

Final Fantasy VI Advance FAQ/Walkthrough

by Diverse

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F I N A L F A N T A S Y V I

W A L K T H R O U G H G U I D E B Y D I V E R S E

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1. THE WALKTHROUGH

I. About This Guide | (00001)

Welcome to my second walkthrough. Which just happens to be a walkthrough for Final Fantasy VI. Which is, in my opinion, the second best Final Fantasy to ever be made. Next to Final Fantasy IX. This game was originally released as Final Fantasy III for the Super Nintendo in November of 1994 in the United States. The game was re-released and ported to the Playstation, along with Final Fantasy V, as Final Fantasy Anthology in 1999. Then again it was re-released for the GBA on November 30, 2006 in Japan, and by Nintendo of America in North America on February 5, 2007. It's also the last Final Fantasy game to use Sprites for their graphics.

I want to guarantee to you players that you can fully enjoy the intense experience of a Final Fantasy VI game, without losing any of the suspense or surprises. Furthermore, I've made this guide spoiler-free to further provide you readers with the best possible experience you can get from this fabulous game.

Final Fantasy VI also represents something else for me. It represented an end to a golden era of great Final Fantasy titles which was ruined by the release of the craptacular Final Fantasy VII in 1997 which was followed by an equally

craptacular Final Fantasy VIII in 1998.

This guide is being written for the GBA port of the game. Though I am playing it on a Nintendo DS instead of an SP. Mainly because the DS has a better backlight. I want the best out my games! There aren't many differences between the SNES, PS1, and GBA versions of the game. So using this guide for, say, the PS1 version of Final Fantasy VI won't be a problem.

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II. Using This Guide | (00002)

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I've built this guide so it can be navigated through as easily and effeciently as possible. If your looking for certain information about a dungeon or a certain part of the game just go to the Index located at the top of the guide. I've also implemented a system with the Ctrl+F function so you can find what your looking for faster. Just copy the 5 digit number that's next to a section in the index, press Ctrl+F on your keyboard, paste the number in, and press search. Ctrl+F will take you right to the section you want.

At the beggining of a section where there will be a merchant of some kind I've added what items you can purchase from the seller along with how much the item is. They can be found on the left side at the beggining of each section.

There are a number of treasures you can find in each town and dungeon in this game. So at the end of each section I've added a checklist of sorts so you can go over itand make sure you've found everything in a particular area.

I hope all the features I've added in this guide will help you, the reader.

2. THE BASICS

In this section of the guide you will find all the basics of the game. Make sure to atleast glance over this part of the section if this is your first Final Fantasy/RPG game. Knowing the things here will guarantee you a better gaming experience.

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I. About The GBA Port | (00003)

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Final Fantasy VI was ported by TOSE and re-released as Final Fantasy VI Advance by Square Enix in Japan on November 30, 2006, and by Nintendo of America in North America on February 5, 2007 on the Game Boy Advance. It includes additional gameplay features and enhanced visuals. Four new Espers appear in this re-release: Leviathan, Gilgamesh, Cactuar, and Final Fantasy VIII's Diablos; along with a new dungeon called the Dragon's Den, as well as a Soul Shrine, a place where the player can fight monsters continuously. Three new spells also appear: Flood, Valor, and Gravija. In addition, like the other handheld Final Fantasy re-releases, a bestiary and music player are included. The game is packaged in a new box art illustrated by series mainstay, Yoshitaka Amano. The North American release contains a new translation, and is rated E10+ by the Entertainment Software Rating Board.

From a technical stand point, the game plays largely like its original version with some minor slowdown issues during larger battle animations and the new

comeback, popping up almost everywhere on the face of civilization. The reigning Empire remains at war with various rebel factions, causing unrest among the related parties. Nonetheless, the world is striving successfully to rebuild itself from the perils of War.

However, the Empire has grown curious and power-hungry for the ancient power known only as "magic". Their leader and a slightly insane general crave this power, and are willing to destroy anything that comes in their way. With the finding of an ancient Esper, a seemingly vital source of "magic", the Empire is poised to take full control of this mysterious power.

Several warriors, from all walks of life, must band together despite their differences in order to save the world from one who would conquer it, and who would destroy it.

=====
a. Characters | (00006)
=====

Terra Branford	+-----+
Sex: Female	Special Skill
Age: 18	Trance
Class: Mage	+-----+

Who is she?

Terra knows little about her past. She doesn't know who she is or where she comes from, and she doesn't know why people think she's special. She does know that the Empire used mind-control to turn her into a ruthless machine responsible for murdering countless people. Now she uses her magic against the Empire. Using a special power that enables her very soul, Terra has the ability to Morph into a formidable soldier during battle. In her strange new form, she gains strength and special powers that make her one of the best characters to assign to your attack team.

Locke Cole	+-----+
Sex: Male	Special Skill
Age: 25	Steal
Class: Thief	+-----+

Who is he?

Don't call Locke a thief--he fancies himself a Treasure Hunter, even though he often hunts for treasure in other people's purses. Although he has the heart of an adventurer, his care-free demeanor hides a tragic past. He feels responsible for the death of his girlfriend, who perished at the hands of Imperial soldiers. His sole purpose in life is to find the magic that the Phoenix used to rise from its ashes. Locke hopes that the same magic will bring life back to his girlfriend. He's a clever and powerful ally. Use his Steal command to life objects from opponents during battles. When equipped with the Thief's Glove Relic, Locke can also Capture enemies.

Edgar Roni Figaro	+-----+
Sex: Male	Special Skill
Age: 27	Tools
Class: Engineer	+-----+

Who is he?

Edgar is a King, self-proclaimed ladies man, and master mechanic. Throning Figaro, his castle is equipped with powerful engines that enable it to burrow and traverse underground. He pretends to be an Imperial supporter, but is actually in league with the resistance group the Returners.

Sabin Rene Figaro	+-----+
Sex: Male	Special Skill
Age: 27	Blitz
Class: Fighter	+-----+

Who is he?

Sabin, a martial artist, is Edgar's twin brother. When their father died, Sabin left Figaro, giving up the throne for his own freedom. He studied under Duncan, mastering Blitz skills. He searches for Vargas, a student who killed Duncan out of jealousy thinking Sabin was chosen to succeed him.

Cyan Garamonde	+-----+
Sex: Male	Special Skill
Age: 50	Bushido
Class: Samurai	+-----+

Who is he?

Despite his age, Cyan is an extremely skilled and powerful swordsman. Retainer to the kingdom of Doma, poisoned and destroyed by Kefka. As one of the few survivors, he witnessed the death of his family and blamed it upon himself for not being able to save them. He joins to embrace Kefka's demise.

Celes Chere	+-----+
Sex: Female	Special Skill
Age: 18	Runic
Class: Mage Knight	+-----+

Who is she?

Fused with the ability to use magic while she was young, Celes is the only character opposite Terra who can use magic without having to learn from Magicite. A former Imperial general, Celes is branded a traitor after doubting the Empire. She considers herself a soldier and not love starved.

Shadow	+-----+
Sex: Male	Special Skill
Age: Unknown	Throw
Class: Ninja	+-----+

Who is he?

A skilled mercenary who will do anything for money, Shadow is haunted by dreams of a past life as a thief. His only friend is his faithful dog, Interceptor. Interceptor takes on an unusual liking to Relm, who has some unknown relation to Shadow, able to equip a memento of Relm's departed mother.

Mog	+-----+
Sex: Male	Special Skill

Age: 11 | Dance |
Class: Dancer +-----+

Who is he?

Mog's one cool Moogles. He's held hostage in Narshe by Lone Wolf, a pickpocket. When rescued by the party, he tells them that the Esper Ramuh came to him in a dream telling the party was coming his way. Determined to seek answers to his dreams, he joins the party to assist in their cause.

Gau +-----+
Sex: Male | Special Skill |
Age: 13 | Rage |
Class: Berserker +-----+

Who is he?

Abandoned to the wilds of the Veldt while he was young, Gau has lived amongst the wild monsters as far as he can remember. The party offers him Dried Meat, bought in Mobliz, and it satisfies Gau's hunger. He decides to return the favor by showing helping them cross through the Serpent Trench.

Setzer Gabbiani +-----+
Sex: Male | Special Skill |
Age: 27 | Slot |
Class: Gambler +-----+

Who is he?

A gambler with a taste for taking chances and classy opera, Setzer had his sights on marrying the opera house diva Maria. Instead, he ends up meeting Celes with the intent of using his airship to get to the Imperial capital of Vector, realizing the destruction and chaos they have caused.

Relm Arrowny +-----+
Sex: Female | Special Skill |
Age: 10 | Sketch |
Class: Artist +-----+

Who is she?

Relm's artistic ability is nothing short of amazing. Her pictures are so real they actually spring to life! Despite her grandfather Strago's order that she's not to join the party, she saves the party from an encounter with Ultros. She loves Shadow's dog Interceptor, and has an unknown connection to him.

Strago Magus +-----+
Sex: Male | Special Skill |
Age: 70 | Lore |
Class: Blue Mage +-----+

Who is he?

Living in the small town of Thamasa, Strago is one of the last descendants of powerful Blue magic users. The party rescues his granddaughter Relm from a burning building, and he insists on repaying them by joining their party and

- (J) - Equip Relics to a selected party member here.
- (K) - Access this menu to view the status of your party member. Exp to next level, exact amount of stats, etc.
- (L) - Rearrange the order of your party. The player on top is the player you will control on the map. Double click a member while in this menu to put them in the front or back row.
- (M) - Configure the settings of your game. Window color, battle speed, etc.
- (N) - Quicksave your game without having to access any further windows.
- (O) - Access this menu to save your game. Can only be selected while on a save point or on the Overworld map.
- (P) - Shows the current location your party is in.
- (Q) - Total time you've spent on your current game.
- (R) - Total number of steps your party has walked.
- (S) - Total amount of Gil(Final Fantasy currency) you currently have.

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V. Battle System | (00008)
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Battles are triggered randomly when your walking in an area that's harboring enemies. Sometimes a battle can be triggered by examining a certain object, or speaking to a certain character. The battle system is your classic turn-based system. When you encounter an enemy you go to a new screen. The fighting screen has been recreated below.

```

++=====++
|| Enemy 1           || Locke      ---- (_____)||
||                   || Terra      ---- (_____)||
||                   || Edgar      ---- (_____)||
||                   || Sabin      ---- (_____)||
++=====++

```

An ATB gauge is located on the right of the screen right next to a characters HP. When that ATB gauge is filled then that certain character can perform an action to attack the enemy, or help the party. When an ATB gauge is filled a new menu comes up in which you can pick certain actions to take. It's been recreated below.

```

++=====++
|| Enemy || Attack           || Locke      ---- (_____)||
||       || Skill           || Terra      ---- (_____)||
||       || Magic           || Edgar      ---- (_____)||
||       || Items           || Sabin      ---- (_____)||
++=====++

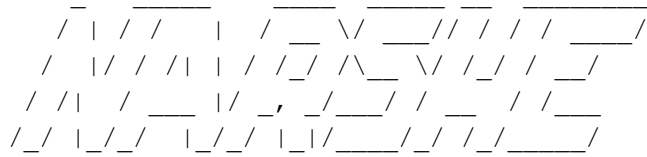
```

Choose an action to take when the new menu appear. Attack will just attack an enemy of your choice with a regular physical attack. Each member has a special skill that only they can use. This option is right below the Attack command. Choose skill if you want to use their special attacks. The Magic button allows a player to use a magic spell, be it Black Magic(offensive magic) or White Magic (defensive/supportive magic). Magic spells are learned through Espers. Then the Items is pretty self-explanatory. Choose this menu to access your items and use a particular item in your inventory.

Another thing. You can adjust your characters to either be in the front row of the battle or the back row by going to your Start menu and choosing Formation. If a character is in the back row then they will receive approximately 50% less damage from an enemies physical attack then they would if they're in the front row. Also keep in mind that if your character is in the back row then they're physical attack would do 50% less damage on the enemy. Magic spells and a

characters special Skill(Blitz, Bushido, Tool, etc.) are not effected either way.

3. PART 1 - THE WORLD OF BALANCE



=====

I. Narshe | (00009)

=====

After a short cutscene between the two soldiers you gain control of the mysterious girl in the magitek armor. Just walk out of the area and you see another cutscene of the group walking towards the town of Narshe. Once you arrive there just keep walking North. You will have to battle some soldiers a few times, but they can be easily be done away with some Magitek skills. Once you reach the mine all the way at the top of the town walk inside of it.

Once inside the mine, once again keep walking North into you reach a cave entrance that's barricaded. One of your party members busts through the barricade and you have to face your first boss fight.

```
(o) |  _ )/  _ \ /  _ /  _ |===== (o)
[ |  _ \ ( _ ) \  _ \  _ \          NAME: Ymir    HP: 1,600          ]
(o) |  _ / \  _ / |  _ /  _ /===== (o)
[ ----- ]
[ Just keep in mind that you absolutely must not attack Ymir when ]
[ his head is retracted into his shell. Cast your strongest spells ]
[ on his exposed head and heal if and when it's necessary. ]
[ ----- ]
(o)===== (o)
```

Once you defeat him just keep walking straight into the next area. With that progression your treated to a cutscene.

Once that's over you find yourself in a home sleeping in bed. A man rushes to you and he explains some things. You then find out the girls name is Terra. Once the conversation is over Imperial guards come to the mans house demanding that Terra come out. The man tells you to rush out the back door and escape through the mines, but before that examine the clock in the room for an 'Elixir'. Proceed out the back door then keep walking West over the bridge and through the mine entrance. Once inside start navigating through the cave. If you ever run low on HP cast 'Cure' on yourself. Most enemies in the cave will die from one cast of your 'Fire' spell. Once you reach a save point it would be wise to save your game and heal if necessary. Go over the bridge and to your right side will be a chest containing a 'Phoenix Down'. Cross the other bridge to your left and open the chest for a 'Sleeping Bag'. At the top of the bridge you come to a fork in the road. Take the right pathway and you see a cutscene. Now you gain control of Locke and a group of Moogles. You have three different parties and with those parties defeat all the guards walking through the maze. Make sure none of them reach Terra or it's Game Over. Once they're done go to the bottom of the maze and approach the enemy standing there.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( _ ) \ _ \ _ \          NAME: Guard Leader    HP: 420      ]
(o) | _ / \ _ / | _ / _ / |===== (o)
[ ----- ]
[ It doens't matter which group you attack him with unless you      ]
[ fight him with a party that has a good amount of HP. Just start    ]
[ attacking him normally and heal if necessary with Potions.         ]
[ ----- ]
(o)===== (o)

```

After defeating the boss and exiting the cave it's time to leave Narshe. But before that head into the house near the exit of Narshe with a man standing in the doorway. Walk into the house and you find yourself in the Adventuring School. Examine the bucket near the counter to fully restore your HP/MP. Head into the first room and in a pot you'll find an 'Ether', there's also a Save Point in the room. Don't bother opening the chest in the room unless you want to fight a Silver Lobo. Exit out the room and go to the second one and inside you'll find a 'Sleeping Bag' in the chest. Walk out and head to the third and final room. In the third room you'll find a 'Potion' inside the chest. Leave the school and then leave Narshe entirely. Once out on the Overworld map make your way Southwest to Figaro Castle.

```

+----Items In This Area----+
|..Elixir.....|
|..Phoenix Down.....|
|..Sleeping Bag(x2).....|
|..Ether.....|
|..Potion.....|
+-----+

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II. Figaro Castle | (00010)

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Once you arrive in Figaro Castle keep walking straight until you reach the throne room of the castle. Once there you meet Edgar, the King of Figaro. After a cutscene with the king. Once that's over your in control of Terra, and only Terra. Now it's time for some castle exploration. Start out by heading out of the throne room through the South exit. Go through the door at the 7:00 direction to visit the Item Shop. Inside is a treasure chest with a 'Golden Needle' inside of it. Talk to vendor and make sure to stock up on necessary items. Leave the shop then go through the door at the 5:00 direction. Inside is a Tool Shop. The chest on the left contains a 'Potion' and the chst on the right contains a 'Antidote'. Buy one of each item here and leave. Now go through the door at the 1:00 direction. Once up the stairs to your left should be a chest with a 'Phoenix Down'. Go back and this time take the 6:00 door and you'll be outside of the castle. Go through the door on the left side of the screen and you'll be at the castle Inn. You can rest here for free if you wish to do so. Leave then go to the Western Tower where you will find a priestess. Speak to her to learn some things about Edgar.

Leave and head back to the Throne Room. Talk to Edgar and a scene will occur. With Kefka's arrival you're greeted with more cutscenes and gain control of different characters. Just follow the path that's given to you until everyone goes to sleep. In the morning you're in control of Edgar. You find out the castle is on fire. Speak to Kefka then turn around and keep walking forward. After the great scene you have to fight a boss.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \      NAME: Magitek Armor      HP: 210      ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ When the battle starts you're put at a disadvantage with a back ]
[ attack, but no worries. This boss is very easy. Use the regular ]
[ strategy with Edgar's Auto-Crossbow, Terra alternating between ]
[ Fire and Cure spells, and Locke attacking normally. ]
[ ----- ]
(o)===== (o)

```

After the battle it's time to head to South Figaro. To get there you must go through a cave first. The cave is located in the southeast section of the desert. To ride the chocobo there or not is your choice.

```

+----Items In This Area----+
|..Golden Needle.....|
|..Potion.....|
|..Antidote.....|
|..Phoenix Down.....|
+-----+

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/ _ | / _ \ | | | | _ _ | | | | _ | _ / _ | / \ | _ \ / _ \   / _ | / \ \ / / _ |
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III. South Figaro Cave | (00011)
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Once you arrive at the South Figaro Cave talk to the guard blocking your entryway and he'll let you through. Once inside you'll see a body of water, drink from it to fully restore your HP/MP. Leave to the East into the next area. In this area you can find different chests, but I advise that you don't open them yet, as they will be upgraded when you re-visit at a later time. Start out by going South from where you are and keep following the path until you find a pair of stairs to your left. Walk up the stairs to proceed to the next area. You'll find yourself out of the cave and onto the Overworld map. Continue south and you'll find South Figaro.

```

+----Items In This Area----+
|..Ether (x2).....|
|..Phoenix Down.....|
+-----+

```

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/ _ // _ \ / / / / _ _ / / / / / _ _ / / _ / | / _ \ / _ \
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IV. South Figaro | (00012)
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Once you arrive in South Figaro you find yourself in a fairly large town. There are many treasures here that are up for grabs, as well as new weapons/armor in the shops, respectively. First let's start off by going to the weapon shop. Be sure to buy all the upgraded weapons that are available for whoever needs it. Next go to the Armory shop and do the same as you did for the Weapons shop. Buy whatever you need for whichever character needs it. After your done with that head to the Southwest section of South Figaro to find the Relic/Inn/Pub. Walk inside and buy whatever Relics fancy your interest. I recommend the Sprint Shoes to make you move faster. Note that only one character in your party needs to have the Sprint Shoes equipped for the effect to take place. A pair of Silver Spectacles and a Star Pendant would also be a good tag-a-long item just incase, but they're not really necessary. Head to the Pub where you will meet Shadow and his dog named Interceptor. Head to the Inn if you need to rest. Once your finished here head to the Item Shop on the East side of town if you need to restock on some curatives and such. After your done here head to the old man's house located in the Southeast side of the town. Once inside walk down the steps and check the pot for a 'Potion'. Leave his house and head to the Mansion located in the center of the town. Once inside the mansion head to the second floor and go behind the bookshelf to find a secret passage heading to the basement. Once there find another hidden passageway that's in the south direction. Go in the first room to find a Hyper Wrist and in the second room you'll find a Hermes Sandals. Head back to the basement and take the right pathway and in here you'll find 3,000 Gil! You've found all the treasures in the mansion so just leave. Once outside it's time to progress with the story. Go to the southeast side of town and into a house located outside the city walls. Once inside the house talk to the lady there. After talking to her you find out that Duncan has gone to train in the mountains. Leave South Figaro then go directly North to find Duncan's Cabin.

```

+----Items In This Area----+
|..Potion.....|
|..Hyper Wrist.....|
|..Hermes Sandals.....|
|..3,000 Gil.....|
+-----+

```

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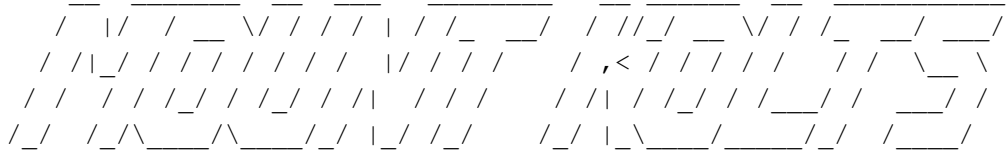
=====
a. Duncan's Cabin | (00013)
=====

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Once inside examine the flowers on the table for a short scene. Check the bucket near the fireplace for a 'Potion'. Leave the cabin and you find an old man outside. Talk to him then leave the cabin and head back out into the

Overworld. Your next destination is Mount Kolts, which is directly in the East direction of Duncan's Cabin.

```
+----Items In This Area----+
|..Potion.....|
+-----+
```



=====
V. Mount Kolts | (00014)
=====

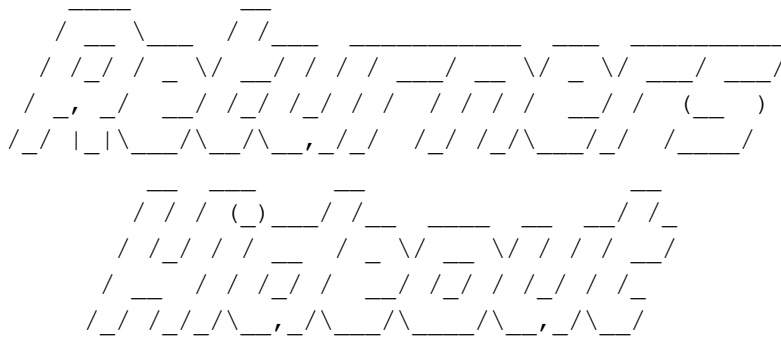
Once your in Mount Kolts just keep walking along the path until you come to an exit. You find yourself on a grassy knoll. Now go through another cave entrance a little to your right. Once inside there go behind the rock formation and back outside to find a Main Gauche in a chest. Go back to the rock formation and walk over to the bridge. Before crossing it look to your right. On the wall to your right you'll find a secret passage to a chest containing Gigas Gloves. Go back and cross the bridge into another area of Mount Kolts. Once outside again you see a shadow going up the mountain. Follow that shadow into another area. Once there you see two exits. Take the first one to find a chest containing a 'Tent'. Go back outside and go into the second exit this time to find yourself back inside the caves of Mount Kolts.

