White Mage in your party. Other than that, physical and magical attacks will do well on him. Titan is especially handy, so rip him out with your magic and physical attacks. Near the end of the battle, he'll start jumping around with Shell and Protect casted on himself. Make sure to heal so you don't die, and he'll go down pretty quick.

VeghEsther's Strategy: Giglamesh bridge battle silence should effect him cast it ASAP and he won't protect/shell himself .

Difficulty: 6/10

=====  
=====  
Gilgamesh (third encounter)  
\=====/

HP - 8888  
Strength - 50  
Defense - 10  
Magic - 50  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Genji Gloves  
Treasure - Golden Shield  
Type - Humanoid

Battle Strategy: Okay, you've faced this guy enough times to know what to do with him. He's slow, and his attacks aren't strong...that says enough. Slash at him with swords or rip him apart with katanas. Sword Dance is incredibly useful here, which can deplete Gilgamesh of 1/4 of his health in one hit! He'll summon Enkidu after a while, and it'll first recover 4000 health for Gilgamesh. NO!!! Keep ripping them apart until they're both dead. Oh, and make sure to steal Genji Gloves from Gilgamesh. That speaks for itself.

VeghEsther's Strategy: Gilgamesh 3rd battle Zenage till he runs but steal the genji glove first.

Difficulty: 4/10

=====  
=====  
Gilgamesh (fourth encounter)

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

HP - ?  
Strength - 60  
Defense - 10  
Magic - 1  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Gauntlets + Hi-Potion  
Treasure - None  
Type - Humanoid

Battle Strategy: Now that you've faced him enough times, you should know what to do against him. After some time, he'll ask what happened to the "old fellow" and when Krile tells him, he's actually speechless and appears sad, not making jokes and harsh comments for once. He enjoys battling with you and cherishes the moment. After he transforms, steel the Genji Helmet from him. After some more bashing, Exdeath will banish him from this dimension for being useless.

Difficulty: 4/10

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Gilgamesh (fifth encounter)

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

HP - ?  
Strength - 109  
Defense - 0  
Magic - 0  
Magic Defense - 35  
Gil - 15  
Experience - 0  
Steal - Genji Shield  
Treasure - Rune Bow  
Type - Humanoid

Battle Strategy: Hack away at him and the battle will stop. After some convo, where he'll display his true colours about the group, and leave. Make sure to steal his Genji Shield.

Difficulty: NA/10

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Gil Turtle

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

HP - 32768  
Strength - 115  
Defense - 40  
Magic - 90  
Magic Defense - 55  
Gil - 5000  
Experience - 0

Steal - Hi-Potion + Potion  
Treasure - None  
Type - Undead

Battle Strategy: A boss that's harder than Liquid Flame has arrived. Yes, that's right, a boss that's harder than Liquid Flame! Let's analyse this guy okay? He's got massive HP, strength and defense and absorbs fire and thunder. Have at least a black mage to cast Blizzaga on him every round, have at least 1 White Mage casting Curaga every round, a Summoner to cast Golem and a Time Mage to cast Float...Keep at it and HOPEFULLY you'll be lucky enough to beat it. Don't complain to me if you can't beat it, it took me like 10 mins to defeat him! Trust me, it's so not worth it defeating this brute 3 times for gil.

Difficulty: 8.5/10

=====  
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Grand Avis  
\=====/  
  
HP - 42000  
Strength - 120  
Defense - 60  
Magic - 100  
Magic Defense - 40  
Gil - 0  
Experience - 0  
Steal - Cottage  
Treasure - Fairy's Bow  
Type - Avis

Battle Strategy: Your first taste of the level of strength the Sealed Temple possesses. The Grand Avis alone wouldn't have proved to be much of a fight, but for two Dark Elementals with him, the difficulty just raised up a notch (actually, by a lot). The Dark Elementals will continuously cast Aeroga and heal one another with White Wind, and while they are easily destroyed by a single Bahamut or Rapid Fire, they come back as you attack the Grand Avis. The Grand Avis, on the other hand, will absolutely OWN you with attacks such as Breath Wing; dealing 1000+ damage to all party members, Zombie Powder; turning party members to zombie and Maelstrom; bring down every party member's HP to single digits. They don't sound so appealing, do they? Dual-cast Bahamut, Mime, Curaga, Rapid Fire and repeat. You might have to heal twice because of Maelstrom and Zombie Powder. Oh, and just on a side note, the music is the same as that of when you're fighting Exdeath in the Void. Suits it well, for to beat this guy, you'll need a HELL a lot of luck. GOOD LUCK!!! You'll need it..... Oh, and if you think that was a hard battle, wait 'til you fight Omega MKII and Neo Shinryu...hehehe...

Difficulty: 9/10

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=====  
Guardian  
\=====/  
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HP - 55000  
Strength - 110  
Defense - 40  
Magic - 50  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Blitzshot  
Treasure - Crystal Orb  
Type - Machine

Battle Strategy: Without doubt the easiest boss in the Sealed Temple, this is similar to the Soul Cannon battle. Summon Bahamut to kill the Launchers and the Wave Cannon, before unleashing Rapid Fire against the Guardian. This battle is nothing compared to Omega MKII and Neo Shinryu.

Difficulty: 7/10  
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=====  
Halicarnassus  
\=====/  
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HP - 33333  
Strength - 65  
Defense - 10  
Magic - 250  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Aegis Shield + Staff of Light  
Treasure - Elven Mantle  
Type - None

Battle Strategy: Finisher. How many times do I have to say it? When she casts Ribbit on one of your party, take time to cure her of the status ailment, before hacking away using Finishers.

Difficulty: 6/10  
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=====  
Ifrit  
\=====/  
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HP - 3000  
Strength - 29  
Defense - 10  
Magic - 32  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Phoenix Down

Treasure - Flame Scroll

Type - Fire

Battle Strategy: Ouch. This boss is so damn easy after that Liquid Flame hell that you'll piss yourself laughing. Seriously, this battle's a cinch. He's fire, so he's obviously weak against Water and Ice. Cast Blizzara and summon Shiva to constantly weaken him. Having Frost Rods isn't that bad of an idea either. If you have Aqua Breath, use it, it's extremely helpful. This battle is nothing compared to Liquid Flame, and you won't have much of a challenge.

Difficulty: 3/10

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Karlabos  
\=====/

HP - 650  
Strength - 10  
Defense - 0  
Magic - 0  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Potion  
Treasure - Tent  
Type - Water

Battle Strategy: WTF is this thing? A Scorpion/Lobster would pretty much describe it's looks. The Karlabos is especially weak against thunder, so use thunder magic. If things aren't looking well, heal with a White Mage (you should have one). Other than that just attack with all your might. It'll go down not long after the battle starts.

Difficulty: 3/10

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Leviathan  
\=====/

HP - 40000  
Strength - 85  
Defense - 25  
Magic - 1  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Reflect Ring  
Type - Water

Battle Strategy: Since Leviathan is of the Water Type, it'll be vulnerable to lightning, so use Thundaga! If not, then Bahamut and Odin will

do just fine. Watch out for Leviathan's feared Tidal Wave attack, which should be easily countered with Curaga. If you're super rich, then buy some Coral Rings; they'll absorb his Tidal Wave attack. All in all, this is one of the easier Leviathan battles.

VeghEsther's Strategy: Leviathan cast Thundaga once then mime it till it dies.

Difficulty: 7/10

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Liquid Flame  
\=====/

HP - 3000  
Strength - 18  
Defense - 0  
Magic - 10  
Magic Defense - 15  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Flame Scroll  
Type - Fire

Battle Strategy: Do not underestimate this boss. It will be easily the hardest boss you've faced up until now. Since it's fire, water and ice obviously works best. Use Frost Rods if you have any, and continuously attack it with Blizzara and Shiva. Liquid Flame also has many forms. The Human form will cast Blaze on your party. Attack it quick to switch forms. The hand form will use Ray on your party and Fira. Attack it again a few times for it to switch to it's tornado form. When attacked, it will use magnet on one of the characters, which will paralyze them. It will also heal itself by casting Fira. This boss battle is sure to take some time, and will be the hardest battle yet. Patience is your friend, not foe.

Morneau's Strategy: Start with 1, 2 or even 3 Gravity, it will take out 1500, 750 and 375 hp. Note that in its 3rd form (hand?), it's immune to Gravity. But still, taking out 1500 and 750 in 2 shoots is priceless!

Difficulty: 7.5/10

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Magissa  
\=====/

HP - 650  
Strength - 14  
Defense - 0  
Magic - 1  
Magic Defense - 0  
Gil - 0  
Experience - 0



Steal - Nothing  
Treasure - Power Drink, Whip  
Type - Humanoid

Battle Strategy: Do not, I repeat, DO NOT kill her until she summons Forza.  
Forza is much stronger than Magissa, but take out Magissa first, because she will heal Forza. She isn't really resistant to magic, but isn't weak against it either. Just pummel her with your strongest attacks. She'll go down before long.

VeghEsther's Strategy: Magissa with or without Forza summoned the free frost rod in Carwen should instant kill both after breaking it.

Difficulty: 5/10

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Manticore  
\=====/

HP - 3300  
Strength - 40  
Defense - 10  
Magic - 1  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Wind Spear, Dragon Fang  
Treasure - Phoenix Down  
Type - Magic Beast

Battle Strategy: This thing is resistant against magic, so don't bother with black. Summons do the same, if not less, than physical attacks, so I recommend for this boss that you turn everybody into fighters, one which can use White Magic, and just keep on attacking and healing when it uses Aqua Breath. It won't take very long if you're a high enough level.

VeghEsther's Strategy: Manticore 3x shurikan buy them in Lix Village.

Kazuma's Strategy: i was reading your ffv guide and i just battled tje Manticore and i found that using zeninage 1 time will kill it instantly (considering you trained and have money)

Difficulty: 4,5/10

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Melusine  
\=====/

HP - 20000  
Strength - 49  
Defense - 90  
Magic - 5  
Magic Defense - 0

Gil - 0  
Experience - 0  
Steal - Leather Armor  
Treasure - Maiden's Kiss  
Type - None

Battle Strategy: Competition against Barbariccia in FFIV? Nope, Melusine wins hands down. She's so much more exposed, with only snakes covering her genitals...LETS RIP HER UP! Firaga works incredibly well. A few turns of Firaga and she's down and out. To fasten the process, summon Carbuncle and reflect Firaga off everyone for more than 8000+ damage! This battle took me less than a minute to finish.

Difficulty: 2/10

=====  
=====

Minotaur  
\=====/

HP - 19859  
Strength - 99  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Fuma Shuriken + Leather Shoes  
Treasure - Nothing  
Type - Humanoid

Battle Strategy: Since you can't use magic in this battle, all you do is slash and rip and do whatever you can with normal attacks to end this fight. This is why I told you to bring your two strongest physical attackers. Don't equip Excalibur or Holy Lance if you have it, for it'll absorb Holy attacks. Use the newly-acquired Defender if you have to. This battle's quite easy compared to the ones before. It'll try and use Holy at the end of the fight, but it doesn't have enough MP :)

VeghEsther's Strategy: Minotaur 2x ninja's with image and use fuma's shurikans or just Zeniage till it dies.

Difficulty: 4.5/10

=====  
=====

Necrophobe  
\=====/

HP - 44044  
Strength - 99  
Defense - 50  
Magic - 50  
Magic Defense - 50  
Gil - 0  
Experience - 0

Steal - Thief's Gloves + Elixir  
Treasure - Luminous Robe  
Type - None

Battle Strategy: Wouldn't be annoying at all if it wasn't for his barriers.  
Destroy his barriers with Bahamut + Mime, and then hack away  
with Finishers. Gilgamesh will arrive near the end, and after  
some convo, will self-destruct and kill Necrophobe. :(  
GILGAMESH!!!!!!

VeghEsther's Strategy: Necrophobe steal the last genji armor piece once  
gilgamesh shows up.

Difficulty: 6.5/10

=====  
=====  
Neo Exdeath  
\=====/

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

Battle Strategy: This looks so much cooler than Zeromus did in FFIV. Oh well,  
Zeromus still OWNS his ass. There are four parts, so for once  
Finishers aren't that effective. Summon Bahamut, Leviathan,  
Mime, until they all die. It is very recommended that for  
at least 1 of your people, maybe even two, to not attack and  
heal and cure status ailments, for Neo Exdeath's Grand Cross  
will stone a few, if not all, party members. Repeat until  
it's destroyed. I made it sound a bit easy, eh? Just wait and  
see...

Zeroshiki's Strategy: To make things even easier, you should earn the double-  
cast skill to cast Bahamut twice or Bahamut then curaga  
(no Mp cost for lots of damage and constant healing ^\_^)  
Of course this requires that all of your party members  
are mimes and you have good equipment. my characters  
were all level 56. Lenna was my caster of choice so I  
gave her some Hermes sandals. It worked pretty well for  
my first fight against Neo ExDeath.

Difficulty: 9/10

=====  
=====  
Neo Shinryu  
\=====/

HP - 65000

Strength - 200  
Defense - 100  
Magic - 8  
Magic Defense - 100  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Nothing  
Type - Dragon

Battle Strategy: Two things before the fight. Cast Float on everybody and have Coral Rings equipped on everybody. Before we start, I'll just like to say that this brute IS the hardest boss in FFV. I had to fight it like 10 times to defeat him. He's just that hard. At the beginning of the fight, he'll cast Mighty Guard on himself, before a quick Maelstrom on everybody. If you're lucky, it'll only take effect on 1-2, if you're unlucky, 3-4. Then, he'll pummel you with attacks such as Ice Storm, which will hit all party members for at least 5000 damage!!! Doom is one of it's less-threatening attacks, for it can also cast Earthquake and Tidal Wave (which is why I told you to cast Float and have Coral Rings). If you defeat it, it'll cast Gigafire AND Meteor, so if you defeated it with 1 guy left on 8 health, which was one of the situations I had, then bad luck. Now...how do we defeat this thing!? Have Dragon Lances equipped and the ability "Jump". If it hits (a lot of times your attacks will rebound and while it will hit, it'll do absolutely nothing) it'll easily do 9999 damage twice! But since it has 65000 HP, you'll need to do that 4 TIMES to defeat, and some of those times Jump will rebound. Everybody else should have the abilities "Time" and "White", and on their turn, they should firstly cast "Quick", before casting any necessary spells, such as Curaga or Hasteaga. THIS IS AN EXCEPTIONALLY HARD BATTLE, DO NOT EMAIL ME BECAUSE YOU COULDN'T DEFEAT WITH THIS STRATEGY, I HAD TO FIGHT IT AT LEAST 5 TIMES WITH THIS STRATEGY TO DEFEAT IT!!

=====  
Neo Shinryu  
\=====/  
=====

HP - 65000  
Strength - 200  
Defense - 100  
Magic - 8  
Magic Defense - 100  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Nothing  
Type - Dragon

Battle Strategy: Two things before the fight. Cast Float on everybody and have Coral Rings equipped on everybody. Before we start, I'll just like to say that this brute IS the hardest boss in FFV. I had to fight it like 10 times to defeat him. He's just that hard. At the beginning of the fight, he'll cast Mighty Guard on himself, before a quick Maelstrom on everybody. If you're lucky, it'll only take effect on 1-2, if you're unlucky, 3-4. Then, he'll pummel you with attacks such as Ice Storm, which

will hit all party members for at least 5000 damage!!! Doom is one of it's less-threatening attacks, for it can also cast Earthquake and Tidal Wave (which is why I told you to cast Float and have Coral Rings). If you defeat it, it'll cast Gigaflare AND Meteor, so if you defeated it with 1 guy left on 8 health, which was one of the situations I had, then bad luck. Now...how do we defeat this thing!? Have Dragon Lances equipped and the ability "Jump". If it hits (a lot of times your attacks will rebound and while it will hit, it'll do absolutely nothing) it'll easily do 9999 damage twice! But since it has 65000 HP, you'll need to do that 4 TIMES to defeat, and some of those times Jump will rebound. Everybody else should have the abilities "Time" and "White", and on there turn, they should firstly cast "Quick", before casting any necessary spells, such as Curaga or Hasteaga. THIS IS AN EXCEPTIONALLY HARD BATTLE, DO NOT EMAIL ME BECAUSE YOU COULDN'T DEFEAT WITH THIS STRATEGY, I HAD TO FIGHT IT AT LEAST 5 TIMES WITH THIS STRATEGY TO DEFEAT IT!!