Once inside cross the first bridge to a small island. Now go over the next bridge and keep heading east until you find an exit. Once you go through the exit your in a very foggy area and again you see that mysterious shadow going up the mountain. Follow the shadow to a bridge and cross it and go through the exit at the end of the bridge. Inside you'll be in a small room with a save point in the middle. I advise that you save your game here as well as use a tent if need be, because ahead is a semi-tough boss. Once your finished saving exit to the right and keep following the circular path until you see a guy standing at the entrance of a cave. Talk to him to ensue a boss fight.

```
(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( _ ) \ _ \ _ \      NAME: Vargas, Ipooh(x2)   HP: 11,600   ]
(o) | _ / \ _ / | _ / _ / ===== (o)
[ ----- ]
[ Start off by defeating the bears. Use Edgar's Auto-Crossbow           ]
[ whenever it's his turn. Locke should attack normally while Terra      ]
[ alternates between her Fire and Cure spells. After you take his        ]
[ HP down a little bit he pushes the whole party away and Sabin         ]
[ comes to save the day. When it's Sabin's turn use his Blitz           ]
[ command and input Left, Right, Left, A and you will win.             ]
[ ----- ]
(o)===== (o)
```

Go through the opening and open the chest there to find a 'Tent'. Leave the cave and once your outside on the world map keep walking North until you see an entrance to the side of the mountain.

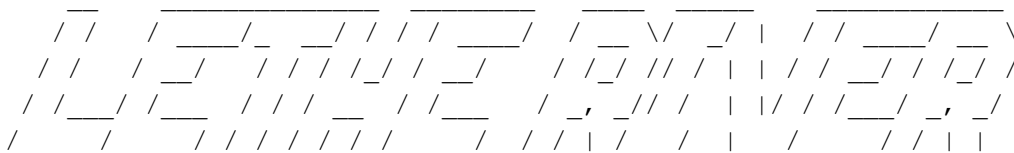
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+----Items In This Area----+
|..Main Gauche.....|
|..Gigas Glove.....|
|..Tent(x2).....|
+-----+
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=====
VI. Returner's Hideout | (00015)
=====

Speak with the returner guarding the entrance and he'll promptly let you inside. When your inside you find out Banon wants to speak with the king, so
+-----+ just keep going straight until you reach his room.
| Item Shop ===== | Talk to Banon inside his room for a cutscene. After
+-----+ that everyone goes to sleep for the night. When you
| Eye Drops.....50 | wake up your in control of Terra. Speak to Locke and
| Potion.....50 | then open the chest to find a Phoenix Down. Leave
| Hi-Potion.....300 | the room and return to Banon's Room. Speak to Edgar
| Ether.....1500 | then open the chest to get a Hi-Potion. Leave and go
| Echo Screen.....120 | to the room Sabin is in. Inside there talk to Sabin
| Sleeping Bag.....500 | and after that look in the pot for a Green Cherry.
| Tent.....1200 | Now you might want to stop by the item shop if you
| Spring Shoes.....1500 | need to restock anything. Now go outside and go in
+-----+ the northwest most door. You'll be in the Hideout
storage room. Open all the chests in the room for an Air Knife, a Phoenix
Down and a Knight's Code. Check the bucket and pot for an Antidote and Ether.
There's a secret passageway on the east wall which leads to a White Cape. After
that leave the hideout. Once your on the outskirts of the hideout you'll see
that Banon will be waiting for you. When he asks if your going to help them say
No three times to receive a Genji Glove.(Thank you Pineapple and John Scott for
telling me this information) If you just agree to help them off the bat then
you will just receive a Gauntlet. Beleive me, you want that Genji Glove. After
that a cutscene occurs of the whole group having a meeting in the Hideout.
After the cutscene you'll be on the Lethe River.

+----Items In This Area----+
|..Phoenix Down(x2).....|
|..Hi-Potion.....|
|..Green Cherry.....|
|..Air Knife.....|
|..Knight's Code.....|
|..Antidote.....|
|..Ether.....|
|..White Cape.....|
|..Genji Glove/Gauntlet....|
+-----+



=====
VII. Lethe River | (00016)
=====

Now you find yourself on a raft made of twigs going down a rapid river. How that raft holds I'll never know. Now the objective here is to safely make it to the end of the rapid without Banon dying. If his HP reaches zero, then it's gameover. Luckily he has a command called Pray. Which is VERY useful. Using the command will heal everyone in the party 150+ HP. No matter what circumstance when it's Banon's turn in a battle just have him cast Pray. Also it would be wise to set him in the back of the row so he would get less damage from enemies. As your going down the rapid you'll reach a fork in the road. Choose the left path which will take you to a save point. Save then get back on the raft. You then reach another fork. The up path will just take you in a circle making you fight more monsters, so choose the other path. This path will take you to another save point. While your here save and put all your characters in the back row. The reason why is so you won't get murdered by the upcoming boss battle with Ultros. Get back on the raft and you continue on the rapids. Then your stopped by a strange creature. Boss battle time.

```

(o) | _ ) / _ \ / _ / _ | ===== (o)
[ | _ \ ( ) \ _ \ _ \           NAME: Ultros   HP: 3,000      ]
(o) | _ / \ _ / | _ / _ / ===== (o)
[ ----- ]
[ Put your whole party in the back row to make this battle MUCH ]
[ easier. Have Edgar use his Auto-Cross bow and Sabin should use ]
[ his Raging Fist against him. Terra should just be using her Fire ]
[ spell on Ultros, or have her cast cure on any party members that ]
[ need it if Banon's Pray skill doesn't already cover it.          ]
[ ----- ]
(o) ===== (o)

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After the battle Sabin is displeased with not killing the "eight-armed freak" and jumps in foolishly after him. But the rapids quickly pull him away from the group.

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=====
VIII. Crossroads | (00017)
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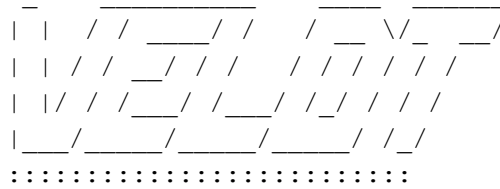
Now if you haven't already noticed the original party is now split in three groups. Locke is heading for South Figaro. Terra, Edgar and Banon are going to Narshe. And Sabin was carried off to God knows where. Your taken to a blank screen where your in control of a moogle. There's a save point in the middle of the screen so I advise you use it. Now you have a choice of three different scenarios. The order I went in is Terra, Edgar & Banon > Sabin > Locke. I will also tell you flat out that the funnest scenario out of the three is Sabin's (it's also filled with laughs). You can follow this guide on which scenario to start out with, or choose your own. But this guide is starting out with Terra's scenario.

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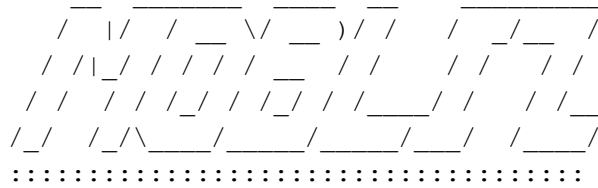
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beating all your battles you see Sabin on the beach shore. Here you will meet a feral child named Gau. Then he runs away. Leave the area and you'll find yourself on the Veldt.



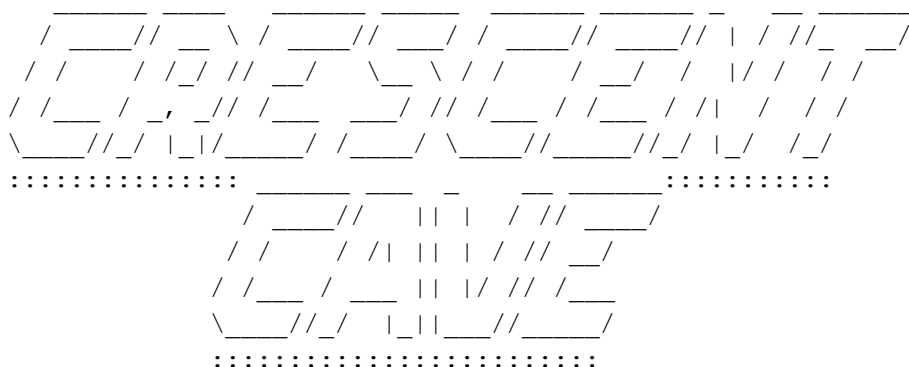
Veldt is a large plain area that's specially designed for Gau. Here you will battle lots of different random enemies. You won't get any EXP for defeating the enemies, but you will earn Gil. After certain battles in this area Gau will pop up at the end asking for food. You can't do anything now, so you'll just have to attack him to get him to leave. Start heading east across Veldt to get to the town of Mobliz.



Once in Mobliz your first objective is to buy Dried Meat at the Item Shop. Once you have that you can get Gau to join your party by giving him that when he +-----+ shows up after a random battle out on the Veldt. But | Item Shop ===== | before that head to the house on the west side of +-----+ town and talk to the wounded soldier. Talk to him | Dried Meat.....150 | and do as he says. Go to the house in the center of | Potion.....50 | Mobliz and pay 500 Gil for future interests. In the | Hi-Potion.....300 | house is an Elixir. If you need to restore HP/MP | Eye Drops.....50 | don't use the Inn. Instead just rest at the back of | Green Cherry.....150 | the Relic Shop. Also don't forget to visit the | Phoenix Down.....500 | Weapon and Armor shops to get whatever you need. | Sleeping Bag.....500 | Also don't forget the Item Shop to get whatever | Tent.....1200 | curatives you need for your journey. You've done all +-----+ you can in Mobliz. Now leave and search for Gau.

+-----+ When you catch him grab whatever rages you can. You | Armor Shop ===== | won't be able to revisit for a while. When your done +-----+ head South and into the Crescent Cave.

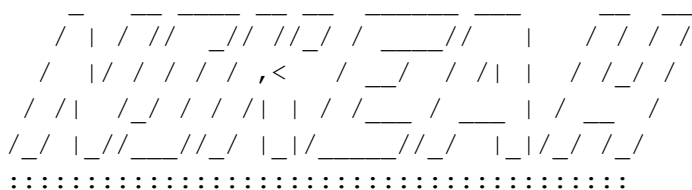
Buckler.....250	+-----+ +-----+	+-----+ +-----+
Heavy Shield.....400	WeaponShop =====	Relic Shop =====
Plumed Hat.....250	+-----+ +-----+	+-----+ +-----+
Magus Hat.....600	Mythril Knife.....300	Sprint Shoes.....1500
Bandana.....800	Mythril Sword.....450	White Cape.....5000
Iron Helm.....1000	Mythril Claws.....800	+-----+ +-----+
Kenpo Gi.....250	Kotetsu.....800	~~~~~~
Iron Armor.....700	+-----+ +-----+	~~~~~~
+-----+	+-----+	+-----+



As your in the cave you need to find the Diving Helmet, which you will find by moving north eight times. Once you find it the party jumps into the Serpent's Trench. Which is similar to Lethe River. You will just be going down the trench of your own free will encountering random battles. As you go through the trench it makes you choose which direction to go in twice. Choose the right direction each time to get treasure.

When you enter the first cave after going right for the first time you will find an X-Potion in a chest along with a save point. Continue through the trench and go right the second time. When you reach the second steps continue upstairs into the next area. Hit the switch in the room to drain the water. Then climb down the staircase and drop down the hole. Keep going west and go up a flight of stairs that take you to a room with a chest containing a Green Beret. Leave the room and keep going South to get out of the cave.

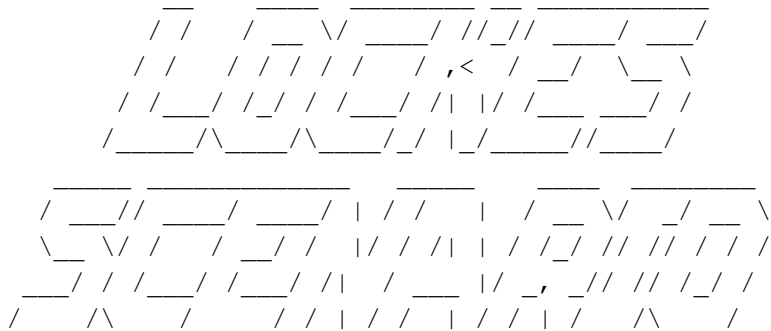
Continue travelling down the Serpent's Trench and you'll find yourself on the shores of a town called Nikeah.



Once you reach Nikeah take some time to explore the town and talk to the locals. Check the shops if there is anything you need. Especially stock up on different curatives at the Item Shop if your running low. Don't forget to check into the pub for a hilarious scene between Cyan and a prostitute. You can get an Elixir from examining the clock at the Inn. Besides those things there's not much else to do in Nikeah. When your all finished go all the way south and talk to the boat ferrer to get a ride.

Potion.....50	Hi-Potion.....300	Echo Screen.....120	Smoke Bomb.....300	Green Cherry.....150	Phoenix Down.....500	Sleeping Bag.....500	Tent.....1200	Relic Shop =====	Fairy Ring.....1500
low.	can get an Elixir from examining the clock at the Inn.	Besides those things there's not much else to do in Nikeah.	When your all finished go all the way south and talk to the boat ferrer to get a ride.						
Armor Shop =====	Weapon Shop =====	Heavy Shield.....400	Mythril Claws.....800	Plumed Hat.....250	Kotetsu.....800	Magus Hat.....600	Mythril Spear.....800	Bandana.....800	
Iron Helm.....1000	Kenpo Gi.....250	Silk Robe.....600	Iron Armor.....700						

Watch the cutscene with your party on the boat heading for Narshe. Sabin's scenario is now complete.



=====

d. Locke's Scenario | (00020)

=====

You find Locke in South Figaro straddling across a wall trying to avoid an Imperial Soldier. First off go to the item shop and speak to the merchant. Locke gets offended by his comment and a battle ensues. Now all you have to do is use your skill Steal on him until you steal a Plumed Hat along with his clothes! Once Locke puts on his clothes go to the old man's house(the one who always asks for cider) and go to his basement to speak to his grandson, who's only supposed to let Merchant's pass him. Proceed by walking out the back door.

Once your back on the streets of South Figaro you'll need a soldiers uniform this time. Go on top of the cities north wall and continue along the path until you reach a soldier wearing a green uniform. Speak to him and a battle ensues. Now just steal from him to get a potion and his uniform. Now you need to talk to the soldier who's blocking the southwest portion of town to take over his shift. Once you do that walk to the pub and go down the stairs. Go into the room and speak to the merchant to get in another battle. Steal from the merchant to get his uniform. You also get the cider that was sitting on the table. Now head back to the old man's house and give him the cider. He tells you that his grandson will let you use the secret passage to the mansion if you need the password, but he forgets it! Head down the stairs and speak to the boy. A list of passwords come up. The right one is 'Courage' so choose that. Once he opens the passage for you walk through it and you'll come out the back of the mansion. Proceed through the door to get in the mansion.

Once your inside the mansion check the clock for an Elixir. Walk up the stairs and go through the left door. Go behind the bookcase to go to the basement of the mansion. Once downstairs you have a choice to remove the Merchants outfit or to keep it on. Keep it on if you want to see a funny scene. If you don't want to see it then just take it off if you want. Look into the first cell to see a scene with some Imperial guards and the former Imperial general Celes. Once you gain control of Locke again go inside and unbind Celes. She says that the guard has something on him that will help you escape. Examine the guard and you'll find an Old Clock Key. Leave the prison cell and go east. The second cell contains a save point. Save if you want to then proceed through the third door. Examine the last clock in the room to reveal another secret passageway. Before proceeding be sure to equip your characters properly.

Now in this passageway keep going east until you hit a fork. Go South to find a chest with Iron Armor inside it. Next go Northeast then follow that path to two chests containing a Great Sword and Heavy Shield respectively. Go back around and on the south wall is a secret passageway you need to walk through. Open the chest to the left to find an Earring. Continue north then head west to go even deeper into the basement.

Continue going south into a room with a bucket contianing a Hi-Ether. Leave the room and keep going north and around the corner until you find a chest with an X-Potion inside of it. There's something underneath the chest and that's a Ribbon. Which is a very helpful Relic in this game. So now make your way back upstairs. Make your way out of the mansion and leave South Figaro. Now make your way back to the South Figaro Cave.

```
+----Items In This Area----+
|..Elixir.....|
|..Iron Armor.....|
|..Heavy Shield.....|
|..Great Sword.....|
|..Earring.....|
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(o) | ___/\___/|___/___/===== (o)
[ ----- ]
[ When your fighting Kefka it's good to have atleast Terra or Celes ]
[ in your party for healing purposes. What you have to keep in mind ]
[ here is to NEVER cast magic or he will retaliate with a more ]
[ powerful spell. Just use Terra as a healer and have your other ]
[ characters cast their most powerful skills. Keep your HP high and ]
[ Kefka will be defeated in no time. ]
[ ----- ]
(o)===== (o)

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Once you defeat Kefka he runs away... again. Watch the cutscene that comes after defeating Kefka. After all that you have to choose which members you want in your party. The members I chose were Sabin, Edgar, Celese and Cyan. Once your done choosing your party members it's time to properly explore Narshe.

Note that you can recruit Shadow later on in your adventure. So if you want him in your party make sure to only put three people in your party. Now leave Arvis' house and go Southeast to a house and enter it. Open all the chests you see in here to get 5000 Gil, a Thief Knife, Earrings, Reflect Ring, and a Hyper Wrist. You can also obtain an Elixir from the clock in the Elder's House all the way on the left side of town. The Weapon and Armor shops have also been upraded with new stuff for your party so don't forget to get what you need. Once your done getting all the treasures and such leave Narshe and head Southwest to Figaro Castle.

```

+-----+
| Potion.....50 |
| Hi-Potion.....300 |
| Ether.....1500 |
| Gold Needle.....200 |
| Phoenix Down.....500 |
| Smoke Bomb.....300 |
| Sleeping Bag.....500 |
| Tent.....1200 |
+-----+
| Weapon Shop ===== |
+-----+
| Great Sword.....800 |
| Mythril Claws....800 |
| Kotetsu.....800 |
| Mythril Spear....800 |
| Air Knife.....950 |
| Chain Flail.....2000 |
| Moonring Blade....2500 |
+-----+
| Bandana.....800 |
| Iron Helm.....1000 |
| Silk Robe.....600 |
| Iron Armor.....700 |
+-----+
| Armor Shop ===== |
| Relic Shop ===== |
+-----+
| Mythril Shield....1200 |
| Magus Hat.....600 |
| Sprint Shoes.....1500 |
| Jeweled Ring.....1000 |
| Fairy Ring.....1500 |
| Barrier Ring.....500 |
| Mythril Glove....700 |
| Knight's Code....1000 |
+-----+

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=====
X. Figaro Castle | (00022)
=====

Once your in Figaro Castle keep walking North. If Sabin is in your party he will go off and wander around the castle. Put Edgar at the head of your party and head to the shops located near the Throne Room in the castle. The reason to put Edgar at the head of your party is because the shop keepers will give Edgar a half-off discount on all goods in the store!

The Weapon shop also has some new Tools for Edgar, so be sure to buy them. After your done shopping go rest at the Inn and a cutscene occurs between Edgar and Sabin. When you wake up go talk to the man in the Engine Room and ask him to take you to

Once you arrive in Jidoor the first thing you should do is go all the way North and go inside the big mansion that's sitting up there. Once inside go up the

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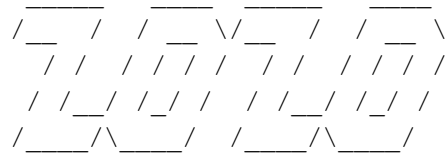
+-----+ stairs to your right and check the pot for an Ether.
| Item Shop ===== | That's pretty much the only treasure you'll find in
+-----+ this town. The Weapon and Armor shops have some new
| Hi-Potion.....300 | stuff. Including new armor for the whole party and
| Ether.....1500 | new weapons for Cyan and Sabin. Once your finished
| Antidote.....50 | shopping it's time to head Northeast to Zozo. You
| Gold Needle.....200 | can ride a chocobo there if you want, but I would
| Holy Water.....300 | advise you walk to earn some EXP and Gil.

```

```

| Phoenix Down.....500 | +-----+ +-----+
| Echo Screen.....120 | | Weapon Shop ===== | | Armor Shop ===== |
| Tent.....1200 | +-----+ +-----+
+-----+ | Kiku-ichimonji....1200 | | Mythril Shield....1200 |
| Relic Shop ===== | | Kaiser Knuckles...1000 | | Twist Headband...1600 |
+-----+ | Kodachi.....1200 | | Mythril Vest.....1200 |
| Peace Ring.....3000 | | Moonring Blade....2500 | | Ninja Gear.....1100 |
| Barrier Ring.....500 | | Flame Scroll.....500 | | White Dress.....2200 |
| Mythril Gloves...700 | | Water Scroll.....500 | +-----+
| Earring.....5000 | | Lightning Scroll..500 | ~~~~~
| Knight's Code....1000 | | Shadow Scroll....400 | ~~~~~
| Sniper Eye.....3000 | +-----+ ~~~~~
+-----+ ~~~~~

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=====
XIII. Zozo | (00025)
=====

Make your way Northeast from Jidoor to the thief town of Zozo. Once inside you'll notice that even though Zozo is a town, you get attacked by enemies! First off go all the way Northwest of town into the Armor shop. Open the chest there to get yourself a Potion. Next head off to the Inn that isn't to far from the Armor shop and examine the clock. A list comes up and you have to choose 6:00, for the second option choose 0:10, and for the third and final option choose 0:00:50. Once you enter those three entries a secret passage will open up. Go inside of the new passage to find a chest with a Chainsaw inside of it.

Once you get the Chainsaw head all the way to the south end of town to find a big building. Go inside of it and start climbing the stairs into the next building and follow the line of guys up the stairs. When your outside go up the first set of stairs and you'll see an open doorway. Approach it and you will jump across to the next building. Now climb up into another door to find a chest with a Brigand's Glove inside of it. Head back down and jump across to the other building and into the door. Here you will find an Ether in a pot. Go outside and jump across again. Go into the door on the right and open the chest to find Burning Fist. Head up the stairs and talk to the man blocking your path. He says he doesn't want to fight, but he does anyway.

```

(o) | _ ) / _ \ /_ / _ |===== (o)
[ | _ \ ( ) \_ \_ \          NAME: Dadaluma    HP: 3,270      ]
(o) | _ / \_ / |_ / _ /===== (o)
[ ----- ]
[ Very easy here. Just have Edgar use his Chainsaw on him while ]
[ Cyan uses his Fury Bushido skill. Celes should just attack     ]

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(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( _ ) \ _ \ _ \          NAME: Ultros      HP: 2,550      ]
(o) | _ / \ _ / | _ / _ / |===== (o)
[ ----- ]
[ Ultros is back and weaker then ever! This is another incredibly ]
[ easy boss fight. Even though Ultros can do some serious damage ]
[ to you, you should still be able to beat him with just a few ]
[ hits. Have Cyan use his Fury Bushido skill and have Edgar use his ]
[ chainsaw on Ultros. Locke should just stand back and be ready to ]
[ use a Hi-Potion is someone runs low on HP. ]
[ ----- ]
(o)===== (o)

```

After the battle watch the scenes unfold. When you gain control of the party again walk to the town of Albrook that's right next to you.

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=====
XV. Albrook | (00027)
=====

There's not much to do in this town. But there's a few things you can get. First go to the Weapon shop and get the Ether that's in the chest. Then get the

```

+-----+ Elixir that's in the clock at the back of the Relic
| Item Shop ===== | Shop. There's also a Potion in a barrel at the Inn.
+-----+ You may want to do some shopping while your here.
| Hi-Potion.....300 | Now you can go straight to Vector if you want. Which
| Ether.....1500 | is directly in the Northwest direction. But there's
| Eye Drops.....50 | two other towns in the area you may want to visit.
| Remedy.....1000 | But they're not necessary to visit at all. The first
| Holy Water.....300 | is Maranda to the West.
| Phoenix Down.....500 | +-----+ +-----+
| Tent.....1200 || Weapon Shop ===== | | Relic Shop ===== |
| Teleport Stone....700 | +-----+ +-----+
+-----+ | Kiku-ichimonji....1200 | | Silver Spectacle..500 |
| Armor Shop ===== || Venom Claws.....2500 | | Peace Ring.....3000 |
+-----+ | Bastard Sword....3000 | | Earring.....5000 |
| Twist Headband....1600 || Sakura.....3200 | | Sniper Eye.....3000 |
| Priest's Miter....3000 || Shuriken.....30 | | Reflect Ring.....6000 |
| Mythril Vest.....1200 || Flame Scroll.....500 | | Amulet.....5000 |
| Ninja Gear.....1100 || Water Scroll.....500 | +-----+
| White Dress.....2200 || Lightning Scroll..500 | ~~~~~~
+-----+ +-----+ ~~~~~~

```

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   / _ | / / _ / / / / / | _ | \ _ / \ _ / / / | _ |

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=====
e. Maranda | (00028)
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Once you arrive in Maranda check the crates to the left for a Holy Water. You can also get a Remedy by examining the crates on the far right side of town.

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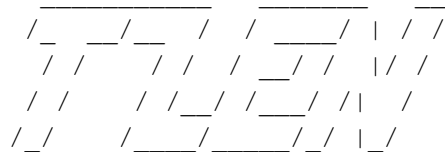
+-----+ There really isn't anything else to do here. So

```

```

| Weapon Shop ===== | leave town and head west. Rent a Chocobo at the
+-----+ stable in the Southeast forest and start heading all
| Mythril Spear.....800 |+-----+ the way north to Tzen.
| Trident.....1700 || Armor Shop ===== | ~~~~~
| Venom Claws.....2500 |+-----+ ~~~~~
| Bastard Sword.....3000 || Priest's Miter....3000 | ~~~~~
| Boomerang.....4500 || Green Beret.....3000 | ~~~~~
+-----+| Mythril Helm.....2000 | ~~~~~
~~~~~| Mythril Vest.....1200 | ~~~~~
~~~~~| Mythril Mail.....3500 | ~~~~~
~~~~~+-----+ ~~~~~

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f. Tzen | (00029)

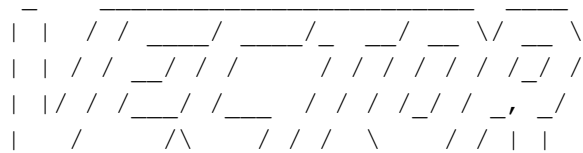
=====

Another town with nothing to do. The reason your here though is to purchase Hermes Sandals for everyone in your party from the Relic Shop. Once you got those it's time to head south towards Vector.

```

| Item Shop ===== |+-----+ +-----+
+-----+| Armor Shop ===== | | Weapon Shop ===== |
| Hi-Potion.....300 |+-----+ +-----+
| Ether.....1500 || Priest's Miter....3000 | | Air Knife.....250 |
| Eye Drops.....50 || Mythril Helm.....2000 | | Moonring Blade....2500 |
| Green Cherry.....150 || Mythril Vest.....1200 | | Bastard Sword.....3000 |
| Echo Screen.....120 || Ninja Gear.....1100 | | Boomerang.....4500 |
| Holy Water.....300 || White Dress.....2200 | +-----+
| Phoenix Down.....500 |+-----+ ~~~~~
| Tent.....1200 |+-----+ ~~~~~
+-----+| Relic Shop ===== + ~~~~~
~~~~~+-----+ ~~~~~
~~~~~| Earring.....5000 | ~~~~~
~~~~~| Hermes Sandals....7000 | ~~~~~
~~~~~| Black Belt.....5000 | ~~~~~
~~~~~| Amulet.....5000 | ~~~~~
~~~~~+-----+ ~~~~~

```



=====

XVI. Vector | (00030)

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If you need to recover your HP/MP I don't recommend staying at the Inn in Vector. The Innkeeper says the stay is free, but really he will charge you 1000 Gil! Instead if you need to heal go to the tiny

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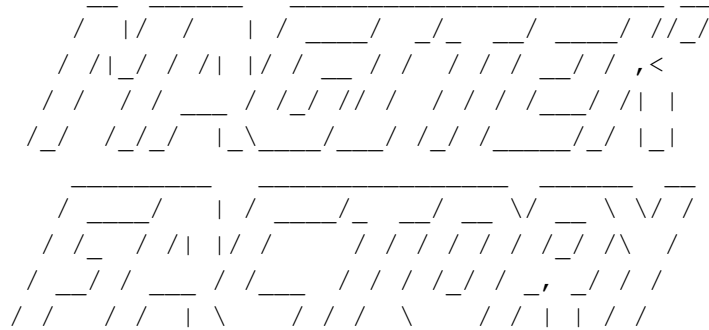
| Item Shop ===== | house on the west side of town and talk to the old
+-----+ woman residing there. She will ask if you swear
| Kiku-ichimonji...1200 | allegiance to the Empire. Say no and two Imperial
| Venom Claws.....2500 | soldiers will jump out and attack you. But no worry,
| Bastard Sword.....3000 | they're very easy to beat. Once you defeat them talk
| Sakura.....3200 | to the old woman again and she will heal you. When

```

```

+-----+ you're ready to advance to the Magitek Research
| Armor Shop ===== | Facility talk to the old man hiding behind the
+-----+ crates on the right side of town. Tell him your
| Twist Headband....1600 | ready to go and he will go distract the guards. When
| Priest's Miter....3000 | he's doing that jump up on top of the crate and you
| Mythril Vest.....1200 | will run across the beams on to the ground behind
| Ninja Gear.....1100 | the guards. Proceed across the stone path to reach
| White Dress.....2200 | the Magitek factory.
+-----+

```



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=====
XVII. Magitek Factory | (00031)
=====

```

Start out by going down the steps on to the metal platform. Hop on to the hook that's moving back and forth to carry you across to the other side. Open the chest here to find a Flametongue. Ride the hook back to where you were and go all the way to the right side of the room and you will see two tubes. Go down the right one to get an Ether from a chest. Go back up and go inside the left tube that will take you down to a chest with an X-Potion inside of it. Go on to the conveyor belt to ride it to a chest containing a Thunder Blade. There's a chest below that one with a Remedy inside of it.

Ride the conveyor belt below you and when you get off take the staircase up and through the door to find a chest with a Golden Shield inside of it. Go back outside and grab the Dragoon Boots in the chest underneath the staircase. Go all the way to the upper right area of the room and you will see a pipe there. Go through the pipe and go down it and move right at the intersection to find two chests with a Zephyr Cloak and an Icebrand in them respectively. Go through the pipe and take it down where the pipe cuts to jump down and return to the center of the room. Go to the lower left side of the room and follow the path to a chest with a Tent inside of it. Go back to the conveyor belts at the top of the area and ride it down to a new area. Watch the cutscene and ride the lower left conveyor belt down into the pit. Talk to the creature at the left most side of the room to trigger a battle.

```

(o) |  _ )/  _ \/_ /  _ |===== (o)
[ |  _ \ ( ) \_ \_ \      NAME: Ifrit & Shiva      HP: 3,3/3,000      ]
(o) |  _ / \_ / |  _ /  _ /===== (o)
[ ----- ]
[ A battle that really requires no effort. Just have Celes use her ]
[ Runic ability whenever it's her turn and they won't be able to ]
[ damage you at all. Follow up with Edgar's Chainsaw and you'll win ]
[ this battle within a few turns. ]
[ ----- ]
(o)===== (o)

```

After the battle watch the cutscene. Then pick up their magicite and proceed through the left door. Use a tent here and be sure to save. After that head back out and go through the right door. Keep going up the stairs and you will

reach the Magitek Research Facility.

```

+----Items In This Area----+
|..Flametongue.....|
|..Ether.....|
|..X-Potion.....|
|..Thunder Blade.....|
|..Remedy.....|
|..Golden Shield.....|
|..Dragon Boots.....|
|..Zephye Cloak.....|
|..Ice Brand.....|
|..Tent.....|
|..Ifrite.....|
|..Shiva.....|
+-----+

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=====
g. Magitek Research Facility | (00032)
=====

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The first thing you should do when you enter the research facility is look for the Break Blade which is located in the lower left corner. Keep pressing the examine button until you find it. Once you got that keep going straight and you'll see someone blocking a door. Approach him to trigger a fight.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \          NAME: Number 024      HP: 4,777      ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ A few hits with Edgar's Chainsaw and Cyan's Raging Fist and this ]
[ boss will go down easy. Use Celes to heal if necessary and just ]
[ have Locke casting whatever magic spell on him that he has in his ]
[ possession. If Sabin is in your party just use Pummel for him. ]
[ ----- ]
(o)===== (o)

```

Enter the room once you defeat Number 024 and keep walking straight and press the switch that's right at the top of the room and a cutscene will occur. After that run over to Cid's location to ride the elevator down. Once you get down there use the save point and be sure to use a Tent. After that talk to Cid and you will find yourself riding a mechanized cart to your escape. Along the way you'll encounter random battles with a boss fight at the end.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \          NAME: Number 128      HP: 3,276      ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ Can boss battles get any easier? This particular boss has two ]
[ arms that can get annoying for your party. So destory atleast one ]
[ of them and just start chainsawing away at his main body. Just do ]
[ the usual with the rest of your party to win this battle. ]

```



```
[ ----- ]
(o)===== (o)
```

When you escape from the cart you'll find yourself on the airship. A cutscene will occur and during that cutscene you will be thrown into another boss battle.

```
(o) | _ )/ _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \      NAME: Crane(s)   HP: 1,800 & 2,300   ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ Nothing to worry about with this boss. Just keep in mind that the ]
[ left crane has a strong defense against Lightning and the right ]
[ crane has a strong defense against Fire. Just do the usual Edgar ]
[ Chainsaw, Sabin Blitz, Cyan Bushido techniques and you'll win. ]
[ You can also play around with Setzer's Slot skill if you want. ]
[ ----- ]
(o)===== (o)
```

After you defeat the cranes the party heads back to Zozo to check up on Terra.

```
+----Items In This Area----+
|..Break Blade.....|
|..Unicorn.....|
|..Maduin.....|
|..Catoblepas.....|
|..Phantom.....|
|..Carbuncle.....|
|..Bismarck.....|
+-----+
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```

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=====
h. Esper World | (00033)
=====
```

When your in control of the Esper named Maduin walk out of the house and go North to the front gate where you see a woman lying on the ground. Choose the option to take her with you. The next morning leave the house and go to the same spot and talk to her again. After the cutscene talk to Elder. After you've done that leave the house and go up to the Northern gate and speak to him again. After the next scene you'll be back in the human world with control of the airship Blackjack. Fly the airship to Narshe.

```
| _ \ _ | _ _ | | | | _ \ \ | | | _ _ / _ \ | \ | | / \ | _ \ / _ | | | _ | |
| / _ | | | | | | | / .` | | | | ( ) | | .` | / _ \ | / \ _ \ _ | _ |
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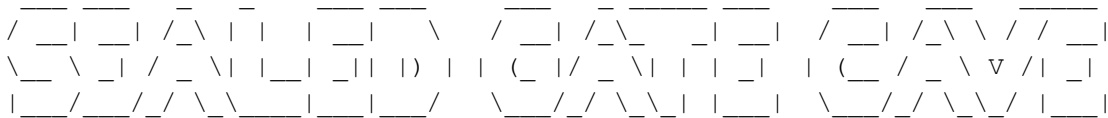
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=====
XVIII. Return To Narshe | (00034)
=====
```

Once you get into Narshe you'll be taken to the Elder's house by a returner. After the scene make your way to the house on the East side of Narshe that had +-----+ all the treasure chests inside of it earlier in the | Item Shop ===== | game. Inside you'll meet Lone Wolf the pickpocket.

```

+-----+ It turns out he stole the treasure that was in the
| Hi-Potion.....300 | locked chest. Chase him out of the house and up to
| Ether.....1500 | the mines located all the way North of town. Keep
| Phoenix Down.....500 | following him up the mine's linear pathways until
| Green Cherry.....150 | you reach the mountain peak where you confront Lone
| Tent.....1200 | Wolf. It turns out he's keeping a moogles hostage.
| Flame Scroll.....500 | Do what he says and don't move. Something happens
| Water Scroll.....500 | and you have to choose between either saving Lone
| Lightning Scroll..500 | Wolf's life and getting a Golden Hairpin or saving
+-----+ the Moogles' life and getting him to join your
| Weapon Shop ===== + party. There will be more Golden Hairpins in the
+-----+ future, so it's best to save the young Moogles life.
| Poison Rod.....1500 | Return to Narshe and do a little shopping if need
| Trident.....1700 | be. After your done here leave Narshe and go back
| Boomerang.....4500 | to your Airship. Your next stop is an Imperial Base
| Morning Star.....5000 | which is located all the way East on the Southern
| Hawkeye.....6000 | Continent. When you get their climb the stairs and
| Sakura.....3200 | then cross the bridge to get to the Sealed Cave.
+-----+ +-----+ ~~~~~
| Armor Shop ===== | | Relic Shop ===== | ~~~~~
+-----+ +-----+ ~~~~~
| Golden Shield....2500 | | Earring.....5000 | ~~~~~
| Priest's Miter...3000 | | Sniper Eye.....3000 | ~~~~~
| Green Beret.....3000 | | Hermes Sandals...7000 | ~~~~~
| Mythril Helm.....2000 | | Reflect Ring.....6000 | ~~~~~
| Tiara.....3000 | | Black Belt.....5000 | ~~~~~
| Golden Helm.....4000 | +-----+ ~~~~~
| Mythril Mail.....3500 | ~~~~~
| Power Sash.....5000 | ~~~~~
+-----+ ~~~~~

```



=====
XIX. Sealed Gate Cave | (00035)
=====

Enter the cave and open the chest you first see for an Assassin's Dagger. Go down the steps and open the chest on the left side for an Ice Brand. Continue going down and when you hit the fork go across the bridge. Once you get on the bridge it will start moving. Go to the lower left chest to get a Heiji's Jitte and then get the chest at the upper right corner for an X-Potion. Continue through the bottom right door. In the next area go right and keep following the path to reach a chest with an Ether inside of it. Go down the steps that are next to the entrance you came through and follow the path until you see a switch on a bridge. Pull the switch and it will drop you down a path that will lead you to a Gauntlet. Go up the stairs and move right until you see two switches on the wall. Pull the left one to reveal a passage to a Tent and a save point. Go back and pull the switch on the bridge to reveal steps. Walk down the steps and open the chest on the left to obtain a Hi-Ether.

Go through the door on your right and press the switch on the wall. Go down the steps and you'll find an Ether in the chest. Go through the door to your right and make your way to the top of the area. Open the chest here for an Elixir then step on the first switch. Go around the next switch to get to the chest behind it. Activate the switch that's inside the chest. Go to the bottom left side of the room and activate the switch door which will open a secret room. Go inside and you'll find four chests. Open them all to obtain an Ultima

gives you a Tintinabar as well as a Charm Bangle; both gifts from the Emperor himself.

After your done here head back to the Imperial Base and go into the basement. The locked door should now be unlocked and you'll find many chests here. Open them all to find: Angel Wings, an X-Potion, Hi-Ether, Angel Ring, Alarm Earring, an Elixir, Hermes Sandals, Reflect Ring, 8,000 Gil, 13,000 Gil, and 20,000 Gil. You can also find a Flame Tongue in the fireplace. Once your done here make your way back to Albrook and head to the docks. Once there check the crate to your right for a Teleport Stone. Talk to General Leo. After the scene head to the Inn to sleep. When you wake up walk back to the boat to speak with Leo and you will set sail. Watch the cutscene and eventually you will arrive on land. Walk a bit northeast until you reach the town of Thamasa.