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Alternate strategy:

I believe that using Hermes Sandals instead Coral Rings for the accessory when attacking Neo Shinryu makes the fight vastly easier. The reason I feel this way is that while using the coral rings protect against tidal wave, it also makes NS able to have 3 or 4 attacks for every full turn you take. So you're spending alot of your time healing instead of jumping. Using the Hermes Sandals He'll get maybe 1 attack for every full turn you take. So while you'll be vulnerable to Tidal Wave, you should be able to kill him long before he casts tidal wave, because unlike shinryu he doesn't start the fight with tidal wave.

If you're fast enough the only attacks NS should make are zombie breath between the 2 sets of jumps and Giga Flare/Meteor when he dies

The first set of jumps seems to always miss, but the second set always hits, go figure.

My party when I tried was lvl 70 with all abilities mastered for all jobs, fully healed and floating at the start of the fight.

The equipment was  
Left: Dragon Lance  
Right: Dragon Lance  
Head: Ribbon <- just need to protect against zombie status  
Armor: Unequiped <- unimportant, can use anything  
Acc: Hermes Sandal

Job: Freelancer  
Abilities:  
Bartz: Jump/Time <- for float before the fight  
Lenna: Jump/Smoke <- getting to the fight quickly  
Krile: Jump/White <- to fully heal before the fight  
Faris: Jump/Read Ahead <- getting to the fight quickly

I win 10 times out of 10 using this.

(thanks to Zarquin for this strategy!)

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Another alternate strategy:

I have a strategy of my own for Neo Shinryu, but it requires a lot of luck to beat him. Here are the requirements for this fight:

Level 70 or higher

All characters in the Freelancer class

4 Coral Rings (1 for each character)

4 Ribbons (1 for each character)

3 Ice Shields (Support Characters Only)

At least 10 Elixers

All characters with the HP +30% ability

1 character with the Time ability (Must have Level 6 Magic enabled)

2 characters with the White ability (Must Have Level 6 Magic enabled)

1 character with the Jump and Dual-Wield abilities

1 character with 1 Dragon Lance (2 if possible, must be on the character with Jump and Dual-Wield)

Support characters in the back row

Attacker in the front row

My Strategy: Be sure to cast Float before engaging this lethal dragon. After float is on everyone, start the fight. After he uses Maelstrom, restore everyone back to full HP and revive if needed. But if you got the attacker in the air before the Maelstrom, the attacker won't be affected. When the attacker lands, they'll inflict a total of anywhere between 13000 and 19998 damage with the 2 lances equipped. Have your character with Time re-cast float after a character has been revived and cast Hastega on the first turn. The 2 with White should cast Curaga and Arise if needed. The attacker should be jumping constantly. The support characters will absorb his Deep Freeze attack, while everyone will absorb his Tidal Wave Attack. Earthquake won't harm your party as long as everyone's floating and/or in the air. Watch out for Almageist, his worst attack, as it deals 7500+ damage to everyone! Try not to let him get even a second to use this attack. Be sure you have enough HP to survive his final attack when you beat him. If you manage to survive the final attack, enjoy your new Ultima Weapon.

(thanks to yuffielover for this strategy!)

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Difficulty: 20/10  
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=====

Odin  
\=====/  
  
HP - 17000  
Strength - 60  
Defense - 20  
Magic - 50  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Protect Ring  
Treasure - Flame Shield  
Type - Humanoid

Battle Strategy: This battle has a time limit of 1 minute. If you take longer than a minute to subdue Odin, then he'll finish you off. The good thing about this battle is that Odin is not immune to Break, which means that a Spellblade Break is the end of him. To make sure that his Zantetsuken doesn't do massive damage, have Mighty Guard casted (get it from the monster Stingray) but still heal when necessary. If you don't have Spellblade Break, then cast 3rd-tier magic against him. DON'T summon Bahamut, or any monster for that matter. It takes way too long (10-15 valuable seconds) and it doesn't do much more damage than 3rd-tier (2-3 seconds).

Difficulty: 7/10

=====  
=====

Omega  
\=====/

HP - ?  
Strength - 115  
Defense - 190  
Magic - 199  
Magic Defense - 150  
Gil - 50000  
Experience - 0  
Steal - Nothing  
Treasure - Omega Badge  
Type - Machine

Battle Strategy: Dual-Wield + Spellblade Thundaga + Rapid Fire = Malfunctioned Omega

Game2002 Strategy Have at least two people with Spellblade and Rapid Fire. Omega is weak to lightning spells, but he comes with a built-in Reflect, so black magic won't work on him. Use Thundaga Spellblade and Rapid Fire, and you can easily hit him 4 times with over 5000 damage! I told you to have at least two people with the same abilities so that Omega will die faster. It is important to equip Fire Rings and Ribbons so you can survive some of his fire-based attack and not get status effects, though his Rocket Punch can still confuse you. Casting Float is important also as his Earthquake can easily slay you. The most dangerous thing about Omega is his Encircle. It can make a member disappear from the battle with no way to get him/her back until the fight ends. There is no way to avoid this move, so pray that he doesn't use it. There is no prize for defeating Omega, except for the Omega Proof to boast to people you defeated him.

Rufino's Strategy: btw, for the both Omegas, What I did is use Romeo's Ballad with two characters while two other Rapid Fire. Omega MKII and the Original one made no moves against me. I had the hermes sandals on everyone.

Eric's Strategy: A good strategy for Omega would be to equip Hermes Sandals on a bard/freelancer with !Sing and use Romeo's Ballad as previously stated by rufino, cast Carbuncle with a summoner, and !Dualcast Thundaga on the party for massive damage.

Difficulty: 9/10

=====  
=====  
Omega MKII  
\=====/

HP - 65000  
Strength - 150  
Defense - 200  
Magic - 200  
Magic Defense - 200  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Force Shield  
Type - Machine

Battle Strategy: You thought Omega was hard, this machine's ten times harder! The same strategy can apply, which is Rapid Fire Spellblade <varies> Dual-Wield with 2 Ragnaroks is a OHKO. But, the <varies> bit is the one that matters. Unlike Omega, this thing has a barrier around it, and you can't tell the difference between them. The barrier will absorb two elemental attacks and will be weak against another. So, you have a 1-in-3 chance of getting the right element for Spellblade. It might be handy for someone to use Black Magic before you use Spellblade, to determine which barrier it's using. Like the previous Omega, it WILL cast a lot of deadly attacks, such as Atomic Ray and Wave Cannon, which will do 3000+ damage to all party members. My recommended party would be TWO White Mages who will constantly heal, 1 Black Mage to determine the barrier and 1 with Rapid Fire, Spellblade, Dual-Wield and 2 Ragnaroks to deliver the finishing blow. This fight does have some luck elements involved. Good luck.

Rufino's Strategy: btw, for the both Omegas, What I did is use Romeo's Ballad with two characters while two other Rapid Fire. Omega MKII and the Original one made no moves against me. I had the hermes sandals on everyone.

Morgan Smidt: ok, start by having 4x reflect rings on everyone, then have 4x mimics then have all with (dual cast+Time+black)  
then start by dual casting thundaga off everyone and THEN quick, then dual cast thundaga off everyone for 9999 damage twice, then on the second turn of quick, do it again for another 19998 damage, this =9999+9999+9999+9999+9999=49995 damage in one turn with ONE CHARACTER!!!BEST STRATEGY EVER.

Difficulty: 10/10

=====  
=====  
Omniscient  
\=====/



HP - 16999  
Strength - 100  
Defense - 0  
Magic - 20  
Magic Defense - 8  
Gil - 0  
Experience - 0  
Steal - Kornago Gourd + Potion  
Treasure - None  
Type - None

Battle Strategy: Do you want to know what I think this guy looks like? Some Egyptian door with a head and arms poking out, and holding a staff. That's right. Summon Carbuncle at the start of the battle, for when Omniscient dies, it'll cast Flare. DO NOT, under any circumstance, attack it with Physical attacks, otherwise it'll cast Return and you'll have to do the battle all over again! Now you know my complete reasoning. Summon Syladra, as it appears to do the most damage, and keep on summoning it until it dies. (Coral and Flame Rings are useful in this fight because it casts Firaga and Blizzaga a lot) \*NOTE: I take back a comment I made. Attack it with Physical Attacks if you're dying and want the battle to start again\*

VeghEsther's Strategy: Omniscient coral/flame rings aren't required if you have 2x reflect rings simply equip those. Aeroga does as much damage and any summon.

tonymjin: You can simply just cast Berserk on Omniscient and it will be unable to cast any spells. You can also summon Golem if you want extra protection. Then, just keep attacking and it will fall.

Difficulty: 7/10

=====  
=====

Purobolos X 6  
\=====/

HP - 1500  
Strength - 45  
Defense - 0  
Magic - 10  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Eye Drops  
Treasure - Potion  
Type - None

Battle Strategy: Magic, enuf said. With 6 of them with a lot of HP for each, magic is your bestest friend. Summoning Titan is a great idea, as well as Blue Magic. If you don't kill all 6 at once, they can revive their fallen friends, so watch out. With magic, this battle won't take very long.

VeghEsther's Strategy: Purobolos X 6 save MP use Zeniage or any elemental

scrolls via throw instead.

LinkofHyrule991: If you cast silence on them they can't heal themselves, or self-destruct. When they try to revive others while silence they end up dying. This makes them very very easy to beat.

Difficulty: 5/10

=====

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Ramuh  
\=====/

HP - 4000  
Strength - 27  
Defense - 20  
Magic - 50  
Magic Defense - 5  
Gil - 0  
Experience - 0  
Steal - Hi-Potion  
Treasure - Ramuh  
Type - Thunder

Battle Strategy: This guy isn't that hard, he's got very strong attacks and really annoying moves like Flash, which blinds you. Good thing is, he's slow. My characters were able to attack a good 3-4 times before he attacked. But, he has tons of HP, so this battle will go for some time. He's not weak towards magic, and will absorb thunder (well obviously), but still use it because it will get a good 400+ damage. Also, Coral sword and other fancy equipment will fasten this battle quicker as well. After the battle, Ifrit will talk to Ramuh and he'll join you.

VeghEsther's Strategy: Coral sword is thunder based so don't physically attack ramuh with it throwing it via ninja's should still damage him.

Meagan's Strategy: If you use Gravity, the first time it'll do 2700 damage. The second time will do 200. Then use Ifrit, and then you've defeated him.

Difficulty: 5/10

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Sandworm  
\=====/

HP - 3000  
Strength - 25  
Defense - 0  
Magic - 1  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Nothing

Treasure - None

Type - Sand

Battle Strategy: This brute can get annoying because of his ability "Gravity", which halves your HP. Quicksand will also drain your HP continuously, so make sure you have at least 1 White Mage in your party ready to heal. Using magic on it causes it to use gravity, which is not something you want to do. The fact that it pops in-and-out of the holes just makes it more annoying. Wait until it has just repopped out of a hole before attacking it. A quick way to end this with 1 attack is to use the Blue Magic "Aqua Breath" which will do around 4500 - 5000 damage, killing it without any hassle.

Difficulty: 4/10

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Shinryu  
\=====/

HP - ?  
Strength - 175  
Defense - 60  
Magic - 128  
Magic Defense - 60  
Gil - 0  
Experience - 0  
Steal - Dragon's Whisker + Dragon Fang  
Treasure - Dragon Seal  
Type - Dragon

Battle Strategy: Having at least 2 Dragon Lances is a good idea; they can be stolen from Crystal Dragons, but it's a rare steal. Equip the lances on someone who knows Duel Wield and Jump, then have that person use Jump on Shinryu and you can easily do over 8000 damage to him twice, meaning 16,000! Before you fight him though, you MUST equip Coral Ring on everyone so you can absorb his Tidal Wave rather than getting hit by it. Another easy way to kill Shinryu is to cast Berserk on him so he won't use any magic, but you'll have to watch out for his high attack power now, so you defensive spells on your party. For defeating him, you get the powerful sword Ragnorok and the Dragon Seal for boasting to people you defeated Shinryu.

Christian: I have found an easier way to defeat Shinryu. The problem in your strategy is that you have to steal the rare dragon lances. It is easier to get 300000 Gil in the N-Zone. My strategy works without dragon lances but you need 300000 Gil to buy fumashurikans: You need four coral rings, 10-12 fumashurikan, everyone should have mastered the throw-ability and should be able to cast Quick. All members of the party should be mimics. In the fight cast Quick and throw 2 fumashurikan. This is a damage about 14000-15000. If you are quick and doing this 4-5 times then Shinryu attacks at most 2 times.

My alternate strategy: Cast Berserk on Shinryu and keep up Golem. VERY cheap way to defeat it, but it gets the job done.

Saxuallyapeasing: First, make sure everyone has coral rings and shields (or two swords for your fighter[s]) equipped and is in the back row. You have your fighter(s) wielding two swords charge up Osmose with spellblade and rapid-fire. Have your white mage character dual-cast Protect and Curaga when necessary with your summoner casting Golem as needed. Hastega is useful for the initial turns of sapping his MP, so I substituted a fighter for a character with time magic. After the first two to four rapid-fires, his MP will be just about gone, and he'll start physically attacking. This is where having shields and Golem come in real handy. Have your summoner dual-cast Golem and Odin (it's just as powerful as Bahamut in this fight), your white mage always healing, and switch your fighter(s) over to Flare spellsword. Don't attack with Holy in any form, because Shinryu absorbs it. Meteor is also near-useless. Keeping up this pattern, you should be able to take care of him without any problem. Note while it sounds similar to your Berserk strategy, it's much safer because it keeps his strength at bay.

Difficulty: 9/10

=====  
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Shiva  
\=====/

HP - 1500  
Strength - 40  
Defense - 0  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Phoenix Down + Hi-Potion  
Treasure - Frost Rod  
Type - Ice

Battle Strategy: Shiva wouldn't be much of a problem if it wasn't for her Ice soldiers protecting her. It doesn't matter much which you get rid of first, Shiva or the knights, but I say Shiva, because she is much more a nuisance and she can cast Blizzara which is extremely annoying. Cast fire on her, she is very weak against it, and continue to blast her with your strongest attacks. This might take a while.

VeghEsther's Strategy: Shiva can be killed without buying Fira in Karnak simply win flame rods from the Richard mages in Garula's tower and break 1 or 2 of them.

Difficulty: 6/10

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Siren  
\=====/

HP - 900  
Strength - 15  
Defense - 0  
Magic - 0  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Nothing  
Treasure - Bronze Armor, Bronze Shield  
Type - Humanoid/Undead

Battle Strategy: Not bad looking ain't she? Just wait until she turns undead, before you reconsider. The first thing she does is cast haste upon herself, which makes it quicker for her to attack. This can get annoying. DON'T use black magic no matter what, she is resistant to all types. When she's normal, just pummel her with your strongest offensive attacks. It's as soon as she turns undead, when you start using magic. All types do heaps, but fire does especially much. Also, White Magic will also harm her when she's undead. Use all this to your advantage, and she'll fall before long.

Difficulty: 4/10

=====  
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Soul Cannon  
\=====/

HP - ?  
Strength - 7  
Defense - 5  
Magic - 1  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Elixir + Ether  
Treasure - Dark Matter  
Type - Soul Cannon

Battle Strategy: This battle will take a while. The Soul Cannon itself isn't the problem, but rather the two launchers with it. Focus on destroying them first, with Thundara or Ramuh, before focusing on the Soul Cannon. It can pack quite a punch this thing; with Wave Cannon, it can bring a lot of damage to your whole party, plus afterwards! Good news is that it is REALLY slow, so you'll have plenty of opportunities to destroy it before it can seriously harm your team. I actually destroyed it before it landed one attack!

VeghEsther's Strategy: Soul Cannons LV 5 death the LV 20 side cannons then once they are gone throw thunder scrolls till the main cannon is dead.