```
+----Items In This Area----+
|..Magicite Shard.....|
|..Tintinabar.....|
|..Charm Bangle.....|
|..X-Potion.....|
|..Hi-Ether.....|
|..Angel Ring.....|
|..Alarm Earring.....|
|..Elixir.....|
|..Hermes Sandals.....|
|..Reflect Ring.....|
|..8,000 Gil.....|
|..13,000 Gil.....|
|..20,000 Gil.....|
|..Flame Tongue.....|
|..Teleport Stone.....|
+-----+

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=====
XXI. Thamasa | (00037)
=====

When you first enter Thamasa check the first barrels on the right to find Eye Drops. Then check the barrels to the right of those barrels to find a Gold Needle. Next go to the Elder's House which is at the top left side of town to find an Echo Screen. Next go to the giant house that's on the East side of town and go behind it to trigger a scene. Next check the barrel that's behind there to find a Green Cherry. Then go to the Inn and examine the last barrel to find a Phoenix Down. Next go behind the top center house to see another short scene. After the scene walk inside the house and talk to Strago to trigger a scene. After that go to the Inn and stay the night. When you wake up during the night go to the burning house, talk to Strago, watch the scene, then proceed into the house. Once inside keep heading forward until you hit a room with two doors. If you encounter any enemies just use Strago's Lore skill Aqua Breath to kill them all in one shot. Once your at the two doors go through the

+-----+ Needle.	Item Shop =====	top left side of town to find an Echo Screen. Next
+-----+ go to the giant house that's on the East side of		
Potion.....50	town and go behind it to trigger a scene. Next	
Hi-Potion.....300	check the barrel that's behind there to find a Green	
Ether.....1500	Cherry. Then go to the Inn and examine the last	
Remedy.....1000	barrel to find a Phoenix Down. Next go behind the	
Teleport Stone....700	top center house to see another short scene.	
Holy Water.....300	After the scene walk inside the house and talk to	
Phoenix Down.....500	Strago to trigger a scene. After that go to the Inn	
Tent.....1200	and stay the night. When you wake up during the	
+-----+ night go to the burning house, talk to Strago, watch		
+-----+ the scene, then proceed into the house. Once inside		
+-----+ keep heading forward until you hit a room with two		
Mythril Rod.....500	doors. If you encounter any enemies just use	
Flame Rod.....3000	Strago's Lore skill Aqua Breath to kill them all in	
Ice Rod.....3000	one shot. Once your at the two doors go through the	

```

| Lightning Rod....3000 | right one. Continue the path until you reach two
| Morning Star.....5000 | more doors. Go through the right one and open the
| Hawkeye.....6000 | right one to find a Fire Rod. Go back through the
| Heavy Lance.....10000 | left door this time. Keep going up and go through
| Darts.....10000 | the right door to find an Ice Rod. Leave and go
+-----+ through the left door. Be sure to heal your party
| Armor Shop ===== | and advance forward to fight a boss.
+-----+ +-----+ ~~~~~
| Golden Shield....2500 | | Relic Shop ===== | ~~~~~
| Tiger Mask.....2500 | +-----+ ~~~~~
| Tiara.....3000 | | Earring.....5000 | ~~~~~
| Golden Helm.....4000 | | Sniper Eye.....3000 | ~~~~~
| Mystery Veil....5500 | | Hermes Sandals...7000 | ~~~~~
| Power Sash.....5000 | | Reflect Ring.....6000 | ~~~~~
| Gaia Gear.....6000 | | Black Belt.....5000 | +-----+
| Golden Armor....10000 | | Dragoon Boots....9000 || Sprint Shoes.....1500 |
+-----+ +-----+ +-----+

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(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( _ ) \ _ \ _ \          NAME: Flame Eater   HP: 8,400      ]
(o) | _ / \ _ / | _ / _ / |===== (o)
[ ----- ]
[ Terra's Blizzara spell should do well over 2,000 points of damage ]
[ to this boss, so be sure to use it. Strago's Aqua Breath will      ]
[ also prove useful in this fight. You can use Locke to attack      ]
[ normally if you want, or make him use Hi-Potions if anyone needs   ]
[ healing. If he's in possession of Blizzara then use it.            ]
[ ----- ]
(o) ===== (o)

```

After the boss fight you'll watch a scene. When you gain control of your party again it's time to leave the village and head Northwest to find a cave leading to Esper Mountain.

```

+----Items In This Area----+
|..Eye Drops.....|
|..Gold Needle.....|
|..Echo Screen.....|
|..Green Cherry.....|
|..Phoenix Down.....|
|..Fire Rod.....|
|..Ice Rod.....|
+-----+

```

```

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=====
XXII. Esper Mountain | (00038)
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Once inside the cave open the chest to your left to find a Healing Rod. Make your way up and take the right passageway to a door that leads outside. Make your way around the path to reach an entrance on the right side of the mountain. Follow the right path and walk through the bottom right doorway. Once inside walk up to the three golden statues that are in the middle of the room. A scene triggers and then your thrown into a boss fight.

```

(o) | _ ) / _ \ / _ / _ |===== (o)

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```

[ | _ \ ( ) \_ \_ \_ \           NAME: Ultros      HP: 22,000      ]
(o) |__/\__/\|__/\__/\===== (o)
[ ----- ]
[ In this battle Ultros is very weak to Fire. So have Terra use ]
[ Trance and then use her Fira command. If anyone else in your ]
[ party has Fira then make them use it. Eventually Relm joins your ]
[ party. Then all you will have to do is use her Sketch command to ]
[ win the battle right away. ]
[ ----- ]
(o)===== (o)

```

After the battle make your way up the steps on the left. In the next area heal and save at the save point. Now step on the far right floor panel to drop down. Go through the right entrance to find a chest with an X-Potion inside of it. Go back to where you were and drop down the broken bridge. Walk the path back to the three floor panels and this time drop down the top most one. When you fall down go through the top door to find a chest with a Chocobo Suit inside of it. Go back to where you were and go through the door on the left side of the room to find a Tabby Suit inside of a chest. Go back and jump off the broken bridge. Make your way back to the save point and this time jump down the lower left panel. Keep following until your get outside. Keep going left and go through the top left doorway. Continue along the path until you reach a cutscene. After all the scenes are through you'll find yourself on the airship. When your party is properly equipped choose the option to go to the Floating Continent.

```

+----Items In This Area----+
|..Healing Rod.....|
|..X-Potion.....|
|..Chocobo Suit.....|
|..Tabby Suit.....|
+-----+

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=====
XXIII. Floating Continent | (00039)
=====

When you first start out on the airship you have to make a party of three. Choose your best characters and walk around on the airship to get in random battles. After about 5 battles Ultros will appear at the back end of the airship. Approach him and you will get in a fight.

```

(o) | _ ) / _ \ / _ \ / _ \ |===== (o)
[ | _ \ ( ) \_ \_ \_ \           NAME: Ultros & Typhon  HP: 17/10,000 ]
(o) |__/\__/\|__/\__/\===== (o)
[ ----- ]
[ Easy fight here. Have Terra use her Trance command and while in ]
[ Trance have her use Fira on Ultros do do 9,999 damage on him! ]
[ Make Edgar Chainsaw his face while Sabin uses one of his Blitz ]
[ skills. After you take him down about 15,000 HP he calls his ]
[ friend Typhon into the fight. Keep attacking Ultros until he ]
[ dies. It shouldn't take more then a few hits. Once he's down just ]

```

```
[ start pummeling away on Typhon with your strongest attacks.      ]
[ ----- ]
(o)===== (o)
```

After this fight you have to fight another boss.

```
(o) |  ) /  \ /  /  |===== (o)
[ |  \ ( ) \  \  \      NAME: Air Force    HP: 8,000      ]
(o) |  / \  / |  /  / |===== (o)
[ ----- ]
[ Completely ignore his two weapons and just attack Air Force.      ]
[ Terra's Thundara spell should do 4,000+ damage on him. So about    ]
[ two of those should do away with Air Force easily.                  ]
[ ----- ]
(o)===== (o)
```

Once you defeat Air Force you'll find yourself on the Floating Continent. Use the save point next to you and speak to the body to the right. After that Shadow will join your party. Head right and keep following the path until you hit a fork in the road. Take the top path that takes you to a blue pod containing a Murasame. If you take the right path and keep going you'll find a monster-in-a-box. Defeat the monster that comes out to receive a Sasuke(it's a weapon for Shadow. The item seems like a tribute to the anime Naruto). Go back where the pod is and walk up to the wall. The wall will give way revealing a path to a teleporter. Go on the teleporter to be transported to another one. Move to the left and go down the first staircase. You'll see a switch on your right you should press.

Move down and keep going right until you hit another teleporter and ride that to a different area. Here you will have a choice of two teleporters to choose from. Go in the one that's at the bottom left. When you get to a new area you should see a switch on the ground to your left. Go back in the teleporter then go to the one that's right above you. Now keep going left and go down the staircase there. The path to your right will be open now thanks to the switch you pressed. Make your way right until you find another switch at the top of the path. Press it to reveal a secret teleporter. Now ride that teleporter to a chest containing a Beret. Go back and head down to a teleporter that takes you to a save point. Save and heal here and go back. Keep heading left and use the teleporter above you. Continue going left and you'll get a choice to return to your airship or not. Go up a little bit and approach the guardian to trigger a battle.

```
(o) |  ) /  \ /  /  |===== (o)
[ |  \ ( ) \  \  \      NAME: Ultima Weapon  HP: 24,000    ]
(o) |  / \  / |  /  / |===== (o)
[ ----- ]
[ Easily the toughest boss you faced yet. He has attacks that can    ]
[ cause 1,000+ damage to everyone in your party. Even his regular    ]
[ does 500-600 damage to you. So it's best to finish him off as      ]
[ quickly as possible. Any one of Terra's magic spells while in      ]
[ Trance will do 4,000+ damage on him, so be sure to use 'em. Have   ]
[ Edgar chainsaw his face in while you have Shadow throw Fuma       ]
[ Shuriken's at him for 2,000+ damage. I had Sabin be the somewhat   ]
[ designated healer of the party since he had Cura and Chakra, but    ]
[ his Holy Aura Blitz command does nicely on Ultima. Just be sure    ]
[ to keep your HP high and pray to God that Ultima doesn't use his   ]
[ 1000+-damage-to-all-your-party skill to often.                    ]
[ ----- ]
(o)===== (o)
```

After the scene it's time to escape the Floating Continent. You have 6 minutes to get out which should be plenty of time. When you get near the end you will see a blue pod on top of a staircase. If you want the Elixir inside of it be sure not to walk across but rather walk under then up to get it. If you try to walk across to the staircase then the floor underneath you will just crumble and you won't be able to get it. Walk to the end and you will have a chance to 'Jump' or 'Wait'. Choose to 'Wait' then choose '..we have to wait for Shadow'. Before the timer runs out Shadow will come jumping out of mid-air and you all escape together. If you just choose to Jump then you will NEVER see Shadow again, so be sure to do this right! Watch the scene that comes up.

```

+----Items In This Area----+
|..Murasame.....|
|..Sasuke.....|
|..Beret.....|
|..Elixir.....|
+-----+

```

4. PART 2 - THE WORLD OF RUIN

```

/ _ | / _ \ | | | _ | _ / \ | _ \ \ / / | _ / _ | | / \ | | \ | | \
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```

=====
a. Solitary Island | (00040)
=====

After everything is said and done you'll find yourself in control of Celes on a Deserted Island. Watch the scene with Cid and leave the house. Head South towards the beach. When you get there you'll see fish in the body of water at the bottom right of the screen. You have to catch the fish that you see swimming really fast in the water. Those are the only ones that will get Cid to his healthy self. If there are no fast moving fish then you have to settle with the normal fish. Never bring Cid a bad fish(the one's that barely move in the water) or your pretty much asking for him to die. If there's nothing but rotten fish then head back to the house, talk with Cid, and move back to the beach and there should be new fish there. About 10 of the fast moving fish will restore Cid. Once he's healed a cutscene will occur. After that you will find yourself back on the Overworld... The Overworld of Ruin.

```

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```

=====
I. Albrook | (00041)
=====

Nothing really to do here except a little shopping and talk to the locals. Once your done here leave the town and head North to reach thw town of Tzen.

```

/ _ _ / _ / / _ _ / | //
/ / / / / _ / / | //
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```


II. Tzen | (00042)

Once you get to Tzen start climbing the stairs and disaster will struck. Go up a bit and you will see Sabin trying to hold up a house. Talk to him and then

```

+-----+ run into the house. Your objective is to save the
| Item Shop ===== | kid who's in the basement. Run up and grab the
+-----+ Healing Rod. Go left and into the room below to find
| Hi-Potion.....300 | a Holy Rod in a chest. You can find an Ether in the
| Ether.....1500 | top left corner of the room. Go into the last room
| Green Cherry....150 | and go through the door near the bottom to find a
| Phoenix Down....500 | Hyper Wrist in a chest. Go back in the room and go
| Echo Screen.....120 | down the staircase. The chest next to the staircase
| Holy Water.....300 | is a monster-in-a-box, your choice if you want to
| Sleeping Bag....500 | open it or not. When your downstairs you will find
| Super Ball.....10000 | a Magicite Shard in the upper right corner of the
+-----+ room along with a Blood Sword in the lower left. The
| Weapon Shop ===== | chest at the top of the left staircase is another
+-----+ monster-in-a-box. Go up the right staircase and
| Kaiser Knuckles..1000 | talk to the kid. Now that you have the kid it's time
| Venom Claws.....2500 | to run out of the house before time runs out. Now
| Flametongue.....7000 | that that's over go to the top right corner of town
| Icebrand.....7000 | to find a guy there and buy the stone from him.
| Thunder Blade....7000 | The stone turns out to be the Esper Seraph. Now that
| Burning Fist.....10000 | your done it's time to head Northeast to Mobliz.

```

```

+-----+ +-----+ ~~~~~
| Armor Shop ===== | | Relic Shop ===== | ~~~~~
+-----+ +-----+ ~~~~~
| Golden Shield....2500 | | Dagoon Boots.....9000 | ~~~~~
| Beret.....3500 | | Thief's Bracer...3000 | ~~~~~
| Tiger Mask.....2500 | | Black Belt.....5000 | ~~~~~
| Golden Helm.....4000 | | Alarm Earring....7000 | ~~~~~
| Power Sash.....5000 | | Sniper Eye.....3000 | ~~~~~
| Golden Armor....10000 | | Peace Ring.....3000 | ~~~~~
+-----+ | Jeweled Ring.....1000 | ~~~~~
~~~~~ | Amulet.....5000 | ~~~~~
~~~~~ +-----+ ~~~~~

```

```

+----Items In This Area----+
|..Healing Rod.....|
|..Holy Rod.....|
|..Ether.....|
|..Hyper Wrist.....|
|..Phoenix Down.....|
|..Magicite Shard.....|
|..Blood Sword.....|
|..Seraph.....|
+-----+

```

```

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```

III. Mobliz | (00043)

Once you get to Mobliz walk into the house on the left. Examine the clock to get an Elixir and coninute down the stairs. After the scene down here it's time for a boss fight.

```

(o) |  _ )/ _ \ / _ / _ |===== (o)
[ | _ \ ( _ ) \ _ \ _ \           NAME: Humbaba      HP: 28,000      ]
(o) | _ / \ _ / | _ / _ / |===== (o)
[ ----- ]
[ When you face this boss with Terra you will lose. There's nothing ]
[ you can do to win. Once you lose Sabin and Celes will come to      ]
[ save Terra. This fight you will have to win. Just use Sabin's      ]
[ Razor Gale Blitz command and have Celes attack normally and use    ]
[ ara spells. After you take him down about 10,000 HP he will flee. ]
[ ----- ]
(o) ===== (o)

```

After the scene try and leave the house. A small boy will stop you and give you the Esper Fenrir. Leave the house and check the barrel on the left to get a Phoenix Down. Leave town and head to the forest south of you where you will find a Chocobo Stable. Rent a Chocobo then head Northwest to Nikeah.

```

+----Items In This Area----+
|..Elixir.....|
|..Fenrir.....|
|..Phoenix Down.....|
+-----+

```

```

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/ | // // // , < / _ / / / | / / _ /
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```

=====
IV. Nikeah | (00044)
=====

Once your in Nikeah head to the Inn and examine the clock for an Elixir. Go to the pub and speak to everyone there. After that head to the shop area and you'll find a man there hiding behind the boxes. Speak to him and follow him to the docks. After the scene you'll be in South Figaro.

```

+-----+ you'll find a man there hiding behind the boxes.
| Item Shop ===== | Speak to him and follow him to the docks. After the
+-----+ scene you'll be in South Figaro.
| Hi-Potion.....300 | +-----+-----+
| Ether.....1500 | | Weapon Shop ===== | | Armor Shop ===== |
| Gold Needle.....200 | +-----+-----+
| Phoenix Down.....500 | | Rune Blade.....7500 | | Diamond Shield...3500 |
| Holy Water.....300 | | Flametongue.....7000 | | Priest's Miter...3000 |
| Remedy.....1000 | | Icebrand.....7000 | | Green Beret.....3000 |
| Sleeping Bag.....500 | | Thunder Blade....7000 | | Diamond Helm.....8000 |
| Tent.....1200 | | Enhancer.....10000 | | Gaia Gear.....6000 |
+-----+ +-----+ | Power Sash.....5000 |
+-----+ | Diamond Vest....12000 |
| Relic Shop ===== | +-----+
+-----+
| White Cape.....5000 | Angel Ring.....8000 | ~~~~~
| Zephyr Cloak.....7000 | Gale Hairpin.....8000 | ~~~~~
| Hyper Wrist.....8000 | Prayer Beads.....4000 | ~~~~~
| Amulet.....5000 | Princess Ring....3000 | ~~~~~
+-----+ ~~~~~

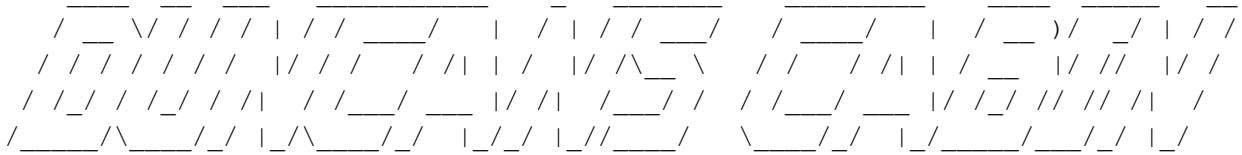
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When the scene is over you'll find yourself next to the town of Maranda.

```

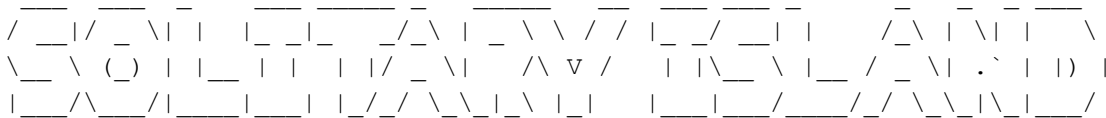
+----Items In This Area----+
|..Genji Helmet.....|
|..Crystal Mail.....|
|..Regal Gown.....|
|..Growth Egg.....|
|..Dragon Claws.....|
|..Man Eater.....|
+-----+

```



=====
c. Duncan's Cabin | (00050)
=====

Before walking into Maranda fly the Falcon all the way to the tip of the north continent. Here you will find 5 trees in the shape of a cross. Walk inside and watch the scene. After that Sabin will learn a new Blitz technique which is incredibly powerful.



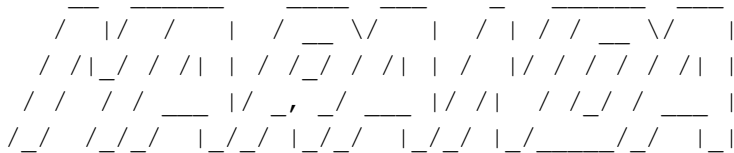
=====
d. Solitary Island | (00051)
=====

Only thing to do here is go to the beach where you will find the Quetzalli Magacite. If you saved Cid's life earlier in the game then you'll find him in the house, but he doesn't really do anything besides say he's feeling healthy.

```

+----Items In This Area----+
|..Quetzalli.....|
+-----+

```



=====
IX. Maranda | (00052)
=====

First things first. Head to the top right building in the town and talk to the girl inside. Agree to send her reply then go outside and attach it to the +-----+ pigeon's leg that's standing right next to the | Item Shop ===== | building. Watch where the pigeon is going. Which +-----+ just happens to be Zozo. Before heading there I | Gravity Rod.....13000 | suggest you do some shopping here. There are many | Swordbreaker.....16000 | nice items here. When your ready make your way to | Falchion.....17000 | Zozo. | Flame Scroll.....500 | +-----+


```

|..Gold Hairpin.....|
|..Rare: Books.....|
+-----+

```

```

| | / / _ / / / _ \ / _ _ / / _ / | | / / _ /
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```

=====
XII. Cave On The Veldt | (00055)
=====

When you come to the cave you will see something. Follow it to the opening at the top of the cave. Keep following the path until you find a Berserk Ring. Go into the door and follow through to the opening. On the left side of the room is a monster-in-a-box. Throw a phoenix down at him to win the battle easily and obtain Tigerfang. Continue back and go down through the secret passage and continue down through the door. Keep going down to find a chest on the left side containing an Ichigeki(never sell this item, you will find out why later). Head back up the steps and press the switch on the wall to move the rocks. Keep following the path until you hit a save point. Use it then proceed going down until you find Shadow's body. Approach him and you will trigger a battle.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \      NAME: Behemoth King    HP: 19,000    ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ Just have your party use their most powerful attacks on him. He ]
[ sometimes likes to use magic so it might be a good idea for Celes ]
[ to use Runic every once in a while. Once he's dead he comes back ]
[ in zombie form. Just toss a Phoenix Down in his direction to win. ]
[ ----- ]
(o)===== (o)

```

Watch the cutscene and then you will find yourself in Thamasa.

```

+----Items In This Area----+
|..Berserker Ring.....|
|..Tigerfang.....|
|..Ichigeki.....|
+-----+

```

```

| _ _ / / / / | / | / / | / _ // |
| / / / _ / / / | / / | _ / / / | \ _ \ / / |
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```

=====
e. Thamasa | (00056)
=====

The only thing you need to do here is speak to Shadow and do a little shopping. After your done here it's time to head to Doma Castle.