Difficulty: 5.5/10

=====  
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Titan  
\=====/

HP - 2500  
Strength - 45  
Defense - 10  
Magic - 0  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Gaia Hammer + Potion  
Treasure - Hi-Potion  
Type - Humanoid

Battle Strategy: God, he looks like some Sumo Wrestler. Sumo Wrestlers, however are really strong and can pack quite a punch. He will do a lot of damage to your party when he attacks, so make sure to have a white mage in your party. Ground Shaker will do around 400-500 damage to all party members, so cast Cura ASAP afterwards. He's slow though, so take the opportunity to pummel him with physical attacks. My Lenna's a dancer with the ability "Eqp Swords" attached. She had an Ancient Sword equipped, and she OHKO'd Titan when she used Sword Dance. That just shows how weak Titan is. He'll use Ground Shaker once he gets defeated so make sure to have enough HP to survive.

VeghEsther's Strategy: Titan Gilcats North Mt control then to force them to cast float on everybody. That way earth shaker titan uses will always miss.

Dilon's Strategy: For titan in the Karnak Meteor have someone (I used Faris) to have throw. Throw a Shuriken with the character. Then with Bartz use the Samurai technique Zeninage and Titan will die that simple. 2 move kill

Difficulty: 5/10

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Triton, Neried and Phobos  
\=====/

HP - 13333 (all)  
Strength - 55, 54  
Defense - 0, 0  
Magic - 20 (all)  
Magic Defense - 25 (all)  
Gil - 0  
Experience - 0  
Steal - Elixir + Gold Needle (each)  
Treasure - Iron Daft, Power Drink, Goliath Tonic  
Type - Undead

Battle Strategy: Summon Odin and hope to god he uses his Zantetsuken, for its a OHKO! If you don't, then you're in a bit a predicament. 3rd-tier magic and Bahamut all works well. For having 3 of them, this battle isn't that hard at all.

VeghEsther's Strategy: Great Sea Trench boss's if odin doesn't instant kill

them cast doom claw till if effects all 3 then 1  
requiem song will beat all of them at once.

Difficulty: 5/10

=====  
=====  
Twintania  
\=====/  
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HP - 50000  
Strength - 90  
Defense - 30  
Magic - 7  
Magic Defense - 16  
Gil - 0  
Experience - 0  
Steal - Flame Shield + Phoenix Down  
Treasure - Tinklebell  
Type - Magic Beast

Battle Strategy: This guy has a lot of health, so Finishers is a good option.  
But, if you don't want to, cast Holy or hack away with  
Excalibur and Holy Lance, they work just as good.

VeghEsther's Strategy: Twin Tania Odin once gigaf flare charges up can instant  
kill it.

Difficulty: 7.5/10

=====  
=====  
Tyrannosaur  
\=====/  
=====

HP - 5000  
Strength - 45  
Defense - 20  
Magic - 0  
Magic Defense - 20  
Gil - 0  
Experience - 0  
Steal - Golden Shield  
Treasure - Potion  
Type - None

Battle Strategy: One quick way to end this fight without even having to  
attack: Use a Phoenix Down on the Tryannosaur. All over.  
Use the one you just obtained. If, on the very, very,  
very off-chance that you don't have a Phoenix Down, then use  
fire-magic on it. Either way, it'll be the easiest battle  
you've faced up until now.

Difficulty: 1/10

=====  
=====

Wendigo  
\\=====/

HP - ?  
Strength - ?  
Defense - ?  
Magic - ?  
Magic Defense - ?  
Gil - 0  
Experience - 0  
Steal - Ninja Suit  
Treasure - ?  
Type - ?

Battle Strategy: This fight gets 8 because of its annoyance. There are four Wendigo's on the field. 1 is real, the other 3 are replicas who can't take any damage. You'll have to waste a lot of attacks to find the real one, and after each hit, it changes its position around the field. If you attack all of them at once, which you would've thought about doing by now, it'll counter with all 4 using Frost on you, which will deal at least more than 1000 damage to all party members. My strategy is just to slash all of them until you find it, and when you think you're pretty close to reaching the 20000 health, summon Bahamut and cure as it uses Frost. You might not win this battle on the first try.

VeghEsther's Strategy: Wendigo a joke equip 4x fire rings or ice shields on everybody then Zeniage it to death. The Rings/shields make its 4x frost counters worthless.

Difficulty: 8/10

=====

Wing Raptor  
\\=====/

HP - 250  
Strength - 7  
Defense - 0  
Magic - 1  
Magic Defense - 10  
Gil - 0  
Experience - 0  
Steal - Potion  
Treasure - Phoenix Down  
Type - None

Battle Strategy: Um...strategy...yes...<\_< Well, since it's about the only thing you can do, keep attacking. Use some elixirs (you should have plenty by now if you were training) if your characters get on low health. Use the Phoenix Down if you wish. If you're at a high-enough level, the Wing Raptor will fall not long after the battle's started.

Difficulty: 3/10

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BONUS DUNGEON (20.0m)

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Sort of like the Lunar Ruins in FFIV, the bonus dungeon of FFV only available for the GBA Version.

MY LEVELS  
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Bartz - Freelancer (Lvl 6 Monk, Lvl 5 Ninja, Lvl 5 Samurai, Lvl 4 Ranger, Lvl 5 White Mage, Lvl 6 Black Mage, Lvl 6 Time Mage, Lvl 6 Summoner, Lvl 3 Blue Mage, Lvl 3 Geomancer, Lvl 3 Gladiator)

Lvl 70  
Abilities: !Rapid Fire  
          !Summon

Equipped  
-----

R.H - Ragnarok  
L.H - Murakumo  
H - Ribbon  
B - White Robe  
A - Protect Ring

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Lenna - Mime (Lvl 6 Knight, Lvl 6 White Mage, Lvl 5 Black Mage, Lvl 6 Time Mage, Lvl 4 Summoner, Lvl 3 Blue Mage, Lvl 4 Beastmaster, Lvl 4 Chemist, Lvl 3 Dancer, Lvl 2 Oracle, Lvl 2 Gladiator, Lvl 1 Mime)

Lvl 70  
Abilities: !Finisher  
          !White  
          !Time

Equipped  
-----

R.H - Assassin's Dagger  
L.H - Ice Shield  
H - Crystal Helm  
B - White Robe  
A - Protect Ring

-----

Faris - Freelancer (Lvl 6 Thief, Lvl 3 Dragoon, Lvl 5 Ninja, Lvl 4 Ranger, Lvl 6 Mystic Knight, Lvl 5 White Mage, Lvl 6 Black Mage, Lvl 6 Time Mage, Lvl 3 Blue Mage, Lvl 2 Bard, Lvl 2 Dancer, Lvl 2 Gladiator)

Lvl 70  
Abilities: !Rapid Fire  
          Find Passages

Equipped  
-----

R.H - Ragnarok  
L.H - Murakumo  
H - Ribbon  
B - Rainbow Dress  
A - Red Slippers

-----  
Krile - Freelancer (Lvl 7 Monk, Lvl 2 Dragoon, Lvl 5 Ninja, Lvl 4 Ranger, Lvl  
5 White Mage, Lvl 5 Black Mage, Lvl 5 Summoner, Lvl 4  
Blue Mage, Lvl 4 Red Mage, Lvl 3 Bard, Lvl 2 Gladiator)

Lvl 70

Abilities: !Rapid Fire  
!Summon

Equipped

-----

R.H - Ragnarok  
L.H - Dragon Lance  
H - Ribbon  
B - Black Garb  
A - Protect Ring

-----  
(When I first entered the Bonus Dungeon)

Before you even attempt the Bonus Dungeon, make sure you're at a high level, AT LEAST 50+, and that you have White Magic for 2-3 party members, if not all. It might be another good idea to steal the better-than-legendary weapons from Neo Exdeath a couple of times, which was how I got so many Ragnaroks (I still have some in my pack). Also, have the ability "Find Passages" equipped for there are some hidden passages in the Bonus Dungeon.

Once you beat the game, head south of Phantom Village to the area where you obtained the Gladiator, Cannoneer and Oracle jobs. Pull the switch that was previously broken and enter the door that just unlocked at the north-west corner. Head up past the consecrated circle and through the gap. Welcome to the Bonus Dungeon (not a very good entrance, I know).

The Bonus Dungeon is actually called the "Sealed Temple". Sounds cool, but a bit too original. Now, before we start, I'll like to say that the Bonus Dungeon, the Sealed Temple is not as linear as the Lunar Ruins of FFIV (the whole thing about Lunar Ruins was going down floors till the 50th, with trials every few floors). I'll try my best, but please bear with me. If you have noticed something I've missed, please contact me.

Okay, now let's get into the actual dungeon. After you've entered the north-west door in the room where you got the last jobs, you'll be in a new room with a consecrated circle. Yes, SAVE. Head up and through the gap. Welcome to the Sealed Temple.

\*CONTRIBUTED TIPS FOR THE BONUS DUNGEON\*

1. When you catch and give the Behemoth to the person that unlocks the main door, you won't lose the Behemoth, even its useless release it, its a mistake that was done on the game.
2. For prevent the full-heal of Archeodeomon with Death, cast Reflect on it. Rarely (and very rarely) the spell will take effect on your characters. This will give you more time to kill it without the need of using a full strong attack.
3. If your characters are in low level (still under level 50), you can train easily in the Abyssla Falls or in the Tomb of Memory.
4. You forgot the AutoReflect of Omega MK2, its better to use a Summoner to verify the barrier of Omega. Also equip Apocalypse & Ragnarok in the character

with Rapid Fire. For ex., I killed him faster cause I summoned Shiva with Lenna (she was using Summon with White) and immediately did damage so....

Spellblade Blizzaga Dual- Wield Apocalypse+Ragnarok = Instant kill!!

Honestly, he was as hard as was for me my 1st Omega

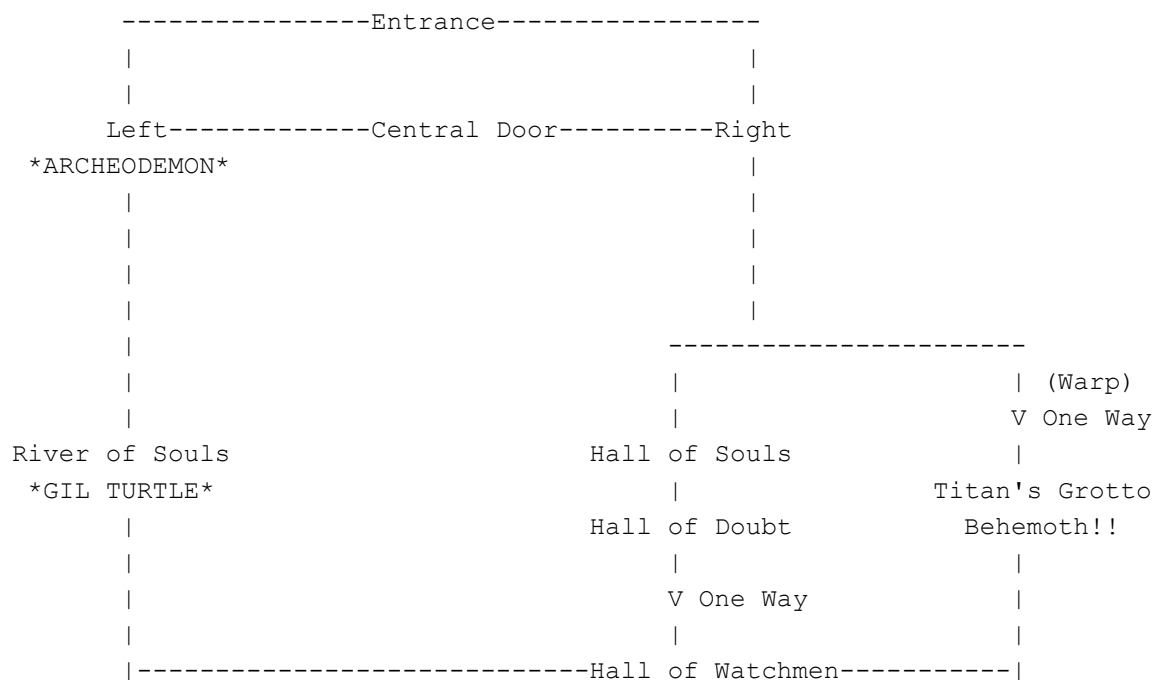
5. Neo Shinryu isn't difficult at all. I used your strategy (the Jump strategy) and added extra attacks from Krile (using 1000 needles) and Lenna (she was the 2nd healer but also I summoned Odin with her), cause I didn't need always to keep healing. My characters were in level 61 but 62 for Faris (the 1st healer cause of its speed and cause was also using Time)

6. You should say that you MUST destroy first the other parts of Guardian before start to attack him.

(thanks to branksamage for the tips!)

-----  
OUTSKIRTS OF THE SEALED TEMPLE (20.1a)  
-----

(-MAP-)



You'll know if you're in the right area, for the music is the same as the Library of the Ancients. Head south down the right flight of stairs, ignore the central door for now (you can't get in yet) and head left through a door.

Go up and right to a hidden passage. Follow it around to a chest with Blastshot, and go through more to the left for a Buckshot. Now go back to the entrance of the dungeon and through the right door.

Follow the path until you reach a fork. Ignore the south route for now, and instead head left through a door. The music'll have changed and you'll appear in what looks like Walse Tower. Walk south and enter the hidden passage to the left. Follow it where it leads to an area with two chests containing Blitzshot and Blitzshot. Walk back through the hidden passage (the other way has cracks) back to the entrance of the room.

Don't head back through the door just yet, we still have things to do here. Proceed south and at the intersection head right. Go through the hidden passage to two chests with two Blastshots. Back at the intersection, head down through a door to the next area.

The right path leads to a dead end, so head left. Get the Ether from within the chest before proceeding north to the skull-switch. Press it to reveal a path between the walls. Head back to the fork and this time head right. Walk north until you reach another skull-switch. Press it, but don't go through the revealed wall yet. Head north-east to a chest with Mace of Zeus!

Now go through the revealed wall. Head east and south to a chest with Dark Matter. Backtrack to the skull-switch, and head north from there to a hole. Fall under to reach the the Hall of Watchmen.

From your current position, there are four possible ways to go; two paths north (which lead to the same area) west and east. Head west for now, but remember this room. Climb up the stairs to another area - Titan's Grotto.

In this area, you'll encounter an enemy known as Behemoth (a mother\*\*\*\*ing ass monster). You need to catch one of those to be able to enter the Central Door in the first area of the Sealed Temple. Catch one of those (it's easier if you have Kornago Gourd equipped). Oh, and if you accidentally kill it, it'll cast Meteor...

Head west, up a flight of stairs and follow the path around until you're at the highest level. You'll eventually reach a fork of a flight of stairs heading down and a path up through a door. Go down first to a chest with Elixir, then proceed up through the door. Follow the path to a Vishnu Vest. Backtrack to the Hall of Watchmen. Head all the way east to a warp orb. Choose yes and you'll warp to the entrance of the Water Caves, which is just beyond the left door at the entrance of the Sealed Temple.

In here, there's a monster called Soul Eater. It's evasion is real high, so use Rapid Fire when you encounter it (which never misses). Don't bother walking down the first stairs into the water, the current will take you to the same platform anyway. Walk down the second stairs to another platform. Head east to a chest with Iron Daft. Continue south down more stairs and the current will take you to another platform. Get the Power Drink from the chest west of you. Now walk south-east and fall down the hole.

Walk west to a chest with Dark Matter. Head south down into the water. In this new platform, head west to a Turtle Shell before heading north, ignoring the path east, to four staircases leading into the water. Go down the second from the left to an isolated platform with an Elixir. Head down to be returned to the eastern platform.

Continue north and at the fork head left into a cave. Head south to two staircases. Go down the RIGHT one to a chest with Goliath Tonic. Head down the stairs here to another platform. Walk east and down the hole. Head north and at the fork head EAST along the path and you'll eventually run into the good old Gil Turtle.

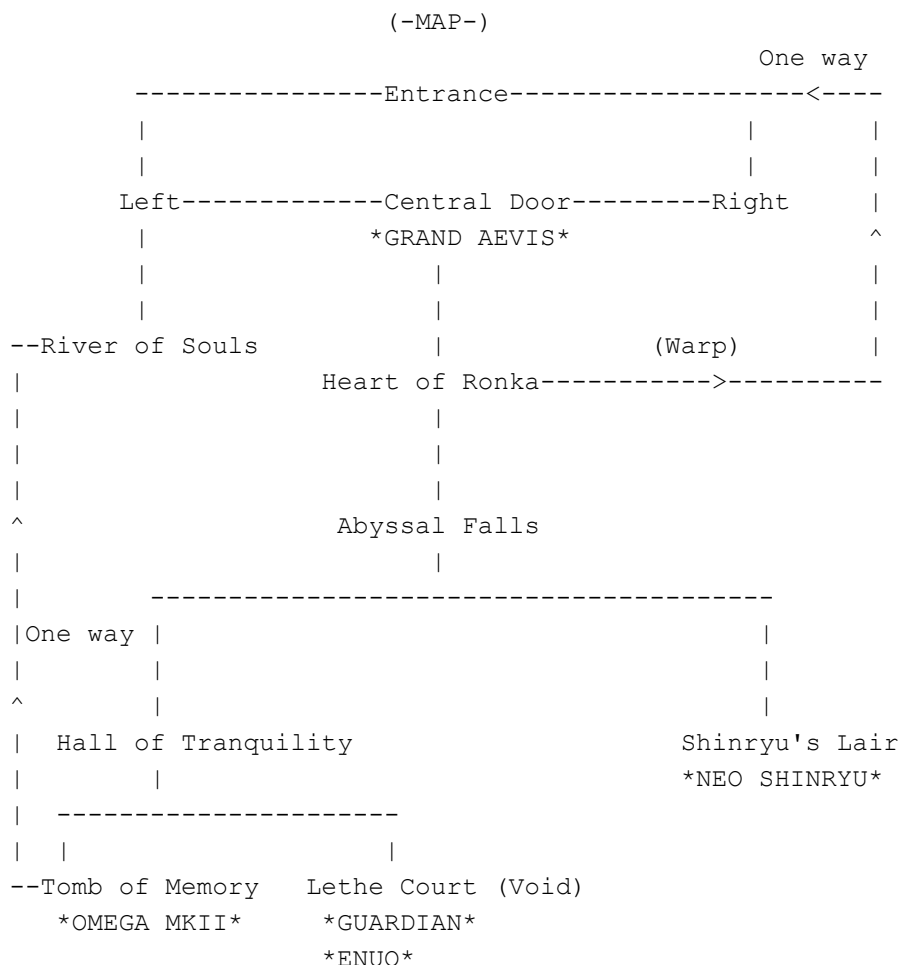
Cast "Float" before you fight him, because he'll use Earthquake when he dies which easily does more than 3000 damage to ALL party members. He's weak to ice so use Blizzaga and Curaga when needed. Summon Golem to counter his strong attacks. Rapid Fire Spellblade Blizzaga Dual-Wield with 2 Ragnaroks will hit for over 4000 HP, and since it's Dual-Wield, it'll hit 8 times, a OHKO.

Afterwards, head south through a door. At the fork here, head up the right

path to a Cottage before heading up the left. Follow the path around until you reach a three-way fork. Head up the left path for a Fuma Shuriken, before heading up the middle path to meet a guy who wants you to catch a Behemoth to prove to him that you're strong enough to be able enter "the next level". I told you to catch one, so you should have one already. He'll unlock the central door at the entrance of the Sealed Temple.

Now we have to go back all the way to the entrance of the Sealed Temple. Teleport won't work, so touch luck, you'll have to walk back. Head back to the previous area, head west into the cave, and follow the path east, ignoring all the staircases, until you reach the cave linking the Castle and the River of Souls. Exit the castle to be back at the entrance. Go back to your sub to heal before going through the Central Door.

-----  
 WITHIN THE CENTRAL DOOR (20.2b)  
 -----



This place has some similarities to the rift; you will face many bosses here, and they all ALL harder than anything you have faced before. If you've faced Omega and Shinryu inside the rift, you can meet their counter-parts here, Omega MKII and Neo Shinryu. The bosses that served Exdeath can be replaced by the incredibly strong Grand Aegis and the Archeodemon. The original master of the Void, Enuo will be your final challenge (although I've found Omega MKII and Neo Shinryu to be harder).

As soon as you enter, head west until you reach a fork. Walk down the south path and follow it around to a chest with Dark Matter. From there, walk west through the hidden passage to another chest with Hero Cocktail. Go back to the previous chest and south to a Holy Water. Proceed east and through the hidden passage to a chest with Gladius. Go back to the entrance of the hidden passage and head up to a statue. Remember this statue. Head back to the entrance of

the Sealed Temple.

Head through the right door and at the fork head south to two warp orbs. Use the left one and it'll teleport you to a section of Titan's Grotto. Grab the Dark Matter within the chest and head all the east and down a flight of stairs to another chest with Elixir. Head back to the chest with Dark Matter and this time head west. Go with the flow as you fall from the waterfall. Head up the stairs to your right and follow the pathway east, through a cave, all the way east then down many flights of stairs before appearing in the Hall of watchmen (do you recognize this place?)

Walk east to a 4-way split. Go through any of the two paths north; they lead to the same area. Eventually you'll meet a guy whose medicine will soften up petrification curses so strong gold needles simply bounce off! \*wink wink\* say no more. But there's a catch. It'll only run for 5 mins, so you'll have to deliver it to the statue in 5 minutes or it'll have the same effect as water. Have the abilities "Sprint" and "!Flee" equipped, for they're useful to get you there in time.

Head south and at the 4-way split head east to a warp orb. It'll teleport you back to the entrance of the River of Souls. Head up to the cave and you'll be back in the castle. Exit the castle and go through the Central Door. Run back to the statue and use your medicine on it (you should still have at least 3 mins if you equipped "Sprint" and "!Flee"). For curing its petrification status, it'll attack!

=====  
Grand Aevis  
\=====/  
=====

HP - 42000  
Strength - 120  
Defense - 60  
Magic - 100  
Magic Defense - 40  
Gil - 0  
Experience - 0  
Steal - Cottage  
Treasure - Fairy's Bow  
Type - Aevis

Battle Strategy: Your first taste of the level of strength the Sealed Temple possesses. The Grand Aevis alone wouldn't have proved to be much of a fight, but for two Dark Elementals with him, the difficulty just raised up a notch (actually, by a lot). The Dark Elementals will continuously cast Aeroga and heal one another with White Wind, and while they are easily destroyed by a single Bahamut or Rapid Fire, they come back as you attack the Grand Aevis. The Grand Aevis, on the other hand, will absolutely OWN you with attacks such as Breath Wing; dealing 1000+ damage to all party members, Zombie Powder; turning party members to zombie and Maelstrom; bring down every party member's HP to single digits. They don't sound so appealing, do they? Dual-cast Bahamut, Mime, Curaga, Rapid Fire and repeat. You might have to heal twice because of Maelstrom and Zombie Powder. Oh, and just on a side note, the music is the same as that of when you're fighting Exdeath in the Void. Suits it well, for to beat this guy, you'll need a HELL a lot of luck. GOOD LUCK!!! You'll need it.....  
Oh, and if you think that was a hard battle, wait 'til you

Difficulty: 9/10

=====

After I fought this guy, two of my guys were dead and they other two were on 3-digit health left. Heal with White Magic before going back to the sub to heal completely (HIGHLY RECOMMENDED!). Go through the passage where the statue was blocking it, walk around until you reach a fork. Here north for a chest with Ether before heading south downstairs.

In this room there's four chests with two Ethers and two Fuma Shurikens at the start. Head south to two more chests with a Cottage and Dark Matter. Head south again for a Cottage, Blitzshot and a Sorceror's Mantle. Head back up to the previous area and east to two Holy Waters. Head south downstairs.

There's a chest with Kagenui at the end of the path. Head back upstairs to the previous area and walk all the way west to more chests with a Blitzshot and a Phoenix Down. Head south downstairs. Head all the way south here and you'll notice 4 opened chests surrounding an unopened one. Ring a bell? Pick up the stone in the chest and put it inside the south-west, go through the newly-opened door at the north-west side and get the chests there for a Hyper Wrist and a Buckshot. Return to the 5 chests and put it in the north-west and go through the door for a Blastshot. Put the stone this time in the south-west chest and go through the door and downstairs to the next area.

Go down and get the chest to your right for a Cottage. Head west to a lift thingy. Climb down it and you'll reach a split. Heading east and at the next fork north will get you to a warp orb which will teleport you to the start of the Sealed Temple. Instead, head south and at the fork east to 5 of those lift thingys. Head up the second from the left and you'll appear back up with many hidden passage to choose from.

Follow the hidden passage left fom you and it'll eventually lead to a chest with Apocalypse! Ignore the hidden passage to the right and head back along the hidden passage you came from. Fall back down the lift and this time head up the leftmost one. Go through the hidden passage to the left and follow the path to the very top before going west and south downstairs. FINALLY!!! IT'S OUT OF THE DAMNED HEART OF RONKA AND THE \*\*\*\*ING EXORAY!!!

That's the Heart of Ronka conquered, now it's the Abysall Falls. Walk down the stairs and head all the way east, past the waterfall and ignoring the stairs up, until you reach the end. Head down for a Cottage and down again for a Royal Crown. Head down the stairs to the very bottom before heading east and down a long a flight of stairs to the next area.

Head to the very bottom (it doesn't matter which stairs you take) and continue east and down. Walk down many platforms until you reach one with 5 chests. They contain 2 Dark Matters, Turtle Shell, Water Scroll and a Cottage. Head back up to previous area. Run left to a waterfall, let it carry you down to a Coral Ring. Press the switch and sprint (yes, SPRINT) beyond the waterfall to another cave.

Head west and up the platform to a guy who'll give you the key to the monster in the Sealed Temple jail. Head north to a Longinus, and further north through a cave for a Consecrated Circe (AT LAST!!).

It's time to head back to the entrance of the Sealed Temple to defeat he who is in the jail of the Sealed Temple. Only then, will the barriers fall. Don't

worry, there's a quick way. Backtrack all the way to the warp orb in the Heart of Ronka, which will teleport you to the very beginning of the Sealed Temple.

Considering the high-rate of monster encounters, I daresay your party will be traumatized and injured after all the monsters you would've faced. Heal at the sub before entering the dungeons of the Sealed Temple (through the left door). Unlock the cell and the monster within will come to you.

"In return for opening the jail, I'll rip you limb from limb! Whatta deal!"

=====

Archeodemon  
\=====/

HP - 50000  
Strength - 180  
Defense - 40  
Magic - 90  
Magic Defense - 0  
Gil - 0  
Experience - 0  
Steal - Phoenix Down  
Treasure - Chaos Orb  
Type - Undead

Battle Strategy: While Grand Aegis mainly focuses on status ailments, this demon focuses on one thing, and one thing only. How to rip you from limb to limb! Flare will easily do more than 2000+ damage, and Megaflare and Gigaflare will most likely do more than half of your HP to all party members. He'll also drain your HP to heal himself. Don't physically attack him, for he will cast Death on himself which I believe will heal himself completely (weird way of healing eh, but then again, he is undead). Use Quick and then Dual-cast Bahamut or Meteor, and you'll most likely kill him in the first turn, if not then the second.

Difficulty: 8/10

=====

After the battle, the seal on the warp orb inside the same room where the guy who gave you the key to Archeodemon's cell is will disappear. Trot all the way back there (use the map if you get lost).

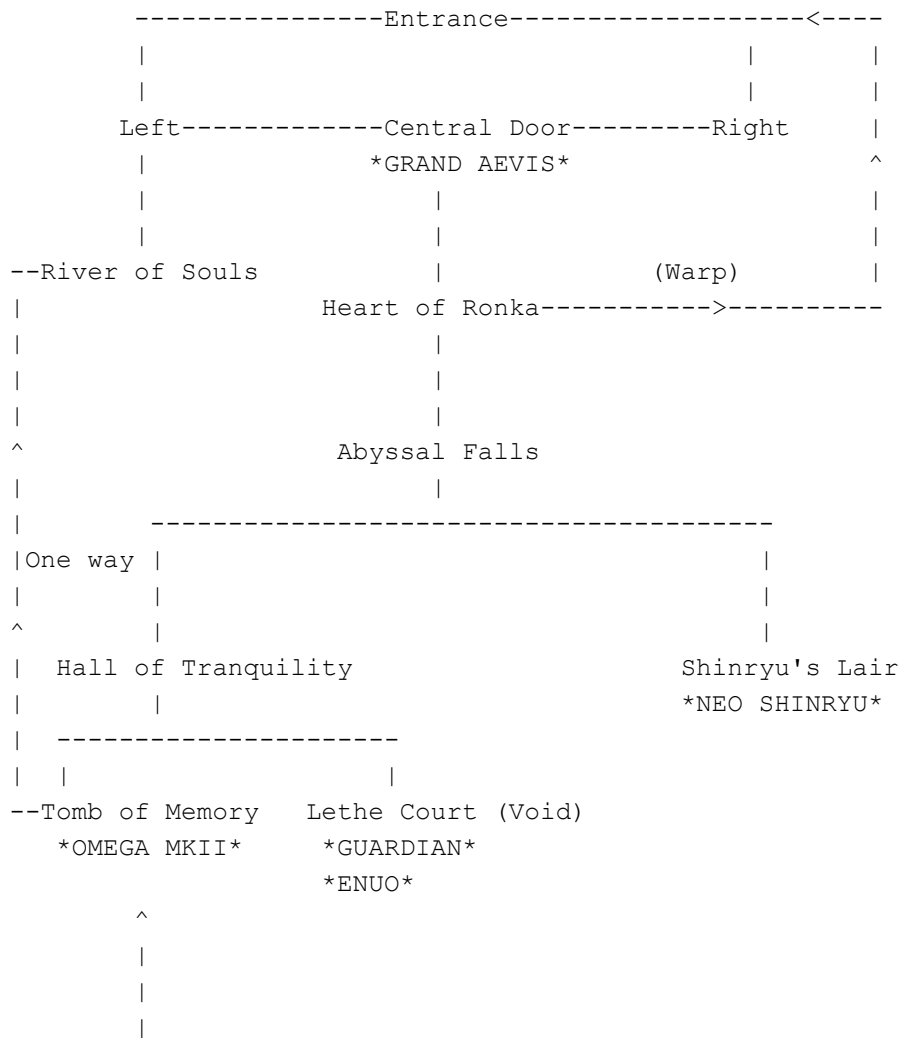
Like the Rift, you don't have to fight Omega MKII and Neo Shinryu if you don't want to. You can go straight to Enoo and get the Necromancer job, (although you'd still have to pass through the Soul Cannon). You do get prizes for defeating them, and they are good, but you can live without them. And before you jump to conclusions, just know that both Omega MKII and Neo Shinryu are twice as hard as Enoo, just like the original Omega and Shinryu were to Neo Exdeath. You might have gone all the way to fight them and find that you can't defeat them. Make up your mind before you choose where to go.

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TOMB OF MEMORY (OMEGA MKII) (20.3c)

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From the Hall of Tranquility, run west and up through the door. Welcome to the Tomb of Memory, where Omega MKII resides. This place has the same feel as the Pyramid of Moore; same music, same setting.

This room is quite difficult to explain properly, but there is one factor of this room which should be taken account of. There are Omegas (at least 5) scattered all around the room. Unless you have pretty high evasion skills, you will definitely face off wi'them. You should be at a pretty high level now from when you faced Omega in the Rift (I hope) and you won't have any trouble defeating 5 of them again (I hope for your sake).

I was able to finish Omega off quite easily. Rapid Fire Spellblade Thundaga Dual-Wield with two Ragnaroks usually hits for 9999 damage each time, and 8 times mean it's a OHKO. Although, by then, Omega would have done quite some damage to you, either with Atomic Ray or with Wave Cannon. Heal with Curaga on all party members before facing the next Omega. Repeat.

Once you have defeated all the Omegas,it's time to continue on. Enter the hidden passage located west of the entrance to a chest with Ash. Head back to the entrance and this time walk north to the very top. Grab the Demon's Rod from within the chest. Continue to the eastern wall and go through the hidden passage to an Elixir. Walk back up and enter the door on the north-east side.

Head all the way north and hit the switch to unlock the barrier blocking off the lair of Neo Shinryu. Head back down, IGNORE the hidden passage to the right and instead follow the path left. DO NOT press the first switch you come across, walk down the path to another switch and press that one. A door will unlock in the Omega room. Walk back to the entrance of the Tomb.

Head to the western side and go downstairs through the door that just unlocked

after pressing the switch. Follow the hidden passage east of you until you reach a path heading to a chest. It contains Dark Matter. Follow the hidden passage north and at the next fork head west to a chest with Blitzshot. Now proceed back to the entrance of the room.