```

+-----+~
| Item Shop ===== || Weapon Shop ===== || Armor Shop ===== |~
+-----+~
| Hi-Potion.....300  || Da Vinci Brush...7000  || Mystery Veil.....5500  |~
| Ether.....1500    || Gravity Rod.....13000  || Circlet.....7000      |~
| Phoenix Down.....500  || Holy Rod.....12000  || Black Cowl.....7500   |~

```



```

| Holy Water.....300 || Viper Darts.....13000 || Luminous Robe....11000 |~
| Remedy.....1000 || Golden Spear.....12000 || Diamond Vest.....12000 |~
| Smoke Bomb.....300 || Man-Eater.....11000 |+-----+~
| Sleeping Bag.....500 || Shuriken.....30 || Relic Shop ===== |~
| Tent.....1200 || Fuma Shuriken....500 |+-----+~
+-----+-----+-----+-----+-----+-----+-----+-----+-----+~
| Barrier Ring.....500 |~
+-----+-----+-----+-----+-----+-----+-----+-----+-----+~
| Reflect Ring.....6000 | Jeweled Ring.....1000 | Princess Ring.....3000 |~
| Protect Ring.....5000 | Peace Ring.....3000 | Angel Ring.....8000 |~
+-----+-----+-----+-----+-----+-----+-----+-----+-----+~

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=====
XIII. Doma Castle | (00057)
=====

Once your in Doma Castle continue going up until you hit the hall with two doors on each side. Go through the right on then go to the far left door to find an Elixir in the clock and a Hi-Ether in the chest. Go back to where you were and proceed through the top door. Now take the top right door. Here you will find an X-Potion in the chest. Leave this room and go through the door right below you. Keep following the path until you hit a room where you will find two chests. Inside them you will find a Phoenix Down and Prayer Beads. Go back to the hall and go on the door to your left and rest here where all the beds are. Watch the cutscene and then you will find yourself in Cyan's Mind.

```

/ _ / \ _ / / / | / | / / _ / / | / / / _ / | / / _ \
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```

=====
f. Cyan's Mind | (00058)
=====

When you arrive here you will start with only one party member. The monsters here are tough and can cause status ailments like sleep and imp. So if you get in a fight with just one character I suggest you try and flee. When you start off go up the steps to your left to find three doors. Go through the left door to find your first party member lying on the ground. Continue up through the top door. Here you will see two doors. Take the top door and in the next area will be two more doors. Go through the right door to find another party member. Next go through the only door here. Now take the door on the far left. Heal and save at the save point then go through the door.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \ NAME: Dream Stooges HP: 10/12.5/15,00 ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ Make sure to defeat the top stooge first before killing the rest. ]
[ He does stuff like heal his allies and resurrect them. and we ]
[ certainly don't want that. He's weak against Ice so be sure to ]
[ Blizarra his face in until he dies. Sometimes he casts Reflect on ]
[ himself so be careful of that. Just Dispel him before continuing ]
[ your ice barrage. Once he's down just keep using your strongest ]
[ attacks on the rest of the stooges until they go down. ]

```

[-----]
(o)===== (o)

Watch the scene and then you will find yourself on the Phantom Train. Go left into the train car and you will find a save point. Use it and proceed left into the next train car. Inside the next car pull the switch on the wall twice. Then open the chest to receive a Genji Glove. Continue to the left side of the train and get the Lump of Metal from the chest. Now go to the chest that's moving and place the metal inside there so it will stop moving. Go behind the moving chest and get the Flame Shield that's in the chest there. Now pull the far left switch on the wall and the bottom left and middle chest, along with the top right chest will close. Keep going left into the next car. You will find an Ice Shield in the chest in the bottom left side of the room. There's also a chest with an X-Potion inside of it to the right of the chest you just opened. Move up and press the switch on the wall to move the couch. Press the switch on the other side to move the boxes. Go back on the right and press that switch again. Press the switch in between the now seperated couch to move the bottom couch. Now press the other switch to move the couch again, and then the next switch to move the boxes up. Now go under the lower couch and approach the six treasure chests. Close the bottom left and middle chest, as well as the top right chest and flick the switch. This opens the pathway to the next car. Keep going left to the next car and go inside. Save your game and heal if you need to. Leave this cart then keep going left in the engine room. Flick the right most switch and leave the engine room.

Once your in the mines follow Cyan out of the exit. Once your out walk back in where you came out of to be in another part of the mines. Keep following the path and you will be outside. Follow Cyan across the bridge and you will fall through. Watch the scene then use the save point. Leave the room and keep going up and into the throne room. Here you will have to fight another boss.

(o) | _) / _ \ / _ / _ |===== (o)
[| _ \ (_) \ _ \ _ \ NAME: Wrexsoul HP: 23,066]
(o) | _ / \ _ / | _ / _ / ===== (o)
[-----]
[When the battle starts Wrexsoul will possess one of your party]
[members. Then all you will have to do is cast Banish and you will]
[win. It's as simple as that.]
[-----]
(o)===== (o)

After the fight watch the scene. When you gain control of the party again head up into the throne room to find the Esper Alexander. Leave Doma Castle and return to the Falcon. Next stop, Jidoor.

+----Items In This Area----+
|..Genji Glove.....|
|..Flame Shield.....|
|..Ice Shield.....|
|..X-Potion.....|
|..Alexander.....|
+-----+

/ / _ / _ \ / _ \ / _ \ / _ \ \
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=====
Once your in Jidoor the first thing you will want to do is go the the Auction
House to get the Golem and Zona Seeker Magicites. You will have to get the
+-----+ Hero's Ring before getting the Golem Magicite and
| Item Shop ===== | you would have to get the Zephyr Cloak before
+-----+ getting the Zona Seeker Magicite. After you get
| Hi-Potion.....300 | those two you might want to do a little shopping.
| Ether.....1500 | When your done head to Owzer's Mansion at the top
| Phoenix Down.....500 | of the town.
| Holy Water.....300 | +-----+-----+-----+
| Remedy.....1000 | | Armor Shop ===== | Relic Shop ===== |
| Teleport Stone...700 | +-----+-----+-----+
| Sleeping Bag.....500 | | Circlet.....7000 || Princess Ring.....3000 |
| Tent.....1200 | | Black Cowl.....7500 || Protect Ring.....5000 |
+-----+ | Crystal Helm....10000 || Gigas Glove.....5000 |
| Weapon Shop ===== | | Black Garb.....13000 || Angel Wings.....6300 |
+-----+ +-----+-----+-----+
| Man-Eater.....11000 | ~~~~~
| Partisan.....13000 | ~~~~~
| Crystal Sword...15000 | ~~~~~
| Sniper.....15000 | ~~~~~
+-----+ ~~~~~

```

```

+----Items In This Area----+
|..Golem.....|
|..Zona Seeker.....|
+-----+

```

```

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=====
g. Owzer's Mansion | (00060)
=====

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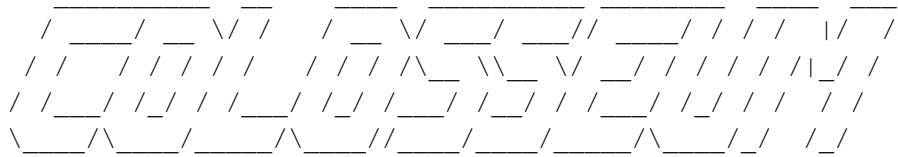
Once your inside here try to go up the top left stair case. A mysterious voice will stop you and then a diary appears on the table below you. Read the whole diary and then examine the light switch next to the stair well. Once the lights are on examine the bottom left painting of the women to trigger a battle. After you defeat them a door appears. Go through the door and then go down the steps. Pass the painting of the chair to trigger another battle. Defeat them then follow the path until you reach two doors. Go through the left door to find a Moogle Suit. Go back out and go through the right door. Keep going up and pass the bucket is a hidden path leading to a Lich Ring. Go back and you will see three doors opening and closing themselves. Go through the far left door and keep following the path. You will find yourself in a room with four floating chests. Step on their shadows so they will drop down. Open them all to find 293 Gil, 2 Ether's, and a Gold Needle. Examine the middle painting of the armor and defeat the enemy that pops out. Go through the door that appears and use the save point here. Proceed through the top door and get ready for a boss fight.

```

(o) | _ ) / _ \ / _ / _ | ===== (o)
[ | _ \ ( ) \_ \_ \          NAME: Chadaranook      HP: 23,066      ]
(o) | _ / \_ / | _ / _ / ===== (o)
[ ----- ]
[ The demon Chadaranook is possessing the Goddess painting. He will ]
[ come in and out of the painting. So only attack when Chadaranook ]
[ is visible. Do not attack the Goddess painting. Instead take the ]

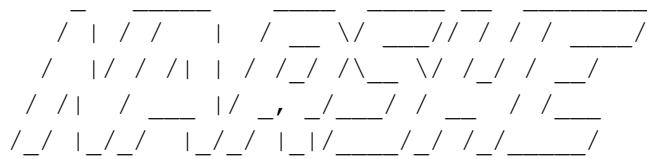
```


Watch the scene then return to your airship. Fly all the way northwest to reach the Colosseum.



=====
i. Colosseum | (00063)
=====

When you get here keep walking forward and talk to the man blocking the door. Tell him you want to fight and he will tell you to place a bet. Bet your Ichigeki (the weapon you found in Veldt Cave that I told you not to sell) and then you will have to fight Shadow. Defeat him and he will rejoin the party! After that it's time to head east to Narshe.



=====
XVI. Narshe | (00064)
=====

When your in Narshe first thing you should do is head left through the secret entrance to the mines. Head straight into the Moogle Lair where you will find Mog. Speak to him and he'll rejoin your party. Check the spot where he was to get a Molulu's Charm. Go back to the Narshe entrance and keep heading north into the mines. You should pretty much know this place so keep following the path to the maze where you first fought Kefka. Here you will find a dragon roaming the maze. This dragon is 1 of the 8 dragons. More on the 8 Dragons at (00078). You can choose to fight it now or not. Go to the save point at the top of the maze and save your game. Keep going straight and then cross the bridge. Approach the Esper to trigger a fight.

```
(o) |  _ )/  _ \ /  _ /  _ |===== (o)
[ |  _ \ ( _ ) \  _ \  _ \      NAME: Valigarmanda      HP: 30,000      ]
(o) |  _ / \  _ / |  _ /  _ /===== (o)
[ ----- ]
[ This Esper is weak to Fire. So have Terra go in Trance mode and ]
[ unleash her Fira spell which should do 8,000+ damage. Have Sabin ]
[ use his Phantom Rush Blitz skill for 6,000+ damage and Edgar ]
[ should just chainsaw away. After a few hits using this combo ]
[ Valigarmanda will become yours. ]
[ ----- ]
(o)===== (o)
```

After defeating Valigarmanda you'll get his Magicite. Drop down off the cliff to go into a new area. Go through the top left door but watch out for the dark spots. Here you will find a monster-in-a-box. The monster in the box is VERY hard, but it's not impossible. Beat them and you'll win a Minerva Bustier. Continue forward and you'll fall through a hole. Climb the top left steps and follow the path to a chest with an X-Ether in it. Go back to where you were and head right to climb up the small stairs. Cross the bridge to a chest with a Gauntlet inside of it. Take the right bridge to a small area. Then follow the bridge upward and go through the top left door. Head right completely ignoring

the first switch and press the far right switch. You will fall down a hole to a new area. Examine the bone statue to receive the Midgardsormr Magicite. Then you will get in a boss fight.

```

(o) |  _ )/  _ \ /  _ /  _ |===== (o)
[ |  _ \ ( ) \  _ \  _ \           NAME: Yeti      HP: 17,200       ]
(o) |  _ / \  _ / |  _ /  _ /===== (o)
[ ----- ]
[ Pretty much use the same strategy here that you used for           ]
[ Valigarmanda. He's weak to Fire, so use it damn it! When he's      ]
[ almost dead he will boost his stats. Ignore him and just continue   ]
[ your assault on this pathetic creature.                             ]
[ ----- ]
(o)===== (o)

```

After the fight if you speak to the Yeti with Mog in your party then he will join your party! Hooray! Another person you'll never use in your party! Now it's time to head to Phoenix Cave which appears as a small patch of grass surrounded by mountains north of Tzen.

```

+----Items In This Area----+
|..Molulu's Charm.....|
|..Valigarmanda.....|
|..Minerva Bustier.....|
|..X-Ether.....|
|..Gauntlet.....|
|..Midgardsormr.....]
+-----+

```

```

/  _ \ / / /  _ \ /  _ / | / /  _ / | / /  _ / | | / /  _ /
/ / / / / / / / /  _ / | / / / / | / / / / / | | / /  _ /
/  _ /  _ / / / / /  _ / | / / / / | / /  _ /  _ | / / /  _
/ / / / / / \  _ /  _ / / | /  _ / / / | \  _ / / | |  _ /  _ /

```

=====
XVII. Phoenix Cave | (00065)
=====

When you try to land in Phoenix Cave you have to form two parties. Once you've made your two parties make your first party head through the opening. Once inside make them stand on the switch. Switch to your other party and make them walk through the now open door and step on the switch to the right. Switch back to your other team and make them walk through the door on the right. Keep going up and make them stand on the switch to lower the spikes. Switch to the other group and move them across the now lowered spikes where there's a switch they should step on. Switch to your other party and you'll see a chest at the lower right hand side of the screen that has a Teleport Stone inside it. Go down the steps, go left and make them stand on the button. Switch parties, move left and down the steps. Run up the next steps and step on the switch and cross the bridge to get the Wing Edge. Return to where you were and cross the bridge that the other party created for you where theres a button you should step on. Switch parties and go up the stairs where you'll find a save point. If you keep your party on this save point and switch parties then they can use a tent to.

Keep moving up and step on the switch. Switch parties and go across the spikes. Keep hoping the stone bridges until you hit a door on the North wall. Go into the door and pull the switch that's there. Switch parties and make them stand on the upper left switch that moves rocks. Switch back to the other party and move them down pass the rocks where you will find a Dragon Horn in the chest. There's also another dragon roaming near the chest. Fight it if you wish, it's

not tough. Continue going up to find three switches. Switch back to your other party and move between the rocks and go down the steps. Get the Ribbon that's in the chest in the middle of the room. Go back down and go through the upper left opening. Switch parties and make them stand on the top left switch. Switch to your other party and move them over the newly formed rock bridge. Your two parties should now be reunited. Make the parties stand on the two bottom switches to open an entrance. Then move one of your parties through the entrance and follow the path. Talk to the man standing there to trigger a scene. After the scene you will receive the Phoenix Magicite, an X-Potion, a Phoenix Down, an X-Ether, an Elixir, a Flame Shield, and a Valiant Knife. Head back to the Airship and reform your party with Locke at the head of the party. Time for a quick stop to Narshe.

```

+----Items In This Area----+
|..Teleport Stone.....|
|..Wing Edge.....|
|..Dragon Horn.....|
|..Ribbon.....|
|..Phoenix.....|
|..X-Potion.....|
|..Phoenix Down.....|
|..X-Ether.....|
|..Elixir.....|
|..Flame Shield.....|
|..Valiant Knife.....|
+-----+

```

```

  / | / / | / _ \ / _ // / / / _ /
 / / / / | / / / \ _ \ / / / _ /
 / / | / _ / / _ / / _ / / _
 / / | / / / | / / / / / / /

```

```

=====
j. Narshe | (00066)
=====

```

With Locke at the head of your party head to the Weapon shop and he'll unlock the door. Walk to the back of the shop and talk to the old man who's sitting there. He has the Ragnarok Magicite and he's offering to turn it into a super powerful sword for you. Now you can either keep to choose the Magicite as it is, which will let your party learn the super powerful Ultima spell, or he can smith it into the super powerful Ragnarok sword. It's your choice, but I would just keep the Magicite as it is. After your done there go to the house above the Relic Shop to find a man there who gives you a Cursed Shield. When your done in Narshe it's time to head south to the small island.

```

+----Items In This Area----+
|..Ragnarok.....|
|..Cursed Shield.....|
+-----+

```

```

 / _ _ / / / / | / | / / | / _ // |
 / / / / / / | / / | / / | \ _ \ / |
 / / / _ / _ // / / / _ | _ / / _ |
 / / / / / / | / / / / / | _ / |

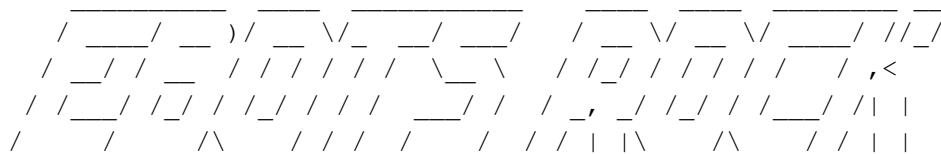
```

```

=====
k. Thamasa | (00067)
=====

```

Put Relm and Strago in your party and head to Thamasa. Watch the scene here then leave Thamasa. Head North from Thamasa and enter Ebot's Rock.

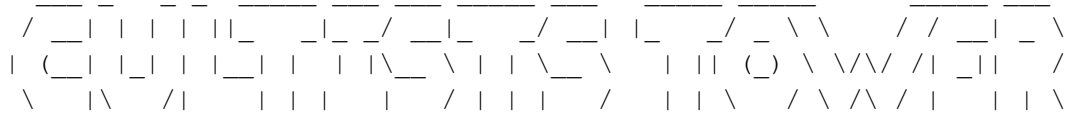


=====
XVIII. Ebot's Rock | (00068)
=====

The deal with this place is that the cave is pitch black. The only way to get from one area to another is from the warp stones found on the ground, and the area each warp stone takes you is completely random. There's a chest in the middle of the map who's hungry for Coral. Coral can be found in random places inside chests. You can find the chests by going through warp stones. Now remember that the warp stones are completely random. It would be impossible to give you a good guide around this place. The chest needs about 25+ pieces of Coral to satisfy his appetite, and they must all be given to him at one time. Now jumping from warp to warp searching for coral can get annoying with random battles. So bring Mog along and equip Molulu's Charm onto him to ease the pain of this place. Once you have about 25+ pieces of Coral find the hungry chest. Feed him the Coral and he'll let you pass. Keep heading upward to fight the reason you had to visit Ebot's Rock. The ancient monster Hidon.

```
(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \           NAME: Hidon   HP: 25,000       ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ Not a particularly tough boss. The biggest problem you'll habe ]
[ with Hidon and his companions is their poison inflicting attacks. ]
[ Remember to equip relics to your characters that will prevent you ]
[ from being poisoned. Also this boss has an attack called Grand ]
[ Train. This is also Strago's best Lore spell. So if you want to ]
[ acquire all of his Lore's then be sure to stick around until he ]
[ casts it. Have Sabin in your party to perform Phantom Rush to ]
[ make short work of him. As for Mog have him cast his best Dance ]
[ skill while Relm acts as the designated healer. ]
[ ----- ]
(o)===== (o)
```

After defeating the boss watch the scene. Next destination: Cultist's Tower.



=====
XIX. Cultist's Tower | (00069)
=====

There's a chico guapo on the left side of the tower who's trying to sell you a "treasure tip" for 100,000 Gil. Don't buy it. If you do then your an idiot.

Ok, now about this tower. Inside of the tower the only attack commands you will be allowed to use are Magic and Items. I will tell you straight off the bat. The battles here are annoying and pointless. Though the monsters here do give you a fairly well amount of AP for defeating them, there are far better places to gain far more amounts of AP without all the hassle that you have to go

through defeating the enemies here. The best action to take here is to just equip the Molulu's Charm on Mog and run up through the tower, gather the treasures, and battle the boss at the top. Though if you want to battle your way to the top (and the reason to doing this is beyond me.) Then I will list some helpful tips to do so.

Make sure your whole party has Reflect Rings equipped (which can be purchased from the South Figaro Relic Shop) because you're only allowed to use Magic in this tower. The same applies to the other enemies. So most of their attacks won't be able to damage you. There's also an enemy here who can cast Quake on your party. Which is pretty much going to wipe out your party. So equipping the Angel Wings relic to your party would be a good idea too. Now some of the higher level monsters in this tower have very powerful magic attacks. Like Meteor, Ultima, Flare, etc. There's not much you can do to protect yourself from powerful spells like those. So I would just follow my earlier suggestion with Mog and his Molulu Charm. If you want AP just go to the desert south of Maranda and fight Cactuar for 10 AP a pop.