Ignore the stairs heading down and instead head left, be careful of the hole (it's so easily missed if you rush) and get the chest for a Hero Cocktail. Enter the hidden passage to your left and follow it to another chest with Dark Matter. Fall down either of the two halls here.

Grab the Ash from within the chest and north for a Blitzshot. Press both switches here before heading down the slope, and running east (ignore the slope down). At the fork head south for Holy Water before going north to a switch. Press it and go back until you reach the door you couldn't go before (in the same room, NOT down the slope, just west of where you are currently). Head north and up the platform. Meet Omega MKII (HEAL!!!).

```
=====
Omega MKII
\=====/
```

```
HP - 65000
Strength - 150
Defense - 200
Magic - 200
Magic Defense - 200
Gil - 0
Experience - 0
Steal - Elixir
Treasure - Force Shield
Type - Machine
```

Battle Strategy: You thought Omega was hard, this machine's ten times harder! The same strategy can apply, which is Rapid Fire Spellblade <varies> Dual-Wield with 2 Ragnaroks is a OHKO. But, the <varies> bit is the one that matters. Unlike Omega, this thing has a barrier around it, and you can't tell the difference between them. The barrier will absorb two elemental attacks and will be weak against another. So, you have a 1-in-3 chance of getting the right element for Spellblade. It might be handy for someone to use Black Magic before you use Spellblade, to determine which barrier it's using. Like the previous Omega, it WILL cast a lot of deadly attacks, such as Atomic Ray and Wave Cannon, which will do 3000+ damage to all party members. My recommended party would be TWO White Mages who will constantly heal, 1 Black Mage to determine the barrier and 1 with Rapid Fire, Spellblade, Dual-Wield and 2 Ragnaroks to deliver the finishing blow. This fight does have some luck elements involved. Good luck.

Rufino's Strategy: btw, for the both Omegas, What I did is use Romeo's Ballad with two characters while two other Rapid Fire. Omega MKII and the Original one made no moves against me. I had the hermes sandals on everyone.

Morgan Smidt: ok, start by having 4x reflect rings on everyone, then have 4x mimics then have all with (dual cast+Time+black) then start by dual casting thundaga off everyone and THEN quick, then dual cast thundaga off everyone for

9999 damage twice, then on the second turn of quick,  
do it again for another 19998 damage, this  
=9999+9999+9999+9999+9999=49995 damage in one turn  
with ONE CHARACTER!!!BEST STRATEGY EVER.

Difficulty: 10/10

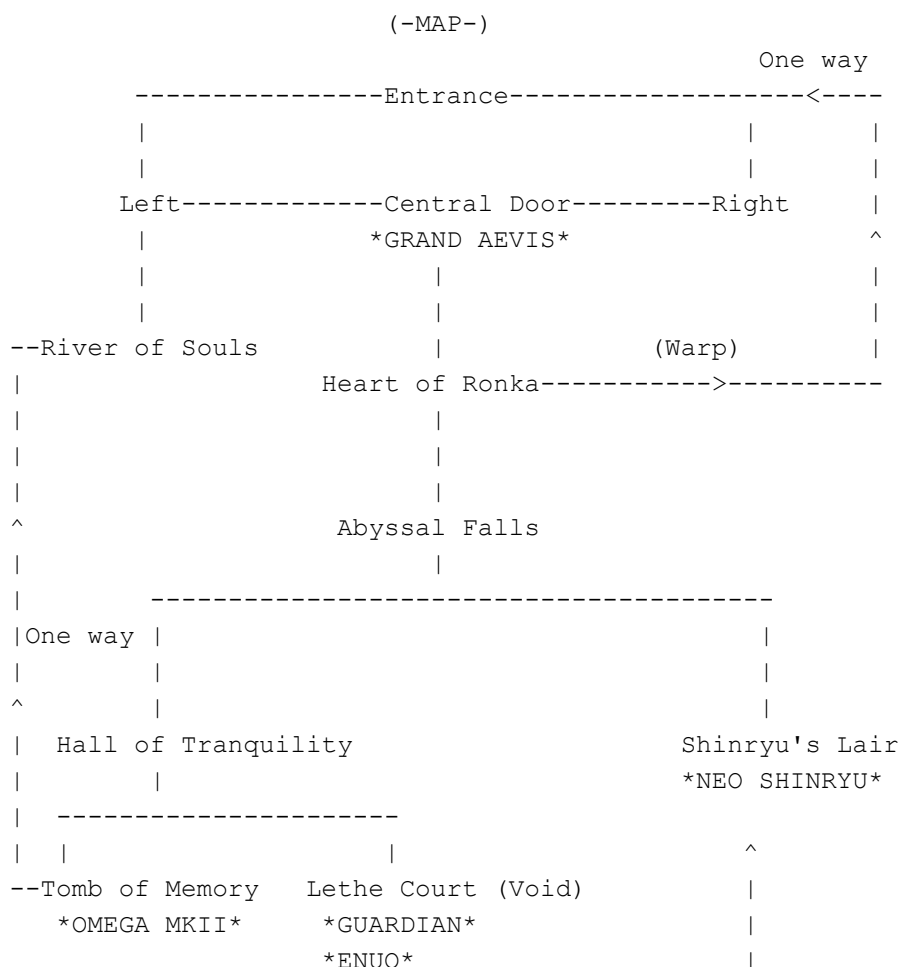
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You win the Force Shield for defeating it, a handy shield to that defends against elemental attacks (although that's about all it does, a Flame Shield beats it everywhere except defense). Walk down the slope, north upstairs, around and out of the Tomb of Memory.

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SHINRYU'S LAIR (NEO SHINRYU) (20.4d)

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If you wanted to tackle Neo Shinryu before Omega MKII, then you still would've had to enter the Tomb of Memory to hit the switch which brings down the barrier. Look at the first few paragraphs of the "Tomb of Memory" section. If you have defeated Omega MKII like I have, then you would've had the barrier brought down.

Just before we start, some quick warnings. The boss, Neo Shinryu, is easily the hardest boss in FFV, if you barely survived against Omega MKII, then your chances are extremely slim. Only if you're EXTREMELY confident of your levels and abilities should you tackle Neo Shinryu.

Heal and save at the consecrated circle inside the Hall of Tranquility before heading back outside to the Abyssal Falls. Go east until you reach the door once blocked off by the barrier. Enter.

Having a Geomancer would be useful, for you'll have to go through many lava tiles in this place (since it's setting is like the Great Sea Trench's). Either that or float will do the job. Follow the path, don't go down the stairs to the lava yet, until you reach a chest with Elixir (don't press the switch).

Now go back down the stairs into the lava. Press the skull-switch on the platform when you reach it. Go back to the switch before I told you not to press. DON'T press it, just go down the stairs and walk across the new bridge to a chest with Ribbon. Time to go back into the lava.

Go back to the platform, but don't go up this time. Instead, walk farther north and go up a different platform. Follow the path south to a chest with Blitzshot. Now go back to the platform with the skull-switch and head downstairs.

This is the Treasure Room. Follow the LEFT path until you eventually reach a some stairs which lead to lava. Walk a bit west and up and.....wow..... The treasures contain Elixir, Blastshot, 2 Ash, Blitzshot, Phoenix Down, 2 Flame Scrolls, Lightning Scroll, Maximillian. Follow the path around back to the first room.

Jump into the lava and go with the flow all the way north. In this room, head all the way north to a chest. Ah wait...didn't the original Shinryu also hid in a chest? Wait...so this chest contains...

=====  
Neo Shinryu  
\=====/  
=====

HP - 65000  
Strength - 200  
Defense - 100  
Magic - 8  
Magic Defense - 100  
Gil - 0  
Experience - 0  
Steal - Elixir  
Treasure - Nothing  
Type - Dragon

Battle Strategy: Two things before the fight. Cast Float on everybody and have Coral Rings equipped on everybody. Before we start, I'll just like to say that this brute IS the hardest boss in FFV. I had to fight it like 10 times to defeat him. He's just that hard. At the beginning of the fight, he'll cast Mighty Guard on himself, before a quick Maelstrom on everybody. If you're lucky, it'll only take effect on 1-2, if you're unlucky, 3-4. Then, he'll pummel you with attacks such as Ice Storm, which will hit all party members for at least 5000 damage!!! Doom is one of it's less-threatening attacks, for it can also cast Earthquake and Tidal Wave (which is why I told you to cast Float and have Coral Rings). If you defeat it, it'll cast Gigafire AND Meteor, so if you defeated it with 1 guy left on 8 health, which was one of the situations I had, then bad luck. Now...how do we defeat this thing!? Have Dragon Lances equipped and the ability "Jump". If it hits (a lot of times your attacks will rebound and while it will hit, it'll do absolutely nothing) it'll easily do 9999 damage twice! But

since it has 65000 HP, you'll need to do that 4 TIMES to defeat, and some of those times Jump will rebound. Everybody else should have the abilities "Time" and "White", and on there turn, they should firstly cast "Quick", before casting any necessary spells, such as Curaga or Hasteaga. THIS IS AN EXCEPTIONALLY HARD BATTLE, DO NOT EMAIL ME BECAUSE YOU COULDN'T DEFEAT WITH THIS STRATEGY, I HAD TO FIGHT IT AT LEAST 5 TIMES WITH THIS STRATEGY TO DEFEAT IT!!

-----

Alternate strategy:

I believe that using Hermes Sandals instead Coral Rings for the accessory when attacking Neo Shinryu makes the fight vastly easier. The reason I feel this way is that while using the coral rings protect against tidal wave, it also makes NS able to have 3 or 4 attacks for every full turn you take. So you're spending alot of your time healing instead of jumping. Using the Hermes Sandals He'll get maybe 1 attack for every full turn you take. So while you'll be vulnerable to Tidal Wave, you should be able to kill him long before he casts tidal wave, because unlike shinryu he doesn't start the fight with tidal wave.

If you're fast enough the only attacks NS should make are zombie breath between the 2 sets of jumps and Giga Flare/Meteor when he dies

The first set of jumps seems to always miss, but the second set always hits, go figure.

My party when I tried was lvl 70 with all abilities mastered for all jobs, fully healed and floating at the start of the fight.

The equipment was

Left: Dragon Lance

Right: Dragon Lance

Head: Ribbon <- just need to protect against zombie status

Armor: Unequiped <- unimportant, can use anything

Acc: Hermes Sandal

Job: Freelancer

Abilities:

Bartz: Jump/Time <- for float before the fight

Lenna: Jump/Smoke <- getting to the fight quickly

Krile: Jump/White <- to fully heal before the fight

Faris: Jump/Read Ahead <- getting to the fight quickly

I win 10 times out of 10 using this.

(thanks to Zarquin for this strategy!)

-----

Another alternate strategy:

I have a strategy of my own for Neo Shinryu, but it requires a lot of luck to beat him. Here are the requirements for this fight:

Level 70 or higher

All characters in the Freelancer class

4 Coral Rings (1 for each character)

4 Ribbons (1 for each character)

3 Ice Shields (Support Characters Only)

At least 10 Elixers

All characters with the HP +30% ability

1 character with the Time ability (Must have Level 6 Magic enabled)

2 characters with the White ability (Must Have Level 6 Magic enabled)

1 character with the Jump and Dual-Wield abilities

1 character with 1 Dragon Lance (2 if possible, must be on the character with Jump and Dual-Wield)

Support characters in the back row

Attacker in the front row

My Strategy: Be sure to cast Float before engaging this lethal dragon. After float is on everyone, start the fight. After he uses Maelstrom, restore everyone back to full HP and revive if needed. But if you got the attacker in the air before the Maelstrom, the attacker won't be affected. When the attacker lands, they'll inflict a total of anywhere between 13000 and 19998 damage with the 2 lances equipped. Have your character with Time re-cast float after a character has been revived and cast Hastega on the first turn. The 2 with White should cast Curaga and Arise if needed. The attacker should be jumping constantly. The support characters will absorb his Deep Freeze attack, while everyone will absorb his Tidal Wave Attack. Earthquake won't harm your party as long as everyone's floating and/or in the air. Watch out for Almageist, his worst attack, as it deals 7500+ damage to everyone! Try not to let him get even a second to use this attack. Be sure you have enough HP to survive his final attack when you beat him. If you manage to survive the final attack, enjoy your new Ultima Weapon.

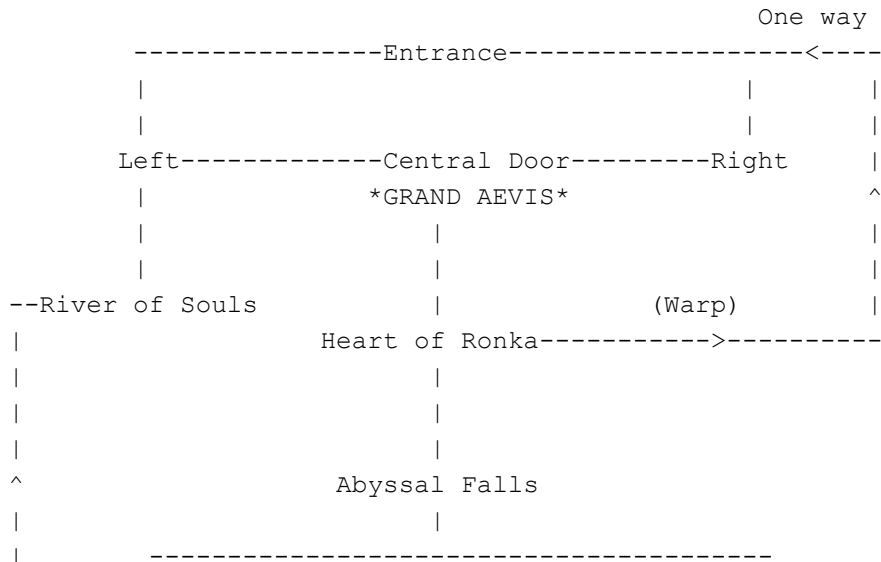
(thanks to yuffielover for this strategy!)

Difficulty: 20/10

HEAL!!! At least Neo Shinryu gives you a good reward (Ultima Weapon!, better than Ragnarok and Apocalypse!). This place is straightforward, so just run all the way back to the Hall of Tranquility.

ENTER THE VOID (ENUO) (20.5e)

(-MAP-)



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|One way |
| |
^ |
| Hall of Tranquility Shinryu's Lair
| | *NEO SHINRYU*
| -----
| |
--Tomb of Memory Lethe Court (Void)
 OMEGA MKII *GUARDIAN*
 ENUO
 ^
 |
 |
 |

```

If you have defeated Omega MKII and Neo Shinryu, then you're all set for the Ultimate Boss of this dungeon, the evil warlock who was sealed with the Legendary Weapons a millenium ago, Enuo. Let the warp orb at the bottom of the Hall of Tranquility teleport you to another section of the Void.

Walk down and head right to a chest with Mutsunokami, which is stronger than Ragnorok. Head left for an Elixir before heading down the stairs. Follow the path to a teleporter.

Follow the path to a teleporter, there's nothing to be found. In this area, just walk west to the next teleporter. Head up and up the right stairs first which eventually leads to a chest with Robe or Lords. Head back down and this time head up the left stairs, which will eventually lead to the Guardian.

```

=====
Guardian
\=====/

```

```

HP - 55000
Strength - 110
Defense - 40
Magic - 50
Magic Defense - 10
Gil - 0
Experience - 0
Steal - Blitzshot
Treasure - Crystal Orb
Type - Machine

```

Battle Strategy: Without doubt the easiest boss in the Sealed Temple, this is similar to the Soul Cannon battle. Summon Bahamut to kill the Launchers and the Wave Cannon, before unleashing Rapid Fire against the Guardian. This battle is nothing compared to Omega MKII and Neo Shinryu.

Difficulty: 7/10

```

=====

Walk up the teleporter it was guarding and head north for a scene with Enuo.
Afterwards, you'll fight him!