When you're all ready head into the tower. Take your party up the steps and head into the first door you see. Open the chest here for a Safety Bit. Then examine the back wall to the right of the chest and you will hear a click. Head back outside and you will find a new door below you. Head inside and open the chest to find an Air Anchor. Leave this room and head up the stairs to the next area. Keep going up and go in the door up top. Open the chest for a Genji Shield. Leave the room and head up to the next area. Keep going up and into the door. Here you will find the White Dragon along with a chest containing a Kagenui. Leave the room and continue going up. In this area head into the door to find Force Armor. Leave then go up to the last area. Go into the small building here and open the chest for the Soul of Thamasa. Leave the small building and you will have to face a boss.

```
(o) |  _ ) /  _ \ /  _ /  _ |===== (o)
[ |  _ \ ( _ ) \ _ \ _ \      NAME: Magic Master   HP: 50,000   ]
(o) |  _ / \  _ / |  _ /  _ /===== (o)
[ ----- ]
[ If your whole party is equipped with Reflect Rings and at least ]
[ one party member has Ultima or Flare, then this boss is extremely ]
[ easy. Though before attacking cast Rearise on at least one of ]
[ your party members. You'll find out why later. All of his magic ]
[ skills will just bounce off you and go right back to him causing ]
[ massive damage. Just keep abusing your Ultima/Flare skill and he ]
[ will be dead easily. When he's almost dead he casts Ultima on ]
[ your party which does 5,000+ damage to your whole party. As you ]
[ can guess there's no way you can survive this attack. Luckily he ]
[ also kills himself in this process. That's where Rearise comes ]
[ in. After he's dead one of your characters will just resurrect ]
[ and you will be VICTORIOUS! DA DAA DA DAAA DA DAAA DA DAAAAA! ]
[ ----- ]
(o)===== (o)
```

Thank to Rick Mossman for sending me his alternate way to defeat Magic Master

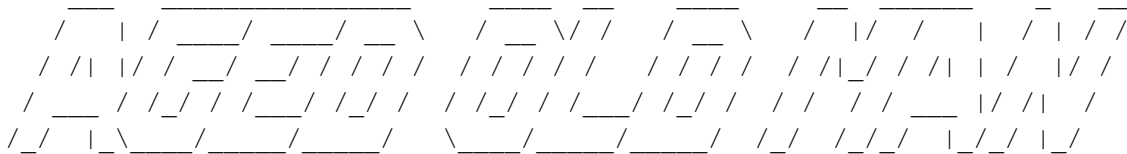
```
+-----+
| Method to beat "Magic Master" without reraise. |
| | |
| In short make him run out of magic so he can't cast Ultima when you kill |
| him, his is how I went about it. |
| | |
| This makes for a very long battle so be prepared to buckle down for a |
| couple of hours since he has 50,000 magic points. For starters you need |
| reflect rings for your entire party as well as Curaga and Osmose. You'll |
```


Save your game here and make sure you do! Head into the next area and you will see that it has a dropping ceiling. Run to the first chest to find a Zephyr Cloak then run downward to the ledge and wait for the ceiling to drop. Once it raises back up run to the next chest to get a Hero's Ring then stay put. Wait for the ceiling to fall then raise back up. Run to the last chest to get a Pinwheel then run downward and go through the bottom doorway. In this next area with the open chests keep jumping across the platforms until you hit the small island where you see the switch on the ground. Step on the switch then jump up to the door you see at the top of the area. Walk in then talk to the strange man/women/thing. Once s/he/it joins your party leave the room then jump to the chest to your left to get a Thunder Shield. Use the Teleport skill or use the Teleport Stone to leave this area. Now it's time to head west to the Aged Old Man's house on the Veldt.

```

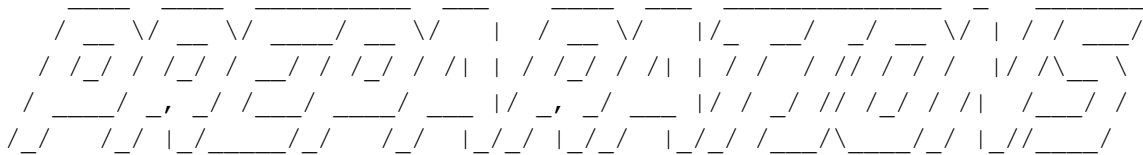
+----Items In This Area----+
|..Hi-Ether.....|
|..Red Jacket.....|
|..Magical Brush.....|
|..Genji Armor.....|
|..Fake Mustache.....|
|..Zephyr Cloak.....|
|..Hero's Ring.....|
|..Pinwheel.....|
|..Thunder Shield.....|
+-----+

```



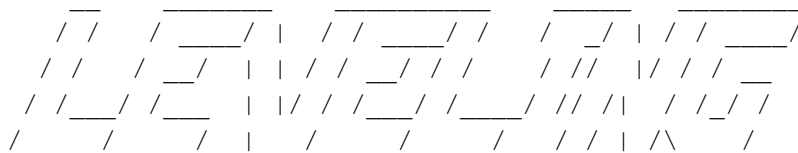
=====
n. Aged Old Man's House | (00074)
=====

Make sure Sabin & Gau are in your party then go into the house you should find on the west side of the Veldt. Talk to the old man in the cabin and watch the funny/sad scene that happens next. After this it's time to make preparations for your final showdown at Kefka's Tower.



=====
XXII. Before The Final Showdown | (00075)
=====

Now before you go off to defeat Kefka in a blaze of stunning 16-bit heroics, it wouldn't hurt to get prepared now would it? In this part of the section I'm just going to outline the things you should do to properly prepare yourself before tackling Kefka's Tower.



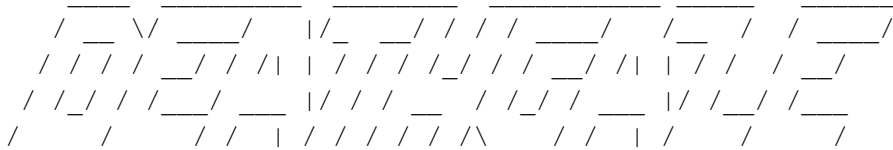
=====

The absolute best place to level currently in the game is in a small forest located near the north center of the Veldt. That small forest is inhabited by Tyrannosaurs and Brachiosaurs. These beasts can be a bit difficult, so beating them in as few turns as you can is key. Tyrannosaurs have the Meteor magic spell, which can do roughly 1,500 damage to all of your characters, and the Brachiosaurs have the VERY powerful Ultima spell which can do about 3,000 damage to all of your party members. Like I stated before, defeat them in as few turns as possible. While I was leveling I had my most powerful character (Sabin in my case) assist three other characters that needed leveling. Be sure to get all your characters to atleast level 40-45. Also note that Brachiosaurs drop the Celestriad Relic. Which is a GODLY relic among relics. It drops all Magic spells MP costs to 1, so you can see how valuable this Relic is. Though them dropping the Celestriad relic is rare, you might be spending quite a while camping for Brachiosaurs to show up. After every Tyrannosaur/Brachiosaur you defeat it would be wise to save your game before trying to defeat another one.

Now you might be wondering, "Well? Where can I go to get some AP?" There's only one place to go to fulfill your AP needs, and that's the small desert that's directly south of Maranda. Here you will encounter Cactuars. If you defeat these classic Final Fantasy monsters you will receive 10 AP, as well as 10,000 Gil. The only other monster you will encounter on this desert are Slagworms. If you beat these monsters you will get 5 AP and 10,000 Gil. So this place is not only a prime spot to accumulate AP, but it's also the best place to earn a crazy amount of Gil. Cactuars can be a bit tricky to defeat if you don't know what your doing. All regular physical attacks will miss it unless you have a Sniper Eye relic, even then it would take three physical attacks to take it down. Magic spells will also miss it. The best way to take them out is with a characters special skill, such as Sabin's Blitz, Edgar's Tools, Shadow's Throw, etc. These attacks will do their normal powerful damage on a Cactuar. While I was gaining AP here I got everyone to learn basic healing abilities (Cure, Cura, Arise, etc.) and I got atleast 6 members to learn powerful spells like Ultima, Flare, etc. It's not necessary, but it makes things much easier later on in the game.

Big thank you to Dan Carr for sending me an alternative place for leveling!

+-----+
|Hello, |
|My name is Dan Carr. I was reading your FAQ on FF^ Advance and noticed the |
|Where Do I Level Up section. There is another place that grants excellent |
|Exp. it's on the island where Doma Castle is. The trick is to send a solo |
|character with the Growth Egg(Exp. Egg from FF3 on SNES) and make sure they |
|have Vanish cast upon them. There are enemies there called Tumblers which a |
|group of 4 give over 10,000 Exp. with the egg equipped. Also make sure that |
|the Bahamut Esper is equipped also to get the 50% health boost upon level up. |
+-----+



Ah yes. The infamous Doom Gaze has undergone a name change in this GBA port to Deathgaze(which is a better name IMO). This beast is encountered randomly while

Tower I would just remove whoever is acting as my main Mage and equip it to whoever my main Mage is in the next party. It's a good strategy.

Take your first party and go down the escalator to the left. You will find a Hypno Crown in a chest in the upper right corner of the area. Then go in the tube to your left. Keep following the conveyor belt then go through the doorway near the bottom. In the chest to your left you'll find Fixed Dice. Keep going down and you'll be outside again. Go through the tube here and you have nowhere else to go. Leave them here and switch to your second party. Go down the stairs and head through the tube. Here you will find a chest containing Minerva's Bustier. Go down and you will find two doors. Go through the upper door and open the chest here for a Pinwheel. Head back and go through the other door. Here on the far left side of the room you will find Ultima Buster. Approach him if you want to fight him.

```

  _____  _____  _____  _____
(o) |  _  )/  _  \ /  _ /  _ |===== (o)
    [ |  _ \ ( ) \__ \__ \          NAME: Ultima Buster   HP: 55,000      ]
(o) |____/\____/|____/____/===== (o)
    [ ----- ]
    [ Considering you are using the same party I was, continuously ]
    [ attack him with Sabin's Phantom Rush while Terra is Dual Casting ]
    [ Ultima spells on him. Ultima Buster is a very heavy hitter. So be ]
    [ wary of your HP. You'll end this battle quickly if you follow ]
    [ exactly what I did with Sabin and Terra. ]
    [ ----- ]
(o)===== (o)

```

After you defeat him a save point appears where he once stood. Use a tent if you need to. Go through the bottom door and you will drop down into a new area. Climb the stairs to your left and up through the door at the top. In the next room are two pipes. Go through the left one and in the next area you will find a chest with a Force Shield inside it. Head down the escalator and you will find a chest to your left with Force Armor inside it. Then go through the tube and open the chest here for a Ribbon. Step on the switch here then switch back to your first party. Head down through the new opening and in the next area keep heading right and go through the upper right door. Keep making your way until you hit another dead end. Go back to party #2 and leave the room they're in. Head through the door all the way on the right side of the area. Here you will find the Gold Dragon. You can fight it if you wish. I suggest you do if you want to defeat all 8 dragons.

```

  _____  _____  _____  _____
(o) |  _  )/  _  \ /  _ /  _ |===== (o)
    [ |  _ \ ( ) \__ \__ \          NAME: Gold Dragon      HP: 32,400      ]
(o) |____/\____/|____/____/===== (o)
    [ ----- ]
    [ Having Thunder Shields equipped to your party would be a nice ]
    [ advantage. The Gold Dragon follows suit with his bretheren being ]
    [ that he's incredibly easy. Dual Casted Ultima along with Phantom ]
    [ will make easy work of him. ]
    [ ----- ]
(o)===== (o)

```

Continue through the door and follow the path until you hit a switch on the ground. Stand on it and leave your party here for now, then switch to party #3. Keep going down until you hit a chest and a door. Open the chest for a Red Cap and then head through the door. Keep following this next path to find two chests containing a Nutkin Suit and a Gauntlet. Go back to where you were and keep going down. There's a door down here you need to go through. Open the chest here for a Hero's Ring. You will see this strange machine below you. There's an invisible path right behind the machine. Follow it to get an Aegis

Shield. Go back and then ride the conveyor belt at the top of the room. In the new area you will find a save point to your left. Save your game and use a Tent if need be. Continue down the steps to your left and you will encounter a boss.

```

  _____
(o) | _ )/ _ \/_/_/ _ |===== (o)
  [ | _ \ ( _ ) \_ _ \_ _ \          NAME: Inferno      HP: 30,800      ]
(o) | _/_/\_/_/|_/_/_/_/===== (o)
  [ ----- ]
  [ Another boss with two appendages. It's best to use attacks that ]
  [ damage Inferno, as well as his arm thingies. Have Strago Dual ]
  [ Cast Ultimas while Mog follows up with his own Ultima. Have Gogo ]
  [ do Blitz attacks or use an Ultima spell. Shadow should just be ]
  [ throwing Fuma Shurikens at the main body part. ]
  [ ----- ]
(o)===== (o)

```

Once Inferno is defeated continue along the path until you hit a fork at the bottom of the stairs. Go down the right path to get a Megalixir. Now go down and then head left to see an open chest with a light sparkling on it. Examine it to open the path for your first party. If you go up the escalator you'll find a Rainbow Brush. Head down the escalator and go through the door to find the last dragon.

```

  _____
(o) | _ )/ _ \/_/_/ _ |===== (o)
  [ | _ \ ( _ ) \_ _ \_ _ \          NAME: Skull Dragon    HP: 32,800    ]
(o) | _/_/\_/_/|_/_/_/_/===== (o)
  [ ----- ]
  [ Read Gold Dragon... just attack him heavily with Ultima. He likes ]
  [ to affect your party with status ailments, so Remedies and ]
  [ Ribbons will give you an upper-hand. ]
  [ ----- ]
(o)===== (o)

```

Continue up through the door then keep following the path until you find the switch that's right next to the one your second party is standing on. Have your party stand on the switch then switch back to your first party. Go up the stairs and you will find a Pinwheel to your left. Keep going up and through the door the other two parties opened for you. Switch back to your other parties and move them off the switches they're standing on. Back to your first party head through the lower left door and push the weight down. Go back up and step on the switch. Now take your second party through the door then through the bottom right door to push the weight down. Go back up and step on the switch. Then take your third party through the door and make them stand on the final switch. Then head up through the door.

```

  _____
(o) | _ )/ _ \/_/_/ _ |===== (o)
  [ | _ \ ( _ ) \_ _ \_ _ \          NAME: Guardian      HP: 60,000    ]
(o) | _/_/\_/_/|_/_/_/_/===== (o)
  [ ----- ]
  [ Ultima, Ultima, Ultima, Thundaga, Ultima, Ultima... you get the ]
  [ picture. Keep your HP high and before you know it, it'll be dead. ]
  [ ----- ]
(o)===== (o)

```

Take your second party down through the left door, up through the top left door, then keep following the path. At the end you will encounter a boss.

```

  _____
(o) | _ )/ _ \/_/_/ _ |===== (o)
  [ | _ \ ( _ ) \_ _ \_ _ \          NAME: Fiend        HP: 63,000    ]
(o) | _/_/\_/_/|_/_/_/_/===== (o)

```

```

[ ----- ]
[ A very heavy hitter, so be sure to keep an eye on your HP. Just ]
[ keep using Phantom Rush/Ultima on him. Be sure to have a ]
[ designated healer on stand-by just in case. ]
[ ----- ]
(o)=====

```

After the boss walk forward and step on the switch. Switch to your third party and follow what the second party did, but in reverse order. You will have to face a second boss.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \           NAME: Goddess      HP: 44,000 ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ She loves her status ailments. So a few Ribbons wouldn't hurt. ]
[ Her elemental resistance is also pretty high, so Ultima is your ]
[ best bet here. The Goddess is the easiest of the three bosses. ]
[ ----- ]
(o)=====

```

After the fight head upward and step on the switch. Go back to your first party and head through the door and you will face yet another boss.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \           NAME: Demon        HP: 58,000 ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
[ The nastiest of the Warring Triad. He has a weakness to Holy. So ]
[ Dual Casting Holy will work wonders here. Follow up with Edgar's ]
[ Chainsaw and he will go down somewhat easily. Don't forget to ]
[ keep an eye on your HP. ]
[ ----- ]
(o)=====

```

After the fight save your game here then jump down the hole. A lengthy scene occurs then you will have to choose your battle order. Choose your four best fighters for the final four slots. This next boss has four forms. If all four party members fall during one of the forms then it's replaced with whoever's next on your list. When you face the next form whatever downed party members you have will be replaced with whoever's next on your list.

```

(o) | _ ) / _ \ / _ / _ |===== (o)
[ | _ \ ( ) \ _ \ _ \           F I N A L   B O S S ]
(o) | _ / \ _ / | _ / _ /===== (o)
[ ----- ]
(o)=====
[ First Form: Visage, Short Arm, Long Arm      HP: 30/27/33,000 ]
(o)=====
[ ----- ]
[ This part has two appendages. It's best to ignore them and just ]
[ continually cast Ultima on Visage along with your strongest ]
[ attacks aimed directly at Visage. He should go down easily. ]
[ ----- ]
(o)=====
[ Second Form: Tiger, Machine, Magic, Power   HP: 30/24/41/28,000 ]
(o)=====
[ ----- ]
[ Tiger is the bottom one, Machine is the top one, Magic is on the ]
[ left, and Power is on the right. As you might have guessed, group ]

```

```

[ attack would be your best best. So just go ahead Ultimaing him up ]
[ the arse along with your msot powerful attacks aimed at whoever. ]
[ The also like to use Confuse on your party members, which can be ]
[ a real problem. Relics equipped to some of your members that ]
[ prevent Confusion(Peace Ring) would be nice. It's just best to ]
[ dispose of this form ASAP. ]
[ ----- ]
(o)===== (o)
[ Third Form: Lady, Rest HP: 9,999/40,000 ]
(o)===== (o)
[ ----- ]
[ With this boss just keep barraging it with your most powerful ]
[ techniques and skills. Also don't forget you can steal a Ragnarok ]
[ off of Lady. This part isn't hard at all. Quite easy compared ]
[ with the first two forms. ]
[ ----- ]
(o)===== (o)
[ Final Form: Kefka HP: ??? ]
(o)===== (o)
[ ----- ]
[ This is it. Time to show everything that you worked so hard for ]
[ up to this point. Contiously assault Kefka with all of your ]
[ strongest Magic spells, Special Skills, everything. Kefka can be ]
[ a bit difficult, and he has some powerful moves up his sleeve. ]
[ Just keep up your attack and your HP and you should do fine. ]
[ ----- ]
(o)===== (o)

```

Congratulation! You've beaten the game! All to do now is enjoy the ending... but there's more! After you've beaten the game you can choose to, or to not, attempt the Dragon's Den. Learn more about that in the next section.

```

+----Items In This Area----+
|..Hypno Crown.....|
|..Fixed Dice.....|
|..Minerva's Bustier.....|
|..Pinwheel.....|
|..Force Shield.....|
|..Force Armor.....|
|..Ribbon.....|
|..Red Cap.....|
|..Nutkin Suit.....|
|..Gauntlet.....|
|..Hero's Ring.....|
|..Aegis Shield.....|
|..Megalixir.....|
|..Rainbow Brush.....|
+-----+

```

```

*****
                    5.  T H E  L I S T S
*****

```

```

=====
                    I.  I t e m  L i s t  |  (00081)
=====

```

Here you will find a list of all the items in the game, along with there

effects. Most of the items you will find here are curatives, or the ones you would find in an Item Shop.

ITEMS		(ITEMS)
Item Name	Effect	
Potion	Restores 50 HP	
Hi-Potion	Restores 250 HP	
X-Potion	Fully restores HP	
Ether	Restores 50 MP	
Hi-Ether	Restores 150 MP	
X-Ether	Fully restores MP	
Elixir	Fully restores HP and MP	
Megalixir	Fully restores the parties HP and MP	
Phoenix Down	Cures KO status	
Holy Water	Cures zombie status	
Antidote	Cures poison	
Eye Drops	Cures darkness	
Gold Needle	Cures petrification	
Remedy	Cures all status ailments except KO and Death	
Sleeping Bag	Fully restores one persons HP and MP	
Tent	Fully restores the entire parties HP and MP	
Green Cherry	Cures Imp status	
Magicalite Shard	Summons a random Esper	
Super Ball	Deals damage to all enemies	
Echo Screen	Cures silence	
Smoke Bomb	Allows the party to escape from battle	
Teleport Stone	Teleports the party out of a dungeon or battle	
Dried Meat	Cures and empty stomach	

TOOLS		(TOOLS)
Tool Name	Effect	

Auto Crossbow	Strikes all enemies with a spray of crossbow bolts
Air Anchor	Causes an enemy to self-destruct upon moving
Drill	Penetrates an enemy's armor to deal severe damage
Chainsaw	Damages or instantly dispatches an enemy
Bioblaster	Deals poison damage and sap status to all enemies
Flash	Inflicts darkness on all enemies with a brilliant flash
Noiseblaster	Confuses all enemies with a blast of sound
Debilitator	Assigns an enemy a random elemental weakness

II. Equipment List | (00082)

Here you will find the lists for all the items you can equip on your party. The equipment are sorted by type and from weakest to strongest.

a. Weapon List | (00083)

(o)=====		(o)	
		BRUSH	(BRUSH)
(o)=====		(o)	
Chocobo Brush :	Vintage Paintbrush.		
Strength --- 0	Speed --- 0	Stamina --- 0	
Magic --- 1	Attack --- 60	Defense --- 0	
Evasion --- 0	Mag. Def. --- 0	Mag. Eva. --- 0	
Equipped By : Relm			
+-----+			
Da Vinci Brush :	Standard artist's paintbrush.		
Strength --- 0	Speed --- 1	Stamina --- 0	
Magic --- 1	Attack --- 100	Defense --- 0	
Evasion --- 0	Mag. Def. --- 0	Mag. Eva. --- 0	
Equipped By : Relm			
+-----+			
Magical Brush :	Paintbrush that enhances the user's abilities.		
Strength --- 0	Speed --- 1	Stamina --- 1	
Magic --- 1	Attack --- 130	Defense --- 0	
Evasion --- 0	Mag. Def. --- 0	Mag. Eva. --- 0	
Equipped By : Relm			
+-----+			
Rainbow Brush :	Paintbrush with a beautifully patterned handle.		
Strength --- 1	Speed --- 2	Stamina --- 1	
Magic --- 2	Attack --- 146	Defense --- 0	
Evasion --- 0	Mag. Def. --- 0	Mag. Eva. --- 0	
Equipped By : Relm			
+-----+			

DAGGER

(Dagger)

(o)===== (o)

| Dagger : Light and well-balanced dagger. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 26 Defense --- 0 |
 | Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Terra, Locke, Shadow, Edgar, Celes |

+-----+
 | Mythril Knife : Sturdy adventurer's knife forged from pure mythril. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 30 Defense --- 0 |
 | Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Terra, Locke, Shadow, Edgar, Celes |

+-----+
 | Main Gauche : Short dagger that sometimes parries enemy attacks. |
 | Strength --- 0 Speed --- 4 Stamina --- 0 |
 | Magic --- 0 Attack --- 59 Defense --- 0 |
 | Evasion --- 10 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Locke |

+-----+
 | Air Knife : Knife imbued with the power of wind. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 76 Defense --- 0 |
 | Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Locke |

+-----+
 | Thief Knife : Knife that sometimes steals from an enemy. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 88 Defense --- 0 |
 | Evasion --- 10 Mag. Def. --- 0 Mag. Eva. --- 10 |
 | Equipped By : Locke, Shadow |

+-----+
 | Assassin Dag. : Blade that may randomly dispatch an enemy in one hit. |
 | Strength --- 0 Speed --- 3 Stamina --- 0 |
 | Magic --- 2 Attack --- 106 Defense --- 0 |
 | Evasion --- 10 Mag. Def. --- 0 Mag. Eva. --- 10 |
 | Equipped By : Locke, Shadow |

+-----+
 | Man-Eater : Dagger that is especially effective against humanoids. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 146 Defense --- 0 |
 | Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 10 |
 | Equipped By : Terra, Locke, Shadow, Edgar, Celes |

+-----+
 | Swordbreaker : Shortsword that sometimes deflects enemy attacks. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 164 Defense --- 0 |
 | Evasion --- 30 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Locke, Shadow |

+-----+
 | Gladius : Blessed dagger with the power to smite evil foes. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 204 Defense --- 0 |
 | Evasion --- 10 Mag. Def. --- 0 Mag. Eva. --- 0 |
 | Equipped By : Terra, Locke, Shadow, Edgar, Celes |

+-----+
 | Valiant Knife : Knife that grows in power as its wielder's HP dwindles. |
 | Strength --- 0 Speed --- 0 Stamina --- 0 |
 | Magic --- 0 Attack --- 145 Defense --- 0 |
 | Evasion --- 10 Mag. Def. --- 0 Mag. Eva. --- 0 |

Equipped By : Locke

(o)===== (o)

FISTS (FISTS)

(o)===== (o)

Metal Knuckles : Iron knuckles that put extra weight behind a punch.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 55 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Mythril Claws : Mythril fighting claws.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 65 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Kaiser Knuckles : Set of spiked knuckles imbued with holy might.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 83 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Venom Claws : Claws that may cast Poison upon striking an enemy.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 95 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Burning Fist : Knuckles that may cast Fire upon striking an enemy.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 122 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Dragon Claws : Claws infused with holy power.
Strength --- 2 Speed --- 0 Stamina --- 0
Magic --- 1 Attack --- 188 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

Tigerfang : Long, incredibly sharp fighting claws.
Strength --- 3 Speed --- 2 Stamina --- 2
Magic --- 3 Attack --- 215 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Sabin

(o)===== (o)

GAMBIT (GMBIT)

(o)===== (o)

Cards : Deck of playing cards sporting the mark of a casino.
Strength --- 0 Speed --- 0 Stamina --- 0
Magic --- 0 Attack --- 104 Defense --- 0
Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0
Equipped By : Setzer

```

| Darts          :          Darts modified for use as weapons.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 115         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Setzer

```

```

+-----+
| Death Tarot    :          Cards that may cast Death upon striking an enemy.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 187         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Setzer

```

```

+-----+
| Viper Darts    :          Darts that may randomly dispatch an enemy in one hit.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 133         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Setzer

```

```

+-----+
| Dice           :          Pair of dice that deal more damage the higher they roll.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- ???         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Setzer

```

```

+-----+
| Fixed Dice     :          Trio of dice that deal more damage the higher they roll.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- ???         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Setzer

```

(o)===== (o)

```

|                               KATANA                               (KTANA) |

```

(o)===== (o)

```

| Ashura         :          atana named for an avatar of war.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 57         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Cyan

```

```

+-----+
| Kotetsu        :          Modest katana designed for ease of use.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 66         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Cyan

```

```

+-----+
| Kiku-ichimonji :          Ninja sword imbued with the power of wind.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 81         Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Cyan

```

```

+-----+
| Kazekiri       :          May invoke a razor gale upon striking an enemy.
|   Strength --- 0          Speed          --- 0          Stamina   --- 0
|   Magic        --- 0          Attack        --- 101        Defense   --- 0
|   Evasion     --- 0          Mag. Def.    --- 0          Mag. Eva. --- 0
|           Equipped By   : Cyan

```

```

+-----+
| Murasame       :          Dancing blade that helps deflect enemy attacks.

```


	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	110	Defense	---	0	
	Evasion	---	10	Mag. Def.	---	0	Mag. Eva.	---	0	
	Equipped By : Cyan									

	Masamune	:	Masterfully made katana.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	162	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Cyan										

	Murakumo	:	Ancient Doman blade lost during the War of the Magi.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	199	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Cyan										

	Nutsunokami	:	Mysterious katana that sometimes deflects attacks.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	215	Defense	---	0		
	Evasion	---	20	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Cyan										

(o)===== (o)
| KUNAI (KUNAI) |

(o)===== (o)

	Kunai	:	Basic, straight-bladed ninja dagger.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	82	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Shadow										

	Kodachi	:	Lightweight ninja sword with a medium-length blade.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	93	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Shadow										

	Sakura	:	Ninja sword imbued with the power of wind.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	112	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Shadow										

	Sasuke	:	Blade thought to have belonged to a famous ninja.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	121	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Shadow										

	Ichigeki	:	May randomly dispatch an enemy in one hit.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	3	Attack	---	190	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By : Shadow										

	Kagenui	:	Ninja sword that may cast Stop upon striking an enemy.								
	Strength	---	0	Speed	---	0	Stamina	---	0		

	Magic	---	0	Attack	---	220	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Shadow						

-----+

(o)===== (o)

	PROJECTILE/FLAIL						(FLAIL)	
--	------------------	--	--	--	--	--	---------	--

(o)===== (o)

	Chain Flail	:	Spiked steel ball connected by chain to a handle.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	86	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Terra, Celes						

-----+

	Moonring Blade	:	Steel throwing ring with a sharpened outer edge.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	95	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Locke						

-----+

	Boomerang	:	Curved, wooden throwing weapon.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	102	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Locke						

-----+

	Morning Star	:	Weapon with a heavy, steel ball at the end of its chain.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	109	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Terra, Celes						

-----+

	Hawkeye	:	Versatile weapon that can be swung or thrown.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	3	Attack	---	111	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Locke						

-----+

	Rising Sun	:	Steel throwing ring with a serrated outer edge.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	3	Attack	---	117	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Locke						

-----+

	Bone Club	:	Bone club covered in beautiful engravings.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	0	Attack	---	151	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Terra, Celes						

-----+

	Sniper	:	Throwing weapon that can also be held and swung.								
	Strength	---	0	Speed	---	0	Stamina	---	0		
	Magic	---	3	Attack	---	172	Defense	---	0		
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0		
	Equipped By			:	Locke						

-----+

	Wing Edge	:	Boomerang that may dispatch an enemy in one hit.							
	Strength	---	7	Speed	---	7	Stamina	---	1	
	Magic	---	2	Attack	---	198	Defense	---	0	

| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Locke |
+-----+

(o)===== (o)
| ROD (--ROD) |

(o)===== (o)
| Healing Rod : Rod that restores HP to whomever it taps. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 200 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Banon, Relm, Strago, Gogo |
+-----+

| Mythril Rod : Plain rod forged from mythril. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 2 Attack --- 60 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Flame Rod : Rod containing the power of Fira. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 60 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Ice Rod : Rod containing the power of Blizzara. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 79 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Thunder Rod : Rod containing the power of Thundara. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 79 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Poison Rod : Rod containing the power of Poison. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 86 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Holy Rod : Rod containing the power of Holy. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 124 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Gravity Rod : Rod containing the power of Graviga. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 120 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |
| Equipped By : Relm, Strago, Gogo |
+-----+

| Punisher : Rod that draws MP from its wielder to deal criticals. |
| Strength --- 0 Speed --- 0 Stamina --- 0 |
| Magic --- 0 Attack --- 111 Defense --- 0 |
| Evasion --- 0 Mag. Def. --- 0 Mag. Eva. --- 0 |

```

|           Equipped By   : Relm, Strago, Gogo
+-----+
| Magus Rod      :           Rod that boosts its wielder's magic.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 7      Attack    --- 168    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 30
|           Equipped By   : Relm, Strago, Gogo
+-----+

```

```

(o)===== (o)
|           SPEAR                               (SPEAR)
(o)===== (o)

```

```

| Mythril Spear :           Simple spear forged from mythril.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 70     Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Trident       :           Three-pronged military spear.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 93     Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Heavy Lance   :           Heavy lance used primarily by mounted soldiers.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 112    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Partisan     :           Ornate spear with a twin-headed axe blade on its head.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 150    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Holy Lance   :           Sword that may cast Blizzard upon striking an enemy.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 3      Attack    --- 190    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Golden Spear  :           Decorative spear with a golden tip.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 139    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Radiant Lance :           Mighty spear that glows with an inner light.
|   Strength --- 3      Speed      --- 2      Stamina   --- 1
|   Magic       --- 3      Attack    --- 227    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Edgar
+-----+

```

```

| Impartisan   :           Crude, crescent-tipped fishing spear used by imps.
|   Strength --- 0      Speed      --- 0      Stamina   --- 0
|   Magic       --- 0      Attack    --- 253    Defense   --- 0
|   Evasion     --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By   : Imp

```

```

+-----+
(o)===== (o)
|                               SWORD                               (SWORD)|
(o)===== (o)
| Mythril Sword :           Simple sword forged from mythril.      |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 38          Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Locke, Edgar, Celes             |
+-----+
| Great Sword   :           Thick, broad-bladed sword.             |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 54          Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Edgar, Celes                     |
+-----+
| Rune Blade   :   Sword that draws MP from its wielder to deal criticals. |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 55          Defense    --- 0   |
|   Evasion   --- 10          Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Edgar, Celes                     |
+-----+
| Flametongue  :           Sword that may cast Fire upon striking an enemy. |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 2           Attack     --- 108         Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Locke, Edgar, Celes             |
+-----+
| Icebrand     :   Sword that may cast Blizzard upon striking an enemy.   |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 2           Attack     --- 108         Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Locke, Edgar, Celes             |
+-----+
| Thunder Blade :   Sword that may cast Thunder upon striking an enemy.   |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 2           Attack     --- 108         Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Locke, Edgar, Celes             |
+-----+
| Bastard Sword :   Sword with a long, narrow blade made for thrusting.   |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 98          Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Edgar, Celes                     |
+-----+
| Stonebade    :           Sword that may cast Break upon striking an enemy. |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 117         Defense    --- 0   |
|   Evasion   --- 0           Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Edgar, Celes                     |
+-----+
| Blood Sword  :           Sword that absorbs HP from its victims.         |
|   Strength --- 0           Speed      --- 0           Stamina   --- 0   |
|   Magic     --- 0           Attack     --- 117         Defense    --- 0   |
|   Evasion   --- 10          Mag. Def. --- 0           Mag. Eva. --- 0   |
|           Equipped By   : Terra, Locke, Edgar, Celes             |
+-----+

```

```

| Enhancer      :      Sword that boosts its wielder's magic.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 7      Attack    --- 117     Defense  --- 0
|   Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 20
|           Equipped By : Terra, Edgar, Celes

```

```

+-----+
| Crystal Sword :      Glittering blade cut from an enormous crystal shard.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- 167     Defense  --- 0
|   Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Edgar, Celes

```

```

+-----+
| Falchion      :      Single-edged sword that sometimes blocks attacks.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- 176     Defense  --- 0
|   Evasion   --- 10     Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

+-----+
| Soul Sabre   :      Drains MP and may casts Death upon striking an enemy.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- 125     Defense  --- 0
|   Evasion   --- 10     Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

+-----+
| Organyx      :      Organic blade that uses MP to deal criticals. May break.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- 182     Defense  --- 0
|   Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Edgar, Celes

```

```

+-----+
| Zantetsuken  :      May randomly dispatch an enemy in one hit.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- 208     Defense  --- 0
|   Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

+-----+
| Lightbringer :      Legendary sword of the heavens. Randomly casts Holy.
|   Strength --- 7      Speed      --- 7      Stamina  --- 7
|   Magic      --- 7      Attack    --- 255     Defense  --- 0
|   Evasion   --- 50     Mag. Def. --- 0      Mag. Eva. --- 50
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

+-----+
| Ragnarok     :      Sword that may cast Flare upon striking an enemy.
|   Strength --- 7      Speed      --- 3      Stamina  --- 7
|   Magic      --- 7      Attack    --- 255     Defense  --- 0
|   Evasion   --- 30     Mag. Def. --- 0      Mag. Eva. --- 30
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

+-----+
| Ultima Weapon :      Sword whose attack power is bound to its wielder's HP.
|   Strength --- 0      Speed      --- 0      Stamina  --- 0
|   Magic      --- 0      Attack    --- ???     Defense  --- 0
|   Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|           Equipped By : Terra, Locke, Edgar, Celes

```

```

(o)===== (o)
|           THROW (THROW)
(o)===== (o)
| Shuriken      :      Four-pointed ninja throwing star.

```

	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	86	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Fuma Shuriken	:		Five-pointed ninja throwing star.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	132	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Pinwheel	:		Pinwheel with sharp, cutting blades.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	190	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Flame Scroll	:		Deals fire damage to all enemies.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	???	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Water Scroll	:		Deals water damage to all enemies.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	???	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Lightning Scroll	:		Deals fire damage to all enemies.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	???	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Invisi. Scroll	:		Grants invisibility when thrown.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										
	Shadow Scroll	:		Creates illusionary images of the thrower.						
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	0	
	Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
	Used with Shadow's Throw Command.									
+-----+										

=====

b. Shield List | (00084)

=====

(o)	=====	(o)								
	SHIELD	(SHELD)								
(o)	=====	(o)								
	Buckler	: Light and simple shield.								
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	16	
	Evasion	---	10	Mag. Def.	---	10	Mag. Eva.	---	0	

Equipped By : Everyone except Umaro			
+-----+			
Heavy Shield : Large, sturdy shield made of steel.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 14
Mag. Eva.	---	Mag. Def.	--- 14
Mag. Eva.	---	Mag. Eva.	--- 0
Equipped By : Terra, Locke, Cyan, Edgar, Celes			
+-----+			
Mythril Shield : Elegant and lightweight shield forged from mythril.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 18
Mag. Eva.	---	Mag. Def.	--- 18
Mag. Eva.	---	Mag. Eva.	--- 0
Equipped By : Everyone except Umaro			
+-----+			
Golden Shield : Brilliant shield made of solid gold.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 23
Mag. Eva.	---	Mag. Def.	--- 23
Mag. Eva.	---	Mag. Eva.	--- 0
Equipped By : Everyone except Umaro			
+-----+			
Aegis Shield : Powerful shield that sometimes repels magic attacks.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 52
Mag. Eva.	---	Mag. Def.	--- 52
Mag. Eva.	---	Mag. Eva.	--- 40
Equipped By : Everyone except Umaro			
+-----+			
Diamond Shield : Baroque shield with large inlaid diamonds.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 27
Mag. Eva.	---	Mag. Def.	--- 27
Mag. Eva.	---	Mag. Eva.	--- 0
Equipped By : Terra, Cyan, Edgar, Celes			
+-----+			
Flame Shield : Shield containing the power of Firaga.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Eva.	--- 10
Absorbs: Fire Negates: Ice Increases: Water			
Equipped By : Everyone except Umaro			
+-----+			
Ice Shield : Shield containing the power of Blizzaga.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Eva.	--- 10
Absorbs: Ice Negates: Fire Increases: Wind			
Equipped By : Everyone except Umaro			
+-----+			
Thunder Shield : Shield containing the power of Thundaga.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Def.	--- 28
Mag. Eva.	---	Mag. Eva.	--- 10
Halves: Ice/Fire Absorbs: Thunder Negates: Wind			
Equipped By : Everyone except Umaro			
+-----+			
Crystal Shield : Glimmering shield cut from a single, enormous crystal.			
Strength	--- 0	Speed	--- 0
Stamina	---	Attack	--- 0
Defense	---	Mag. Def.	--- 34
Mag. Eva.	---	Mag. Def.	--- 34
Mag. Eva.	---	Mag. Eva.	--- 0
Equipped By : Terra, Cyan, Edgar, Celes			
+-----+			
Genji Shield : Ancient shield from a foreign land.			


```

|      Strength --- 0      Speed      --- 0      Stamina   --- 0
|      Magic     --- 0      Attack     --- 0      Defense   --- 54
|      Evasion   --- 20     Mag. Def. --- 50     Mag. Eva. --- 20
|      Equipped By : Everyone except Umaro

```

```

+-----+
| Tortoise Shield :      Crude turtle shell shield used by imps.
|      Strength --- 0      Speed      --- 0      Stamina   --- 0
|      Magic     --- 0      Attack     --- 0      Defense   --- 66
|      Evasion   --- 30     Mag. Def. --- 66     Mag. Eva. --- 30
|
|      Absorbs: Water
|
|      Equipped By : Imp

```

```

+-----+
| Cursed Shield   :      Bloodstained shield that inflicts various statuses.
|      Strength --- -7     Speed      --- -7     Stamina   --- -7
|      Magic     --- -7     Attack     --- 0      Defense   --- 0
|      Evasion   --- 0      Mag. Def. --- 0      Mag. Eva. --- 0
|
|      Increases: Water, Earth, Poison, Lightning, Ice, Fire
|
|      Equipped By : Everyone except Umaro

```

```

+-----+
| Paladin's Shield :      Wondrous shield that blocks a variety of attacks.
|      Strength --- 0      Speed      --- 0      Stamina   --- 0
|      Magic     --- 0      Attack     --- 0      Defense   --- 59
|      Evasion   --- 40     Mag. Def. --- 59     Mag. Eva. --- 40
|
|      Absorbs: Holy, Thunder, Ice, Fire | Negates: Water, Earth, Wind, Poison
|
|      Equipped By : Everyone except Umaro
|
|      Ultima: x1

```

```

+-----+
| Force Shield    :      Shield that defends only against magic.
|      Strength --- 0      Speed      --- 0      Stamina   --- 0
|      Magic     --- 0      Attack     --- 0      Defense   --- 59
|      Evasion   --- 40     Mag. Def. --- 70     Mag. Eva. --- 50
|
|      Halves: Water, Earth, Wind, Thunder, Ice, Fire
|
|      Equipped By : Everyone except Umaro

```

*NOTE - Paladin's Shield is obtained from the Cursed Shield. What you have to do is equip one of your characters with the shield, then you have to win 255 battles with that character in your party. Once you win the 256th battle the Cursed Shield will be transformed into the Paladin's Shield. Now since the Cursed Shield is a terrible shield and it causes so many status effects, equip your character holding the Cursed Shield with a Ribbon and put him/her in the back row. Once your done that just go to Solitary Island and keep fighting here until you finish 256 battles. Solitary Island has the weakest monsters in the World of Ruin, so that's the easiest place to obtain the Paladin's Shield. Don't forget to keep track of your battles.