=====

```

```

Enuo

```

\====/

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

Battle Strategy: Okay, Enoo may be hard, but still not as difficult as Omega MKII and a hell of a lot easier than Neo Shinryu. Rapid Fire isn't really effective against it, so Dual-Cast Bahamut, Mime, Finisher, and Enoo won't know what hit him. After you've damaged him enough, the power of the Void will grow, and this is where the hard part begins. Now, Enoo will cast spells such as Hurricane, which has the same effect as Maelstrom (god I hate that technique) and he'll also turn your party into zombies. If you run out of MP, tough luck, you're out of the battle (unless you want to use Ethers). Continue hacking away at Enoo and he'll fall.

Difficulty: 9.5/10

=====  
Give a huge \*sigh\* as you have defeated Enoo, the boss of the Sealed Temple! Watch the scene as you're transported back to room where you got the last 3 jobs. A crystal shard will appear which contains the job Necromancer!

Watch as a random man comes out of the central door in this room and explains the Necromancer Job. Heal yourself with White Magic and cure any status ailments, turn one your party members into a Necromancer and fight the monster which frightened the stage. Defeat it with your Necromancer, and everybody's happy, and you'll learn a Dark Arts spell, Drain Touch!

Congratulations, you have just beaten the Bonus Dungeon of the gamme. There is still the Cloister of the Dead to conquer, and if you didn't fight Omega MKII and Neo Shinryu then you have that to do as well. Again, congratulations!!!

Here's something to do. Go back to the Rift and the Void and fight Exdeath and Neo Exdeath again. They were once hard, right? Fight them now. You'll be surprised.

=====  
CLOISTER OF THE DEAD (21.0n)  
=====

Once you have beaten the Bonus Dungeon and gained the Necromancer job, the central door in the room where you got the Gladiator, Oracle and Cannoneer jobs is unlocked and within it, is all the previous bosses with their strength multiplied.

The monsters come each in Groups of 5. You can't rest while you're fighting a group, and can only rest between each group. Here they are:

-----



#### Group 1

=====

First Battle - Wing Raptor

Second Battle - Garula

Third Battle - Siren

Fourth Battle - Magissa

Fifth Battle - Gil Turtle

Strategy: Before the fight, cast Float on everybody because the Gil Turtle will cast earthquake when it's down. The first four enemies should be no problem at all, one or two Rapid Fires should finish them. Gil Turtle provides much more of a challenge, but still should be easy. Summoning Golem isn't really necessary unlike the previous battle, so cast Blizzaga. Rapid Fire Spellblade Blizzaga Dual-Wield with 2 Ragnaroks is a OHKO.

---

#### Group 2

=====

First Battle - Liquid Flame

Second Battle - Soul Cannon

Third Battle - Purobolos

Fourth Battle - Minotaur

Fifth Battle - Triplets

Strategy: Make sure not to have holy weapons equipped, like Excalibur and Holy Lance, for the Minotaur will absorb it and you can't cast magic in that fight. Rapid Fire Liquid Flame, summon Bahamut to get rid of the Launchers before Rapid Firing or Thundaga against Soul Cannon, summon Bahamut to kill the Purobolos, Rapid Fire Minotaur and summon Odin to kill the Triplets.

---

#### Group 3

=====

First Battle - Byblos

Second Battle - Tyrannosaur

Third Battle - Dragon Pod

Fourth Battle - Archeodemon

Fifth Battle - Apanda

Strategy: Firaga or just Rapid Fire will kill Byblos, Phoenix Down on Tyrannosaur, summon Bahamut and Rapid Fire to kill Dragon Pod (some people say an Odin will work as well), a few Doomsdays and Bahamuts will kill Archeodemon and for Apanda just use Firaga or Rapid Fire.

---

#### Group 4

=====

First Battle - Manticore

Second Battle - Adamantoise

Third Battle - Jackanapes

Fourth Battle - Calofisteri

Fifth Battle - Twintania

Strategy: You can Rapid Fire all of them to death, they're that easy.

---

#### Group 5

=====

First Battle - Omniscient

Second Battle - Wendigo

Third Battle - Sandworm

Fourth Battle - Atomos

Fifth Battle - Halicarnassus

Strategy: Summon Syl dra and mime to destroy Omniscient, for some reason it does more damage than Bahamut, Rapid Fire works against Wendigo or you can just equip Flame Rings to negate it's Frost so you can cast Doomsday or summon Bahamut. The sandworm falls easily to physical attacks and Rapid Fire against Atomos and Halicarnassus.

-----  
Group 6

=====

- First Battle - Crystals
- Second Battle - Melusine
- Third Battle - Catastrophe
- Fourth Battle - Azulmagia
- Fifth Battle - Necrophobe

Strategy: Odin works against the crystals, Rapid fire against Melusine, do the same for Catastrophe and Azulmagia. For Necrophobe, cast Doomsday and summon Bahamut to destroy the barriers, before Rapid Firing Necrophobe.

-----  
After that rather simple challenge, you are awarded the Medal of Smiting!

Now you should have all five "trophies": Dragon Seal, Omega Badge, Medal of Smiting, Force Shield and the Ultima Weapon. Congratulations on obtaining all five trophies. Give yourself a pat on the back as you have now officially done everything Final Fantasy V Advance offers.

=====

TIPS AND TRICKS (22.0o)

=====

-----  
Potions or any item to aid the team (like Elixir and Mallet) are LAST RESORTS! ONLY USE if everyone has no more MP and you're really low on HP or have several status ailments, that's when you use the items. The exception is, of course with Tents and Cottages.

-----  
When you face a group of enemies, ALWAYS attack the more threatening one first. Have your magic users cast strong magic on the whole lot, and that will generally eliminate the weaker monsters, but for those that can only target one monster at a time, ALWAYS attack the more threatening one.

-----  
Use all items WISELY. Don't for example, use an elixir when your HP is 1231/2450 That is over half. Only use if you're less than a quarter of your health, and then consider the situation. If an inn is 2 tiles away, would you use an Elixir?

-----  
White Mages can be VERY sufficient attackers. Once your White Mage learns Holy, he/she can become one of the most effective fighters. Holy does a lot. Also, against the Undead, White Mages will become one of the best fighters, for White Magic harms the undead just like Black to ordinary monsters.

-----

-----  
Unlike in FFIV where there were set jobs and classes, this time, don't sell all the weapons and armor you don't need. This is because you can have more than 1 of the same class, and others might need the weaponry.  
-----

-----  
If you say "This game is frustrating me so much I want to \*\*\*\*ing kill someone (you'll most likely say this when fighting Omega and Shinryu) then one, simple, piece of advice. Try again. I've learned, over a series of many different types of games, that getting angry at something that can't think for itself is just like talking to a bare wall (go ahead, laugh at me, I won't hear you laughing against those two). Try again. Eventually, you will overcome it.  
-----

-----  
If you are low on levels in the third world (Level 40 and below) like I was, then you want to find some places that get you 1100 exp plus per battle (Bottom of lowest left continent comes to mind).  
-----

-----  
Make sure you have at least 5 holy waters before you start the phoenix tower. I was on the second top-floor (Floor 29) and my main character got zombied and I didn't have a holy water, this resulted in him killing all my characters and had to start the tower again!  
-----

-----  
Before entering the Rift, buy as many Cottages as you can!!! (Actually, 10 would be enough). Find out for yourself why when you do.  
-----

-----  
If you don't want to encounter monsters, then use the Quicksave cheat. To do so, just quicksave and load your game, this will reset the monster encounter rate, and you'll have another good 10-20 steps before you encounter another monster (or keep doing it to not encounter any monsters)  
-----

-----  
1- Death Claw is your god  
Almost every boss can be killed using Death Claw, some annoying monsters too  
On low lvls can be used to 2HKO Archeoavis or GilTurtle  
that was it, I am pretty sure you like it  
-----

-----  
2- Fast lvlng on world 1  
Near Crescent there are 2 small islands that are like 3x3  
there is a enemy called Invincible, the cheat ways is to !Control him and then make him use Self-Destruct on himself, making to him 5000 hp dmg...xD  
500 exp, 4 ABP and like 777 Gil for one...ON WORLD 1!? THE PROGRAMMERS WERE CRAZY xD  
-----

-----  
3- Twin Lances  
-----

Try to steal 2 of them...make a thief and equip the thief ring on him, he will steal the Twin lance of the Object de Art a 1/20 of the time...

-----  
-----  
4 - ABP rain

On the same basement, kill Object de Art with Level 5 Death, useful with ninjas and rangers, in 1 hour i had Bartz, Faris and Galuf with Dual Wield XD

-----  
5 - Depending of your job available weapons, are the stats transferred of mastered job XD

IE: Knight can use swords, daggers: so he inherits Mystic knight, Thief, and other classes with that weapon usage, so knights can have a good MDEF with just training on black magic ^^

(thanks to kupo\_234 for the four tips!)

-----  
Blood Sword and Rapid Fire is a VERY good combo, since you cannot miss while using it.

(thanks to VG Emblem for the tip!)

-----  
there is an easier way to beat Shiva, Ifrit, Soul Cannon, Abductor(all of them even Ediuiko), Liquid flame, Titan and a LOT of other boss. Just go to Karnak and buy a rod that has the weakness to your boss. Then use it in battle and it uses Fire3,Ice3 and Bolt3.

(thanks to fire\_dude\_101 for the above tip!)

-----  
use strong weapons and dance to do massive damage (possibly 19998 damage- easy odin killer and mastering a job adds its stats to your freelancer job but this isn't accumulative so if you have master thief then master mystic knight your speed will still be 41 for bartz and if you master mystic knight then thief it'll be the same. Magic shell is automatic on freelancer, find passages is too, dual wield is automatic on mime as well as freelancer, counter is only for freelancer, i'm not sure if find passages and magic shell is also for mime

-----  
Good Strategies

monk - 30% hp and blue - white wind -massive insta heal all  
blood sword is good for extra magic power  
dual cast summon is good for defense - golem and carbuncle

Before gladiator, oracle, cannoneer, mime, and necromancer...  
master thief for agility  
master knight for strength  
master monk for stamina  
master summoner for magic

my bartz hasn't mastered summoner but mastered blue mage.. his no equipment status as a freelancer

Strength- 54  
Stamina- 53  
Agility- 41  
Magic- 48

some stats from a mastered job are transferred to jobs other than freelancer and mime, i know that agility transfers to some for a fact (or so i think you may need to check this up)

If you don't ever run braveblade's maximum potential is higher than that of chicken knife, but chicken knife is still better than all the legendary weps with 124 attack as max and excalibur 107

-----

(thanks to Yami for the above tips!)

-----

Train oracle first till you gain ABP up, which helps mimic, gladiator, and cannoneer

Also, if you get higher level cannoneer, you can gain EXP up, that helps level up a lot

Make sure you have 2 cannoneer maxed out (get combine to shorten the exdeath fight)

-----

(thanks to Matt Tsui for the above tip!)

-----

For tips on the Bonus Dungeon, check out the Bonus Dungeon section

-----

I found the best equipment for training, cause the point that you must take in account is that when you train, you should equip items that increase the stamina. Here it is (obviosly, it's better for Freelancer):

Apocalypse  
ManEater  
Ribbon  
White Robe  
Protect Ring

-----

Protect Rings improve better your stats plus it gives you automatically Regen! So equip them in everybody. If you don't have enough of them, equip the Orbs or the Elven Mantles (giving you possible evades for ANY boss).

9. You should reccomend training in the Sealed Temple in case somebody has lower levels than 50. Why? Cause enemies like Dark Elementals and Ironclads.

-----

-----

Another training strategy:

This requires that three of your characters know the Condem and or Control skills. When you are traveling through the last stage of the void, you will often encounter behemouth kings. Immediatly cast doom on the behemouth king, contol it, and leave it alone it will die in approximately seven seconds. No more annoying meteor counters or criticals to deal with ^\_^ ! This also works on gorimeras, (chimera things). Only try this when there are only two enemies to make things easier. You will quickly gain about 29 - 30 ABP per battle! With this strategy, you can master some jobs in about ten minutes. try this near a save point just in case you need to heal with a cottage or something...

-----

(thanks to branksamage for the above tips!)

(more tips to come soon!)

=====

MUSIC PLAYER (23.0p)

=====

Once you beat the game once, the Music Player's unlocked and can be found under "Extra" on the Start Menu. All the songs in the Music Player can be found here:

Note: Anything marked with () is not part of the actual name

BGM List (in order)  
=====

- Main Theme of Final Fantasy V
- Opening Theme
- Four Hearts (World 1 Overworld)
- Hurry! Hurry!
- Reina's Theme
- Dungeon (Cave music)
- Battle 1 (Normal monster music)
- Victory Fanfare
- Requiem
- Pirates Ahoy
- Town Theme
- Good Night
- Sealed Away (Shrine Music)
- Cursed Lands (Ship Graveyard and Karnak music)
- Deception
- Harvest
- To the North Mountain
- Close Call
- Battle 2 (Boss Music)
- Spreading Grand Wings (Airship)
- Royal Palace
- Fire Ship
- Run!
- Run! (Introless Version)

Sorrows of Parting  
Library of Ancients  
Reminiscence  
Musica Machina  
The Day Will Come  
What?  
Mambo de Chocobo  
Home, Sweet Home  
Music Box  
The Airship  
The Evil Lord X-Death  
X-Death's Castle  
The Dawn Warriors  
Battle at the Big Bridge  
Unknown Lands (World 2 Overworld)  
Moogles's Theme  
The Castle of Dawn  
Beyond the Deep Blue Sea  
Legend of the Deep Forest  
Tycoon Waltz  
Boko's Theme  
A New World (World 3 Overworld)  
Sealed Book (Tablet Theme)  
Slumber of Ancient Earth (Pyramid themes)  
In Search of Light  
The Decisive Battle (Exdeath Battle in Void and bosses in Sealed Temple)  
The Final Battle (Neo Exdeath Battle in Void and Enoo in Sealed Temple)  
The Silent Beyond (Epilogue Part 1)  
Dear Friends (Epilogue Part 2)  
Final Fantasy  
Ending Theme  
The Prelude  
Fanfare 1  
Fanfare 2  
I'm a Dancer  
Piano Lesson 1  
Piano Lesson 2  
Piano Lesson 3  
Piano Lesson 4  
Piano Lesson 5  
Piano Lesson 6  
Piano Lesson 7  
Piano Lesson 8

=====  
BUGS AND GLITCHES (24.0q)  
=====

1-Zombie's Revive (BUG)

If you have a dead character with a Angel Ring equiped, and was targetted to be a zombie, it will be revived

2-Reset Step counter (BUG?)

If you open the menu you reset the game Step Counter so you can avoid random battles

3-Reset counter- Part 2 (BUG?)

You can quicksave and then load and you can reset the step counter

4-Samurai dull skill

I dont remember the name of the skill (only knows SNES name, because I had to give the game to my sis T\_T) but on SNES is !SwdSlap, the game says that it Paralyzes and hits an enemy but it only hit it, but as a skill, charmed, confused or sleeping enemies still will be afflicted by their status

#### 5-Wolves throught walls

On Kelb there are 3 wolves walking on circles, if you interfere the path, you can throw the wolves to a dead end, making them to walk on the walls

#### 6-Ghost haunting me!

On world 2, if you go to Sealed Castle Kuzar when Galuf is dead, the game still say Galuf's lines... The sames happens on World 3 if you search the upper left hand bookshelf in the room with all the bookshelves in Castle Surgate, and Lenna is not in your party (at the beggining of world 3) the games says Lenna's lines.

(thanks to kupo\_234 for the above)

#### 1-Fork Tower glitch

Do not park your yellow chocobo next to the fork tower when you're going to climb it. Afterwards, the Fork Tower will sink and your yellow chocobo will be stuck, unable to access.

(thanks to Erik for the glitch!)

=====

### DIFFERENT TRANSLATIONS (25.0r)

=====

FFV has been released through 3 different consoles: SNES, PS and GBA. While most of the translations are the same, there are some differences between the three. I will list the GBA, SNES and PS translations.

Note: The ones I don't list are all the same in all translations

-----

### PLACE TRANSLATIONS (25.1a)

-----

| GBA                      | SNES                   | PS                      |
|--------------------------|------------------------|-------------------------|
| Barrier Tower            | Barrier Tower          | Shield Generator        |
| Carwen                   | Carwen                 | Kerwin                  |
| Castle Bal               | Castle Bal             | Castle Val              |
| Desert of Shifting Sands | Quicksand Desert       | Quicksand Desert        |
| Drakenvale               | Hiryu Valley           | Valley of Dragons       |
| Fire Ship                | Steamship              | Fire Ship               |
| Forest of Moore          | Forest of Mua          | Forest of Moore         |
| Ghido's Cave             | Guido's Cave           | Gill's Shrine           |
| Gohn                     | Lonka                  | Ronka                   |
| Great Sea Trench         | Great Trench           | Great Sea Trench        |
| Guardian Tree            | Elder Tree             | Elder Tree              |
| Interdimensional Rift    | Cleft of Dimension     | N-Zone                  |
| Island Shrine            | Solitary Island Temple | Island Shrine           |
| Istory                   | Istory                 | Easterly                |
| Jachol                   | Jacole                 | Jachol                  |
| Library of the Ancients  | Ancient Library        | Library of the Ancients |
| Lix                      | Lix                    | Rikks                   |
| Moore                    | Mua                    | Moore                   |



|                 |        |        |  |
|-----------------|--------|--------|--|
| Phantom Village | Mirage | Mirage |  |
| Quelb           | Kelb   | Kelb   |  |
| Regole          | Rugor  | Lugor  |  |
| Sealed Castle   | Kuza   | Kuza   |  |
| Walse           | Worus  | Walz   |  |

Please don't ask about some of the translations <\_<

-----  
 JOB TRANSLATIONS (25.2b)  
 -----

| GBA           | SNES          | PS       |  |
|---------------|---------------|----------|--|
| Beastmaster   | Mediator      | Trainer  |  |
| Dragoon       | Dragoon       | Lancer   |  |
| Freelancer    | Normal        | Bare     |  |
| Mime          | Mimic         | Mime     |  |
| Mystic Knight | Mystic Knight | Sorceror |  |
| Ranger        | Hunter        | Hunter   |  |

Not many differences, are there?

-----  
 BLUE MAGIC TRANSLATIONS (25.3c)  
 -----

| GBA               | SNES     | PS        |  |
|-------------------|----------|-----------|--|
| 1000 Needles      | Blowfish | Blowfish  |  |
| Aera              | Aero 2   | Aero 2    |  |
| Aeroga            | Aero 3   | Aero 3    |  |
| Aqua Breath       | AquaRake | AquaRake  |  |
| Dark Spark        | DrkShock | BlakShock |  |
| Death Claw        | DethClaw | DoomClaw  |  |
| Doom              | Condemn  | Condemn   |  |
| Flame Thrower     | Emission | Burn Ray  |  |
| Level 4 Graviga   | L4 Qrtr  | L4 Qrtr   |  |
| Level 5 Death     | L5 Doom  | L5 Doom   |  |
| Lilliputian Lyric | TinySong | LittlSong |  |
| Magic Hammer      | Hammer   | MagHammr  |  |
| Mighty Guard      | MghtyGrd | Guardian  |  |
| Off-Guard         | GuardOff | GuardOff  |  |
| Pond's Chorus     | FrogSong | ToadSong  |  |
| Self-Destruct     | Exploder | Exploder  |  |
| Transfusion       | Fusion   | Pep Up    |  |
| Vampire           | Vampire  | Red Feast |  |

-----  
 WHITE MAGIC TRANSLATIONS (25.4d)  
 -----

| GBA | SNES | PS |  |
|-----|------|----|--|
|-----|------|----|--|

|         |          |          |  |
|---------|----------|----------|--|
| Arise   | Life 2   | Arise    |  |
| Blink   | Image    | Blink    |  |
| Cura    | Cure 2   | Cure 2   |  |
| Curaga  | Cure 3   | Cure 3   |  |
| Confuse | Charm    | Muddle   |  |
| Esuna   | Heal     | Esuna    |  |
| Libra   | Scan     | Scan     |  |
| Mini    | Size     | Mini     |  |
| Poisons | Antidote | Antidote |  |
| Protect | Armor    | Protect  |  |
| Raise   | Life     | Raise    |  |
| Reflect | Wall     | Reflect  |  |
| Silence | Mute     | Mute     |  |

BLACK MAGIC TRANSLATIONS (25.5e)

| GBA      | SNES   | PS     |  |
|----------|--------|--------|--|
| Blizzard | Ice    | Ice    |  |
| Blizzara | Ice 2  | Ice 2  |  |
| Blizzaga | Ice 3  | Ice 3  |  |
| Death    | Doom   | Doom   |  |
| Fira     | Fire 2 | Fire 2 |  |
| Firaga   | Fire 3 | Fire 3 |  |
| Osmose   | Psych  | Asper  |  |
| Poison   | Venom  | Poison |  |
| Thunder  | Bolt   | Bolt   |  |
| Thundara | Bolt 2 | Bolt 2 |  |
| Thundaga | Bolt 3 | Bolt 3 |  |

TIME MAGIC TRANSLATIONS (25.6f)

| GBA      | SNES    | PS       |  |
|----------|---------|----------|--|
| Banish   | X-Zone  | N-Zone   |  |
| Graviga  | Quarter | Demi 2   |  |
| Gravity  | Demi    | Demi     |  |
| Hastega  | Haste 2 | Haste 2  |  |
| Mute     | Void    | Mute     |  |
| Return   | Reset   | Return   |  |
| Slowga   | Slow 2  | Slow 2   |  |
| Speed    | Drag    | Speed    |  |
| Teleport | Exit    | Teleport |  |

SONGS TRANSLATIONS (25.7g)

| GBA          | SNES       | PS              |  |
|--------------|------------|-----------------|--|
| Alluring Air | Charm Song | Temptation Song |  |
| Hero's Rime  | Hero Song  | Level Song      |  |
| Mana's Paeon | Magic Song | MP Song         |  |

|                |               |               |  |
|----------------|---------------|---------------|--|
| Mighty March   | Vitality Song | Strength Song |  |
| Romeo's Ballad | Love Song     | Love Song     |  |
| Sinewy Etude   | Power Song    | Power Song    |  |
| Swift Song     | Speed Song    | Speed Song    |  |

-----  
MONSTER TRANSLATIONS (25.8h)  
-----

(a direct extract from Ebmid2's guide)

| SNES name    | Gameboy Advance name |
|--------------|----------------------|
| ????         | ???                  |
| Abductor     | Abductor             |
| Achelone     | Achelon              |
| Acrophese    | Acrophies            |
| AdamaGolem   | Adamantite Golem     |
| AdamanTiMi   | Adamantoise          |
| Aegil        | Aegir                |
| Alcumia      | Alchymia             |
| Alte Roite   | Alte Roite           |
| Ammona       | Ammonite             |
| Andagranda   | Undergrounder        |
| Anku Heggu   | Ankheg               |
| Antlion      | Antlion              |
| Apanda       | Apanda               |
| Apocalypse   | Azulmagia            |
| Aquathone    | Aquathorn            |
| Arage        | Hellraiser           |
| ArchaeAvis   | Archeoaevis          |
| Archaeosaur  | Archeosaur           |
| ArchaeToad   | Archeotoad           |
| Armon        | Nix                  |
| Aspis        | Aspis                |
| Atmos        | Atomos               |
| AvisDragon   | Dragon Aevis         |
| Bahamut      | Bahamut              |
| BandelKuar   | Bandercoeuri         |
| Bander S.    | Bandersnatch         |
| Bardandels   | Baldanders           |
| Barette      | Bulette              |
| Barrier      | Barrier              |
| Belfegor     | Belphegor            |
| Bella Donna  | Parthenope           |
| Berserker    | Berserker            |
| Big Boss     | Big Boss?            |
| Bighorn      | Big Horn             |
| BioSoldier   | Bio Soldier          |
| Black Goblin | Black Goblin         |
| BlackFlame   | Black Flame          |
| BlandLamia   | Lamia Queen          |
| Blind Wolf   | Blind Wolf           |
| Blizzard     | Istory Lythos        |
| Blocks       | Headstone            |
| Blood Slime  | Blood Slime          |
| BlueDragon   | Blue Dragon          |
| Bodyguard    | Yojimbo              |
| Bold Mani    | Dechirer             |
| Bomb         | Bomb                 |

|             |                   |
|-------------|-------------------|
| BoneDragon  | Bone Dragon       |
| Byblos      | Byblos            |
| Cactus      | Cactus            |
| Calotisteri | Calofisteri       |
| Carbunkle   | Carbuncle         |
| Carcurser   | Calcruthl         |
| Catastroph  | Catastrophe       |
| Chamcubia   | Lemure            |
| Cherie      | Cherie            |
| Chim.Brain  | Manticore         |
| Chimera     | Chimera?          |
| Cockatrice  | Cockatrice        |
| Commander   | Ice Commander     |
| Conago      | Kornago           |
| Coral       | Coral             |
| Corvette    | Corbett           |
| Crayclaw    | Cray Claw         |
| Crescent    | Harvester         |
| Crew Dust   | Crew Dust         |
| CrysDragon  | Crystal Dragon    |
| Cure Beast  | Cure Beast        |
| Cursed One  | The Damned        |
| D.Chimera   | Dhorme Chimera    |
| DarkWizard  | Black Warlock     |
| Dearo       | Devil Crab        |
| Death Claw  | Death Claw        |
| Defeater    | Defeater          |
| Desertpede  | Desertpede        |
| Devourer    | Devourer          |
| Dilure      | Birostris         |
| Dim Master  | Chrono Controller |
| DoomDealer  | Death Dealer      |
| Drippy      | Drippy            |
| Druid       | Druid             |
| DuelKnight  | Dueling Knight    |
| Elf Toad    | Elf Toad          |
| Elm Gigas   | Elm Gigas         |
| Enkidou     | Enkidu            |
| Exdeath     | Exdeath           |
| ExdethSoul  | Exdeath's Soul    |
| Faerie Orc  | Fairy Orc         |
| Fall Guard  | Steel Fist        |
| Farfarerro  | Farfarello        |
| Fishman     | Merrow            |
| Flamegun    | Flame Thrower     |
| Flare       | Flaremancer       |
| FlyingKillr | Flying Killer     |
| Forza       | Forza             |
| Fury        | Fury              |
| Gabbldegak  | Gobbledygook      |
| GajraGajri  | Galajelly         |
| Gala Cat    | Gaelicat          |
| Galura      | Garula            |
| Gargoyle    | Gargoyle          |
| Garkimasra  | Jackanapes        |
| Gatlings    | Gatling           |
| Gel Fish    | Gel Fish          |
| Gel Water   | Aquagel           |
| Giant Bird  | Rukh              |
| Gigas       | Gigas             |

|             |                  |
|-------------|------------------|
| Gil Turtle  | Gil Turtle       |
| Gilgamesh   | Gilgamesh        |
| GloomWidow  | Gloom Widow      |
| Goblin      | Goblin           |
| Gogo        | Famed Mimic Gogo |
| Golem       | Golem            |
| Gorchimera  | Gorgimera        |
| GrandMummy  | Grand Mummy      |
| GrassTurtle | Grass Tortoise   |
| Gravido     | Gravitator       |
| Great Drgn  | Great Dragon     |
| Grenade     | Grenade          |
| Halicarnaso | Halicarnassus    |
| Hedgehog    | Hedgehog         |
| HiryuuFlowr | Dragon Flower    |
| HiryuuPlant | Dragon Pod       |
| Hole        | Hole             |
| Hydra       | Ghidra           |
| Hyudora     | Hydra            |
| IceSoldier  | Ice Soldier      |
| Ifrit       | Ifrit            |
| Imp         | Imp              |
| Invisible   | Covert           |
| Ion         | Iron Muscles     |
| Iron Claw   | Iron Claw        |
| Iron Dress  | Ironback         |
| Iron Giant  | Iron Giant       |
| Isteritos   | Frost Bull       |
| Ixecrator   | Executor         |
| Jail Bear   | Shell Bear       |
| Jura Avis   | Jura Aevis       |
| K.Behemoth  | King Behemoth    |
| Karlabos    | Karlabos         |
| Karnak      | Cur Nakk         |
| Killer Bee  | Killer Bee       |
| Kuzar       | Kuza Beast       |
| Lamia       | Lamia            |
| Land Crawl  | Landcrawler      |
| Land Turtle | Land Turtle      |
| Launcher    | Launcher         |
| LevelCheck  | Level Checker    |
| Leviathan   | Leviathan        |
| Likaon      | Lycaon           |
| Lil'Chariot | Little Chariot   |
| LiquiFlame  | Liquid Flame     |
| LonkaKnght  | Ronkan Knight    |
| Lopros      | Lesser Lopros    |
| Lunenta     | Tunneller        |
| MachinHead  | Mecha Head       |
| Magic Drgn  | Magic Dragon     |
| Magic Pot   | Magic Pot        |
| Magisa      | Magissa          |
| Magnetes    | Magnetite        |
| Mammon      | Mammon           |
| Mandrake    | Mandrake         |
| ManiWizard  | Mani Wizard      |
| MercuryBat  | Mercury Bat      |
| Merugene    | Melusine         |
| Metamorpha  | Metamorph        |
| Mind Mage   | Mindflayer       |

|               |                 |
|---------------|-----------------|
| MiniDragon    | Mini Dragon     |
| MiniMage      | Mini Magician   |
| Minotauros    | Minotaur        |
| Mithril Drgn  | Mythril Dragon  |
| Mold Wind     | Moldwynd        |
| MooglEater    | Moogles Eater   |
| MossFungus    | Moss Fungus     |
| Motor Trap    | Motor Trap      |
| Motordrive    | Iron Fist       |
| Mover         | Mover           |
| Mukare        | Mykale          |
| Mummy         | Mummy           |
| Necrofobia    | Necrophobe      |
| Necromancr    | Necromancer     |
| NeoExdeath    | Neo Exdeath     |
| NeoGalura     | Neo Garula      |
| NeoGoblin     | NeoGoblin?      |
| Neon          | Neon            |
| Neregeid      | Nereid          |
| Nile          | Ushabti         |
| Ninja         | Ninja           |
| Nut Eater     | Nutkin          |
| Octoraken     | Octokraken      |
| Odin          | Odin            |
| Omega         | Omega           |
| Omniscient    | Omniscient      |
| Orcat         | Orukat          |
| Owazoral      | Oiseaurare      |
| Padosule      | Pas de Seul     |
| Page 128      | Page 128        |
| Page 256      | Page 256        |
| Page 32       | Page 32         |
| Page 64       | Page 64         |
| Pantera       | Pantera         |
| Pao           | Pao             |
| Phobos        | Phobos          |
| Poltergeist   | Poltergeist     |
| Prototype     | Prototype       |
| PsychoHead    | Mindflusher     |
| Puroboros     | Purobolos       |
| Pyra Layer    | Rajiformes      |
| Python        | Python          |
| Ra Mage       | Ra Mage         |
| Radiator      | Dark Aspic      |
| Ramuh         | Ramuh           |
| Red Dragon    | Red Dragon      |
| Ridicule      | Cursed Being    |
| RikaldMage    | Ricard Mage     |
| Rock Brain    | Strapparer      |
| Rocket        | Rocket Launcher |
| RockGarter    | Rock Slug       |
| Sahagin       | Sahagin         |
| Sand Bear     | Sand Bear       |
| Sand Crawl    | Sandcrawler     |
| Sand Killer   | Desert Killer   |
| Sand Porky    | Sandboil        |
| Sandworm      | Sandworm        |
| Sea Avis      | Sea Ibis        |
| Sea Devil     | Sea Devil       |
| Seal Guardian | Crystal         |

|                             |                 |
|-----------------------------|-----------------|
| SeaScorpio                  | Water Scorpion  |
| Sekmet                      | Sekhmet         |
| Sergeant                    | Sergeant        |
| Shadow                      | Shadow          |
| ShdwDancer                  | Shadow Dancer   |
| ShieldDrgn                  | Shield Dragon   |
| Shinryuu                    | Shinryu         |
| Shiva                       | Shiva           |
| Shoat                       | Catoblepas      |
| Silent Bee                  | Silent Bee      |
| Silvune                     | Vilia           |
| Siren                       | Siren           |
| Skeleton                    | Skeleton        |
| Skull Eater                 | Skull Eater     |
| Sleepy                      | Sleepy          |
| Slownin                     | Numb Blade      |
| Slug                        | Slug            |
| Sol Cannon                  | Soul Cannon     |
| Sorcerer                    | Sorcerer        |
| Spizner                     | Spizzner        |
| Stalker                     | Wendigo         |
| Statue                      | Objet d'Art     |
| Steel Bat                   | Steel Bat       |
| Sting Eagle                 | Poison Eagle    |
| Stingray                    | Stingray        |
| StonedMask                  | Stone Mask      |
| StoneGolem                  | Stone Golem     |
| Stray Cat                   | Stray Cat       |
| Stroper                     | Stroper         |
| Sucker                      | Sucker          |
| SwrDancer                   | Sword Dancer    |
| Tarantula                   | Tarantula       |
| Tatu                        | Tatou           |
| Th.Anemone                  | Thunder Anemone |
| Thing                       | Crystelle       |
| TinyMage                    | Tiny Mage       |
| Titan                       | Titan           |
| Tonberi                     | Tonberry        |
| Torrent                     | Treant          |
| Tote Avis                   | Tot Aevis       |
| Traveler                    | Traveler        |
| Treeman                     | Triffid         |
| Tricker                     | Level Tricker   |
| Triton                      | Triton          |
| Twin Tania                  | Twintania       |
| TwinLizard                  | Doublizard      |
| TwinLizard (ExDeath Castle) | Twin Lizard     |
| Tyrasaurus                  | Tyrannosaur     |
| UndeadRusk                  | Undead Husk     |
| Unknown                     | Unknown         |
| Wall Knight                 | Reflect Knight  |
| Wall Mage                   | Reflect Mage    |
| Water Buzz                  | Devilfish       |
| Weresnake                   | Weresnake       |
| Whirl Demon                 | Enchanted Fan   |
| White Flame                 | White Flame     |
| White Snake                 | White Serpent   |
| Wild Nack                   | Wild Nakk       |
| WingRaptor                  | Wing Raptor     |
| Wyrm                        | Wyrm            |

|             |                         |
|-------------|-------------------------|
| Wyvern      | Wyvern                  |
| Yellow Drgn | Yellow Dragon           |
| ZephyrZone  | Zephyrus                |
| Ziggurat    | Ziggurat Gigas          |
| ZombieDrgn  | Zombie Dragon           |
| Zuu         | Zu                      |
| None        | Archeodemon             |
| None        | Assassin                |
| None        | Behemoth                |
| None        | Claret Dragon           |
| None        | Dark Elemental (type 1) |
| None        | Dark Elemental (type 2) |
| None        | Dark Elemental (type 3) |
| None        | Dinozombie              |
| None        | Duelist                 |
| None        | Enuo                    |
| None        | Exoray                  |
| None        | Grand Aevis             |
| None        | Guardian                |
| None        | Hades                   |
| None        | Ironclad                |
| None        | Launcher                |
| None        | Launcher                |
| None        | Medusa                  |
| None        | Mini Satana             |
| None        | Neo Shinryu             |
| None        | Omega Mk.II             |
| None        | Soul Eater              |
| None        | Wave Cannon             |

(thanks to Ebmid2 for allowing me to have this in my guide!)

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FREQUENTLY ASKED QUESTIONS (26.0s)

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\*NOTE: THIS SeCTION WILL CONTAIN SPOILERS\*

If you have a question and checked the FAQ/Walkthrough 3.6 billion times and couldn't find the answer, and I've checked the guide and made sure that the answer isn't in this guide, I'll copy your question and answer it here, plus an email back to you.

If I find that the answer is in the guide, but not as specific as one would like, then I'll email the answer back to you, and if I'm feeling up to it, I'll put the question in here as well and you'll recieve credit.

If the answer is definetely in the guide, I won't even bother replying. So check in the guide first you lazy bums!

Q: How hard is this game?

A: This game is hard to some and easy to others, but it provides challenges to all. If you've played FFIV, then believe me, it's 10X harder than that! The bosses are a lot harder than what you would find in FFIV, which First Timers might find a problem against. And even for advanced users, the Bonus Dungeon and the bosses within WILL give you a hard time.

Q: Where is the Bonus Dungeon located?

A: Once you beat the game, head south of Phantom Village to the area where you obtained the Gladiator, Cannoneer and Oracle jobs. Pull the switch that was



previously broken and enter the door that just unlocked at the north-west corner. Head up past the consecrated circle and through the gap.  
Welcome to the Bonus Dungeon (not a very good entrance, I know).

Q: Does this game have Class Changes?

A: Yes, it certainly does! This game takes elements from FFTA, and by that, I mean the fact that you can class change as many times as you want, but with no requirements! Not only that, but you can add abilities to another class from another one! i.e a Knight that can cast White and Black Magic!

Q: Does any playable characters die?

A: There are only 5 playable characters, and from that, I can say that 1 does die. (and it's fairly obvious which one)

Q: Approxiametely how long does it take to beat the game?

A: A lot longer than 24 hours! Train well, beat the main walkthrough and the Bonus Dungeon, I'd say around 30-40 hours. It might take a lot longer, depending on how long you train.

Q: Can I link this with any other previous FF games?

A: No.

Q: Is Cid the same Cid from the previous FF games?

A: NO! NO NO NO NO NO!!! Final Fantasy simply loves the use of the name Cid. He is the judgemaster in FF Tactics Advance, Cid of the airships in FFII and in FFIV. And there's like a Cid in every other FF game as well.

Q. Inside the Void, I always seem to die and I'm Lv45-50! This is hard!

A. That is not even a question. Use cures, elixirs, anything that can save you. Or just run away from the monsters!

Q. What's the difference between Cottage and Tent besides the cost?

A. On the items description, it says that Tents recover all member's HP and MP and the same with Cottage. But, Tent only recovers 1000HP and 100MP while Cottage will recover all. Use Tents in the first world and some of the second, but in World 3, convert to Cottages.

Q. Is there going to be a FFIII Advance on GBA?

A. I doubt it, it's out on DS so there's no way it could be on GBA.

Q. Is there any good pics on Lenna and Faris? I really love those two.

A. Maybe on Google? Or try any fanart site, some people are simply awesome at drawing characters from anime/games.

Q. I contributed to this guide but didn't recieve credit! Why?

A. Me too lazy. Nah I'm joking. I'll post you on soon.

Q. I love your FAQs! What's your next one going to be about?

A. Final Fantasy VI, but when I get the game, I'll be back in school, so I probably won't start until much later, not until the holidays start again.

Q. (Concerning Lvl 5 Death) My question is: I'll only learn it when my level is multiple of 5? Will I learn it even if the character dies?

A. YES!!! You HAVE to be a multiple of Level 5 to get hit by it, and you will die, but you'll still learn it. Make sure you don't have everyone in your party a multiple of 5, because it'll kill them all, causing Game Over. Make sure your Blue Magic IS hit.

Q. In your guide, you stated that the Ranger's ability, Rapid Fire, works with Spellblade. My party is level 41, and in the Wind Shrine getting the second

tablet. As you can see, I am pretty far in. But for some reason, Spellblade does not seem to work with Rapid Fire. I have a Freelancer with 2 weapons equipped (via the Dual-Wield ability) and Spellblade and Rapid Fire as the abilities. Rapid Fire itself works with attacking 8 times, but using Spellblade then using Rapid Fire does not. Even with just one weapon it seems not to work. Attacking regularly with 2 weapons and Spellblade does work, though. The rare exception to this is when I fought those Object de Art enemies, in which a Thundaga Spellblade + Rapid Fire was an instant kill for each hit (yeah, no damage was even displayed, they just died). The one thing that I think could be causing it is that my Spellblade is only level 6, not 7. I didn't think it necessary to level it anymore, especially since it takes 400 ABP and the Mystic Knight class is rather underwhelming.

- A. Spellblade DOES work, and IS working for you. The producers just got lazy and didn't add in the effects of Spellblade (or they forgot, I don't know)
- Q. In your guide you mention monsters that when you steal from them, they give you certain items. Monsters include lets say the Crystal Dragon which you can steal the Dragon Lance from now my real question is when you say \*steal\* it says it has nothing to steal from is that because it is random each time or does it have have to be a dragon in a certain area? Id really like to know because it keeps telling me they have nothing to steal whenever I attempt to. Other monsters include Yojimbo which have the Murakumo's and Neo Exdeath which have the Ragnaroks.
- A. Those are called "RARE" steals, and by rare, I mean rare. Sometimes, the monsters won't even be carrying them! If the screen says "Can't Steal", this means that the monster IS holding something, but you were unable to steal it. If it says "Nothing to Steal" this means that the monster is carrying nothing/you've already stolen what it had. If you know the monster has a rare steal, like the Crystal Dragon, then use the Time Magic "Return", and it'll start the battle again, and the Crystal Dragon will reset what it had. If you're lucky, rare steals will only take 2-3 minutes, if you're unlucky, 10-15. Maybe even more. Good luck :D

=====  
Acknowledgements (27.0t)  
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Well, if you contributed something to this guide, then you will be here. I give credit to everybody who helps me (and some weird contributions as well)

GFAQs and CJayC - Great website and great man. Thanks for accepting this guide!

GFAQs FFV Advance Message Boards - A great place to go to if you want any info on this game! There are some great users who are as knowledgable, and some more, on this game than me. Thanks for suggestions on this guide from some users!

Supercheats.com - Another host of this guide. Great site as well!

Neoseeker.com - I believe this guide's been on neoseeker for quite some time, but I didn't realize it until now. I remember that after they asked me for my first guide that they can have all my future ones. Anyway, neoseeker is also another great site!

Me - For writing this guide :D!

L.V - For giving me this game

KiaLobeli - For allowing me to have Monster Locations in my guide. Kia's FAQ/Walkthrough is also one of the best out there. It can be found at:  
[http://db.gamefaqs.com/portable/gbadvance/file/final\\_fantasy\\_v\\_advance.txt](http://db.gamefaqs.com/portable/gbadvance/file/final_fantasy_v_advance.txt)

Ebmid2 - For allowing me to have his Monster Translations in my guide. Another great guide out there. It can be found at:  
[http://db.gamefaqs.com/portable/gbadvance/file/final\\_fantasy\\_v\\_advance\\_a.txt](http://db.gamefaqs.com/portable/gbadvance/file/final_fantasy_v_advance_a.txt)

TakerVersion1 - For allowing me to have his "Gaia" section in my guide. Look out for his guide at:  
[http://db.gamefaqs.com/portable/gbadvance/file/final\\_fantasy\\_v\\_advance\\_job\\_ability.txt](http://db.gamefaqs.com/portable/gbadvance/file/final_fantasy_v_advance_job_ability.txt)

Scotty - Starting and completing some latter sections of the guide

Kevislash - Telling me what Remora does and what that there's a weapons shop in the Great Sea Trench.

VeghEsther - For many boss strategies. Thanks a lot man!

Game2002 - Giving me strategies on how to defeat Omega and Shinryu. Much appreciated!

Endigomaster - Telling me what freeing Lone Wolf does

Morneau - Giving me a strategy for Liquid Flame

Musashi77 - Correcting a mistake I made in the "Jobs" section

Zarquín - Giving me an alternate strategy for Neo Shinryu. Thanks!!!

SystemErr0rs - Correcting a mistake in the walkthrough

Kupo\_234 - Contributing a lot of useful information. Thanks a lot!!! :D\*

Eric - Giving me a good training strategy and informing me of something I missed in the walkthrough

Dilon - A strategy to defeat Titan

anonymous - For new info on Omega.

LinkofHyrule991 - An alternate strategy for Purobolos.

Erik - For pointing out a harmful glitch.

Dogarasu - For descriptions of the Cannoneer and Chemist Jobs.

yuffielover - Another strategy for Neo Shinryu. The more the merrier!

Christian - For an alternate strategy of Shinryu. More strategies welcome!

jelly\_man24 - For telling me what the blue magic ??? does

Meagan - For an alternate strategy on Ramuh

Rufino - For an alternate strategy on Omega. Keep the strategies coming!

Andre - Nice question on Level 5 Death. I've already recieved more than 5 of

these emails, hope I don't get anymore. Also a tip on how to avoid the Gil Turtle.

VG Emblem - For a good tip on attacking. More tips welcome!

Honalululand - For info on Archeoaervis.

DanieruLynx - For a great strategy on Azulmagia.

Rogall - For pointing out a mistake I made in the guide.

fire\_dude\_101 - A nice tip on how to beat bosses

Saxuallyapeasing - For boss strategies on Shinryu and Carbuncle

Chrisgn - For pointing out something I missed in the Rift

Zeroshiki - For a strategy on Neo Exdeath

LegendaryBakura - For another strategy on the four elemental crystals

Casper - For some info concerning Objet d'Art in Castle Bal

Yami - For two useful tips

Sk8er\_Boy666 - For two more Blue Magic locations. Thanks man!

bane\_goblin - For some info in the walkthrough

deathscythehellx2000 - For info on the Sandworm boss

Matt Tsui - For contributing a useful tip

Hunter - For a suggestion on the Great Sea Trench

Splitblkribbon - For an alternate strategy on Archeoaervis

ChainsawMonkey - For spotting something I missed in the Wind Shrine

branksamage - For many tips on the Bonus Dungeon and on the game

tonymjin - For an alternate strategy on Omniscient

zeroshiki - For another training tip

Morgan Smidt - For a great strategy on Omega MKII

For all the others that have emailed me about comments and compliments who I haven't listed here

For all my friends (mostly RPP) who encouraged me to make a FAQ and supported me along the way

And finally, to you, who are reading this.

=====  
MY FINAL WORDS...(OF WISDOM) (28.0u)  
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This is a long piece of art, and I'll be daggered if I can finish anytime

soon. However, I will update it as often as I can and hopefully can be finished by early next year.

Anyway, this is the place you want to be to know the recent updates, anything special going on and just about anything I want to say at the moment. They're in oldest-to-newest order.

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#### UP-TO-DATE GUIDE INFO

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YES!!! I've defeated the legendary Omega and Shinryu! Well, it's on to the Bonus Dungeon for me!

I've conquered the Bonus Dungeon! I've done absolutely everything inside, including defeating Omega MKII and Neo Shinryu (god Neo Shinryu was hard...) It's time to tackle the Cloister of the Dead!

Finished the Cloister of the Dead as well. I've now completed FFV. I'll start on the Weapons and Armor section soon enough.

Yeah, I know, I still haven't done the Weapons and Armor. I've no idea when I'll start on them, depending on how much free time I have.

It is funny how I'm prolonging the day when I finally have to write up the damned Weapons and Armor section (if anybody wants to spare me the pain and write it themselves and submitting it, I'll much appreciate it, and you'll receive MAJOR, MAJOR credit), not to mention the items. I've done a lot of unique abilities for the Jobs, a better layout for the magic and finished my blue magic section.

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#### MISCELLAENEOUS INFO

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I'm getting more and more obsessed with Bleach every time I watch it. It's freaking awesome! I recommend it to anyone who likes lots, and lots of action.

Tomorrow I'm going to my holiday house in Wilson's Prom, and I've also decided to take a break on this for the duration of the week. Still email me, but don't expect a reply for another week at least. I'm having my birthday there as well!

Just so you know, I had my birthday yesterday. That's right. Even if you don't believe me, my birthday's on the 24th of December. Christmas Eve! A present today and a present the next day. Good cake too, it was a Tropical Delight with fruit and coconut.

I'm back! That was fun...oh well, there's still next year. I'll start the unfinished sections soon enough, as soon as I get my motivation back...which might be a while because, I don't know how, but I suddenly got back into Fire Emblem.

Getting ready for a new year anyone? A new year brings another school year for me. I'm a year closer to that day when I can finally waltz out of school and never return for good.

Happy New Year to all! "A year passes in a flash..." lol, this year actually passed quite slowly for me, don't know why but it just did.

I've started school again...which means that any emails that are sent from now on will take some time to get a reply, or even read. So don't fret if I don't reply in a couple of days, or weeks. The only time I have is the weekend, and even then, I'm on a tight schedule...

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CONCLUSION  
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My next walkthrough...most likely on Final Fantasy VI Advance (yeah, the FF Advance games on GBA have got me addicted.) It hasn't come out yet, but once it does, I'll start work on it.

Anyways, I just hoped you enjoyed my third walkthrough on Final Fantasy V Advance. If you have any suggestions, queries, or practically anything to do with the FAQ/Walkthrough, please don't hesitate to email me at:  
dark\_gta201@hotmail.com

People who have read my other guides and contributed sort of know that I have a habit of turning lazy after some time of finishing the guide, and stop replying to emails. I'll try not to this time, but you can easily avoid this by being one of the first people to email me!

THIS DOCUMENT CREATED BY:

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"It's difficult to hold back my strength so that I do not crush an ant when I step on it" ~ Aizen Sousuke  
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EOF

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