=====

c. Headgear List | (00085)

=====

```

(o)===== (o)
|
|      HEADGEAR (HEADG) |
|
(o)===== (o)
| Leather Cap     :      Lightweight, stitched leather cap.
|      Strength --- 0      Speed      --- 0      Stamina   --- 0
|      Magic     --- 0      Attack     --- 0      Defense   --- 11
|      Evasion   --- 0      Mag. Def. --- 7      Mag. Eva. --- 0
|
|      Equipped By : Everyone except Umaro

```

Hairband	:	Female's hairband.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	12	
Evasion	---	0	Mag. Def.	---	8	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Plumed Hat	:	Silk hat adorned with a flashy chocobo plume.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	14	
Evasion	---	0	Mag. Def.	---	9	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umaro							
+-----+									
Bandana	:	Durable bandana woven from behemoth hair.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	16	
Evasion	---	0	Mag. Def.	---	10	Mag. Eva.	---	0	
Equipped By	:	Terra, Locke, Sabin, Celes, Gau							
+-----+									
Magus Hat	:	Conical hat made from cloth with magical properties.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	5	Attack	---	0	Defense	---	15	
Evasion	---	0	Mag. Def.	---	16	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Iron Helm	:	Heavy iron helm.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	18	
Evasion	---	0	Mag. Def.	---	12	Mag. Eva.	---	0	
Equipped By	:	Terra, Locke, Cyan, Edgar, Celes, Gau							
+-----+									
Beret	:	Cap that increases the success rate of Sketch.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	3	Attack	---	0	Defense	---	21	
Evasion	---	0	Mag. Def.	---	21	Mag. Eva.	---	0	
Equipped By	:	Relm							
+-----+									
Hypno Crown	:	Crown that raises the success rate of Control.							
Strength	---	0	Speed	---	2	Stamina	---	0	
Magic	---	4	Attack	---	0	Defense	---	23	
Evasion	---	0	Mag. Def.	---	23	Mag. Eva.	---	0	
Equipped By	:	Relm							
+-----+									
Priest's Miter	:	Hat that provides a 12.5% bonus to maximum MP.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	19	
Evasion	---	0	Mag. Def.	---	21	Mag. Eva.	---	10	
Equipped By	:	Everyone except Umaro							
+-----+									
Green Beret	:	Cap that provides a 12.5% bonus to maximum HP.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	19	
Evasion	---	10	Mag. Def.	---	13	Mag. Eva.	---	10	
Equipped By	:	Everyone except Umaro							
+-----+									
Twist Headband	:	Headband often worn by martial artists.							
Strength	---	3	Speed	---	1	Stamina	---	2	
Magic	---	0	Attack	---	0	Defense	---	16	
Evasion	---	0	Mag. Def.	---	10	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umaro							
+-----+									

Mythril Helm	:	Light but strong helm forged from mythril.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	20	
Evasion	---	0	Mag. Def.	---	13	Mag. Eva.	---	0	
Equipped By	:	Terra, Locke, Cyan, Shadow, Edgar, Celes, Gau							
+-----+									
Tiara	:	Female's tiara that provides a boost to magic.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	2	Attack	---	0	Defense	---	22	
Evasion	---	0	Mag. Def.	---	20	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Golden Helm	:	Tough, steel helm plated with brilliant gold.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	22	
Evasion	---	0	Mag. Def.	---	15	Mag. Eva.	---	0	
Equipped By	:	Terra, Cyan, Edgar, Celes							
+-----+									
Tiger Mask	:	Mask shaped like a roaring tiger's head.							
Strength	---	3	Speed	---	2	Stamina	---	1	
Magic	---	0	Attack	---	0	Defense	---	21	
Evasion	---	0	Mag. Def.	---	13	Mag. Eva.	---	0	
Equipped By	:	Sabin, Gau							
+-----+									
Red Cap	:	Cap that provides a 25% bonus to maximum HP.							
Strength	---	4	Speed	---	3	Stamina	---	2	
Magic	---	0	Attack	---	0	Defense	---	24	
Evasion	---	0	Mag. Def.	---	17	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umario							
+-----+									
Mystery Veil	:	Female dancer's veil.							
Strength	---	0	Speed	---	1	Stamina	---	0	
Magic	---	3	Attack	---	0	Defense	---	24	
Evasion	---	0	Mag. Def.	---	25	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Circlet	:	Metal band that boosts the wearer's attributes.							
Strength	---	2	Speed	---	1	Stamina	---	3	
Magic	---	4	Attack	---	0	Defense	---	25	
Evasion	---	0	Mag. Def.	---	19	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umario							
+-----+									
Royal Crown	:	Crown that can only be worn by those of royal blood.							
Strength	---	1	Speed	---	1	Stamina	---	1	
Magic	---	1	Attack	---	0	Defense	---	28	
Evasion	---	0	Mag. Def.	---	23	Mag. Eva.	---	0	
Equipped By	:	Edgar, Sabin							
+-----+									
Diamond Helm	:	Helm studded with diamonds of exceptional hardness.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	27	
Evasion	---	0	Mag. Def.	---	18	Mag. Eva.	---	0	
Equipped By	:	Terra, Cyan, Edgar, Celes							
+-----+									
Black Cowl	:	Solid black hood from a distant land.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	26	
Evasion	---	0	Mag. Def.	---	17	Mag. Eva.	---	0	
Equipped By	:	Locke, Shadow, Sabin, Gau							
+-----+									

Crystal Helm	:	Helm constructed of fused crystal shards.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	29	
Evasion	---	0	Mag. Def.	---	19	Mag. Eva.	---	0	
Equipped By	:	Terra, Edgar, Celes							
+-----+									
Oath Veil	:	White bridal veil.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	32	
Evasion	---	0	Mag. Def.	---	31	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Cat-Ear Hood	:	Hood that doubles the gil obtained after battle.							
Strength	---	0	Speed	---	2	Stamina	---	0	
Magic	---	4	Attack	---	0	Defense	---	33	
Evasion	---	10	Mag. Def.	---	33	Mag. Eva.	---	10	
		Halves: Earth, Holy, Wind, Thunder, Ice, Fire							
Equipped By	:	Locke, Shadow, Sabin, Gau							
+-----+									
Genji Helm	:	Exotic helm from a foreign land.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	36	
Evasion	---	0	Mag. Def.	---	38	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umaro							
+-----+									
Thornlet	:	Cursed crown that gradually drains the wearer's HP.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	38	
Evasion	---	0	Mag. Def.	---	0	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umaro							
+-----+									
Saucer	:	Shallow saucer often seen on the heads of imps.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	42	
Evasion	---	0	Mag. Def.	---	42	Mag. Eva.	---	0	
		Absorbs: Water							
Equipped By	:	Imp							
+-----+									

=====
d. Armor List | (00086)
=====

(o)	=====	(o)							
	ARMOR	(ARMOR)							
(o)	=====	(o)							
Leather Armor	:	Armor made of hardened leather.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	28	
Evasion	---	0	Mag. Def.	---	19	Mag. Eva.	---	0	
Equipped By	:	Everyone except Umaro							
+-----+									
Cotton Robe	:	Multilayered cotton robe.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	32	
Evasion	---	0	Mag. Def.	---	21	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Kenpo Gi	:	Martial arts uniform that offers excellent mobility.							

	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	34	
	Evasion	---	0	Mag. Def.	---	23	Mag. Eva.	---	0	
	Equipped By : Locke, Shadow, Sabin, Gau									
+-----+										
	Iron Armor	:	Suit of heavy iron armor.							
	Strength	---	0	Speed	---	-2	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	40	
	Evasion	---	0	Mag. Def.	---	27	Mag. Eva.	---	0	
	Equipped By : Terra, Locke, Cyan, Edgar, Celes									
+-----+										
	Silk Robe	:	Simple, lightweight silken robe.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	1	Attack	---	0	Defense	---	39	
	Evasion	---	0	Mag. Def.	---	29	Mag. Eva.	---	0	
	Equipped By : Terra, Celes, Relm									
+-----+										
	Mythril Vest	:	Incredibly lightweight mythril vest.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	45	
	Evasion	---	0	Mag. Def.	---	30	Mag. Eva.	---	0	
	Equipped By : Everyone except Umaro									
+-----+										
	Ninja Gear	:	Ninja clothing from a faraway land.							
	Strength	---	0	Speed	---	2	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	47	
	Evasion	---	0	Mag. Def.	---	32	Mag. Eva.	---	0	
	Equipped By : Locke, Shadow, Sabin, Gau									
+-----+										
	White Dress	:	Attractive white dress that boosts the wearer's magic.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	5	Attack	---	0	Defense	---	47	
	Evasion	---	0	Mag. Def.	---	35	Mag. Eva.	---	0	
	Equipped By : Terra, Celes, Relm									
+-----+										
	Mythril Mail	:	Dazzling plate mail forged entirely from mythril.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	51	
	Evasion	---	0	Mag. Def.	---	34	Mag. Eva.	---	0	
	Equipped By : Terra, Locke, Cyan, Edgar, Celes									
+-----+										
	Gaia Gear	:	Clothing that absorbs earth damage.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	53	
	Evasion	---	0	Mag. Def.	---	43	Mag. Eva.	---	0	
	Absorbs: Earth									
	Equipped By : Terra, Locke, Shadow, Sabin, Celes, Gau									
+-----+										
	Mirage Vest	:	Vest that creates illusionary images of the wearer.							
	Strength	---	0	Speed	---	6	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	48	
	Evasion	---	0	Mag. Def.	---	36	Mag. Eva.	---	10	
	Equipped By : Everyone except Umaro									
+-----+										
	Golden Armor	:	Brilliant gold armor emblazoned with a rearing unicorn.							
	Strength	---	0	Speed	---	0	Stamina	---	0	
	Magic	---	0	Attack	---	0	Defense	---	55	
	Evasion	---	0	Mag. Def.	---	37	Mag. Eva.	---	0	
	Equipped By : Terra, Cyan, Edgar, Celes									
+-----+										

Power Sash	:	Sash that strengthens the wearer.							
Strength	---	5	Speed	---	1	Stamina	---	5	
Magic	---	0	Attack	---	0	Defense	---	52	
Evasion	---	0	Mag. Def.	---	35	Mag. Eva.	---	0	
Equipped By	:	Locke, Cyan, Shadow, Sabin, Gau							
+-----+									
Luminous Robe	:	Robe that shines with a mysterious inner light.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	2	Attack	---	0	Defense	---	60	
Evasion	---	0	Mag. Def.	---	43	Mag. Eva.	---	0	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Diamond Vest	:	Breastplate with large diamonds set in its surface.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	65	
Evasion	---	0	Mag. Def.	---	44	Mag. Eva.	---	10	
Equipped By	:	Everyone except Umario							
+-----+									
Red Jacket	:	Prized armor that negates fire damage.							
Strength	---	5	Speed	---	2	Stamina	---	4	
Magic	---	1	Attack	---	0	Defense	---	78	
Evasion	---	0	Mag. Def.	---	55	Mag. Eva.	---	0	
		Negates: Fire							
Equipped By	:	Edgar, Sabin							
+-----+									
Force Armor	:	Armor that halves damage of multiple elements.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	69	
Evasion	---	0	Mag. Def.	---	68	Mag. Eva.	---	30	
		Halves: Earth, Wind, Thunder, Ice, Fire							
Equipped By	:	Terra, Locke, Cyan, Edgar, Celes							
+-----+									
Diamond Armor	:	Brilliant suit of diamond-plated armor.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	70	
Evasion	---	0	Mag. Def.	---	47	Mag. Eva.	---	0	
		Halves: Earth, Wind, Thunder, Ice, Fire							
Equipped By	:	Terra, Cyan, Edgar, Celes							
+-----+									
Black Garb	:	Solid black clothing from a distant land.							
Strength	---	0	Speed	---	6	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	68	
Evasion	---	0	Mag. Def.	---	46	Mag. Eva.	---	0	
Equipped By	:	Locke, Shadow, Sabin, Gau							
+-----+									
Magus Robe	:	Remnant from the age when magic still flourished.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	5	Attack	---	0	Defense	---	68	
Evasion	---	0	Mag. Def.	---	50	Mag. Eva.	---	10	
Equipped By	:	Terra, Celes, Relm							
+-----+									
Crystal Mail	:	Resplendent suit of crystal plate mail.							
Strength	---	0	Speed	---	0	Stamina	---	0	
Magic	---	0	Attack	---	0	Defense	---	70	
Evasion	---	0	Mag. Def.	---	47	Mag. Eva.	---	0	
Equipped By	:	Terra, Locke, Cyan, Edgar, Celes							
+-----+									
Regal Gown	:	Elegant dress designed to protect a princess.							
Strength	---	1	Speed	---	2	Stamina	---	2	
Magic	---	3	Attack	---	0	Defense	---	70	

Evasion	---	0	Mag. Def.	---	64	Mag. Eva.	---	0
Equipped By : Terra, Celes, Relm								

Genji Armor	:	Masterwork armor from a foreign land.						
Strength	---	5	Speed	---	3	Stamina	---	2
Magic	---	3	Attack	---	0	Defense	---	90
Evasion	---	0	Mag. Def.	---	80	Mag. Eva.	---	0
Equipped By : Terra, Locke, Cyan, Shadow, Edgar, Celes								

Reed Cloak	:	Cloak made of reeds that is often worn by imps.						
Strength	---	0	Speed	---	0	Stamina	---	0
Magic	---	0	Attack	---	0	Defense	---	100
Evasion	---	0	Mag. Def.	---	100	Mag. Eva.	---	0
Absorbs: Water								
Equipped By : Imp								

Minerva Bustier	:	Breastplate that provides a 25% bonus to maximum MP.						
Strength	---	1	Speed	---	2	Stamina	---	1
Magic	---	4	Attack	---	0	Defense	---	88
Evasion	---	0	Mag. Def.	---	70	Mag. Eva.	---	10
Halves: Water, Earth, Holy, Poison Negates: Wind, Thunder, Ice, Fire								
Equipped By : Terra, Celes, Relm								

Tabby Suit	:	Cat suit that negates poison damage.						
Strength	---	2	Speed	---	2	Stamina	---	2
Magic	---	2	Attack	---	0	Defense	---	54
Evasion	---	0	Mag. Def.	---	36	Mag. Eva.	---	0
Negates: Poison								
Equipped By : Strago, Relm								

Chocobo Suit	:	Negates poison...and brings out one's inner chocobo.						
Strength	---	3	Speed	---	6	Stamina	---	2
Magic	---	0	Attack	---	0	Defense	---	56
Evasion	---	0	Mag. Def.	---	38	Mag. Eva.	---	0
Negates: Poison								
Equipped By : Strago, Relm								

Mooglesuit	:	Looks just like a mooglesuit and negates poison, kupo!						
Strength	---	0	Speed	---	0	Stamina	---	0
Magic	---	5	Attack	---	0	Defense	---	58
Evasion	---	0	Mag. Def.	---	52	Mag. Eva.	---	0
Negates: Poison								
Equipped By : Strago, Relm								

Nutkin Suit	:	Oversized squirrel costume.						
Strength	---	0	Speed	---	7	Stamina	---	0
Magic	---	3	Attack	---	0	Defense	---	86
Evasion	---	0	Mag. Def.	---	67	Mag. Eva.	---	0
Equipped By : Strago, Relm								

Behemoth Suit	:	Costume made from actual behemoth hide.						
Strength	---	6	Speed	---	6	Stamina	---	6
Magic	---	6	Attack	---	0	Defense	---	94
Evasion	---	0	Mag. Def.	---	73	Mag. Eva.	---	0
Equipped By : Strago, Relm								

Snow Scarf	:	Scarf that absorbs ice damage.						
Strength	---	0	Speed	---	0	Stamina	---	0
Magic	---	0	Attack	---	0	Defense	---	128
Evasion	---	10	Mag. Def.	---	90	Mag. Eva.	---	10

Effect: Casts Haste on the wearer.	Equipped By: Everyone

Reflect Ring : Lustrous silver ring enchanted with Reflect.	
Effect: Casts Reflect on the wearer.	Equipped By: Everyone

Angel Wings : Said to have been made from an angel's feathers.	
Effect: Casts Float on the wearer.	Equipped By: Everyone

Angel Ring : Ring adorned with a pair of silver angel wings.	
Effect: Casts Regen on the wearer.	Equipped By: Everyone

Knight's Code : Book detailing knighthood's moral code.	
Effect: Causes the bearer to cover critically critically wounded allies.	Equipped By: Everyone

Dragoon Boots : Steel boots made for dragoons.	
Effect: Changes the Attack command to Jump.	Equipped By: Everyone

Zephyr Cloak : Cloak inhabited by the spirit of a wind sprite.	
Effect: Boosts evasion and magic evasion.	Equipped By: Everyone
Evasion +10 Magic Evasion +10	

Princess Ring : Ring designed to protect a royal daughter.	
Effect: Casts Protect and Shell when critically wounded.	Equipped By: Everyone

Cursed Ring : Ring said to have been forged by Death himself.	
Effect: Casts Doom on the wearer at the start of battle.	Equipped By: Everyone

Earring : Earring that boosts the strength of the wearer's magic.	
Effect: Effect increases when worn in pairs.	Equipped By: Everyone

Gigas Glove : Glove said to have belonged to a mighty gigas.	
Effect: Boosts physical attack power.	Equipped By: Everyone

Blizzard Orb : Dark, swirling orb that absorbs ice damage.	
Effect: Equip on a yeti and see what happens.	Equipped By: Yeti
Absorbs: Ice Negates: Ice Magic +5	

Berserker Ring : Deep crimson ring that absorbs fire damage.	
Effect: Equip on a yeti and see what happens.	Equipped By: Yeti
Absorbs: Fire Negates: Thunder Strength +5	

Thief's Brace	:	Bracer inhabited by the spirit of a thief.	
Effect:		Increases the success rate of Steal.	Equipped By: Locke
		Speed +5	

Guard Bracelet	:	Bracelet enchanted with a protective charm.	
Effect:		Casts Protect and Shell on the wearer.	Equipped By: Everyone

Hero's Ring	:	Golden ring once worn by an ancient hero.	
Effect:		Boosts both physical and magical attack power.	Equipped By: Everyone

Ribbon	:	Silk ribbon enchanted with powerful protective magic.	
Effect:		Prevents all status ailments.	Equipped By: Everyone

Muscle Belt	:	Belt worn by martial artists.	
Effect:		Boosts maximum HP by 50%.	Equipped By: Everyone

Crystal Orb	:	Powerful magic orb sealing away a mysterious power.	
Effect:		Boosts maximum MP by 50%.	Equipped By: Everyone

Gold Hairpin	:	Solid gold hairpin brimming with magical energy.	
Effect:		Boosts maximum HP by 50%.	Equipped By: Everyone

Celestriad	:	Necklace with three star-shaped bangles on its chain.	
Effect:		Reduces the MP cost of all magic to 1.	Equipped By: Everyone

Brigand's Glove	:	Leather glove designed to aid banditry.	
Effect:		Changes the Steal command to Mug.	Equipped By: Everyone

Gauntlet	:	Steel hand and forearm guard used by knights.	
Effect:		Allows one weapon to be held with both hands.	Equipped By: Everyone

Genji Glove	:	Armored glove from a foreign land.	
Effect:		Allows the wearer to equip a weapon in each hand.	Equipped By: Everyone

Hyper Wrist	:	Studded bracelet that radiates a mysterious power.	
Effect:		Boosts the wearer's strength.	Equipped By: Everyone

Master's Scroll	:	Proof of a warrior's weapon mastery.	
Effect:		Allows the bearer to attack four times per turn.	Equipped By: Everyone

Prayer Beads	:	Beads used in meditation by warriors of a foreign land.	

Effect: Boosts evasion.	Equipped By: Everyone
Evasion +20	

Black Belt : Black cloth belt from a distant land.	
Effect: Wearer will sometimes counter physical attacks.	Equipped By: Everyone

Heiji's Jitte : Exotic weapon from a foreign land.	
Effect: Changes the Slot command to Gil Toss.	Equipped By: Setzer

Fake Mustache : Artificial mustache once worn by a circus ringmaster.	
Effect: Changes the Sketch command to Control.	Equipped By: Relm

Soul of Thamasa : Ancient Thamasan orb enshrining a wondrous power.	
Effect: Changes the Magic command to Dualcast.	Equipped By: Everyone

Dragon Horn : Horn inhabited by the spirit of a dragoon.	
Effect: Makes the effect of the Jump command continuous.	Equipped By: Everyone

Merit Award : Badge awarded in honor of great achievements.	
Effect: Allows the wearer to equip any weapon or armor.	Equipped By: Everyone

Memento Ring : Ring blessed by a departed mother's love.	
Effect: Prevents petrification, zombie, and instant death.	Equipped By: Shadow

Safety Bit : Tiny sphere that whirls around the owner's head.	
Effect: Prevents petrification, zombie, and instant death.	Equipped By: Everyone

Lich Ring : Ring affected by a curse from beyond the grave.	
Effect: Makes the wearer undead.	Equipped By: Everyone

Molulu's Charm : Mysterious moogles' charm.	
Effect: Prevents all random enemy encounters.	Equipped By: Mog

Ward Bangle : Bronze wristband enchanted with a protective ward.	
Effect: Lowers the rate of random enemy encounters.	Equipped By: Everyone

Miracle Shoes : Marvelous shoes with a number of useful enchantments.	
Effect: Casts Haste, Protect, Shell, and Regen on the wearer.	Equipped By: Everyone

Alarm Earring : Earring capable of detecting enemy ambushes.	

Lunatic Voice: Silences all enemies

At level up: HP +10%

CAIT SITH	ACQUISITION RATE	TYPE
OConfuse :	x 7	Black
OImp :	x 5	Black
OFloat :	x 2	Black

Cat Rain: Confuses all enemies.

At level up: Magic +1

IFRIT	ACQUISITION RATE	TYPE
OFire :	x 10	Black
OFira :	x 5	Black
ODrain :	x 1	Black

Hellfire: Scorches all enemies in a fiery blaze.

At level up: Strength +1

SHIVA	ACQUISITION RATE	TYPE
OBlizzard :	x 10	Black
OBlizzara :	x 5	Black
ORasp :	x 4	Black
Osmose :	x 4	Black
OCure :	x 3	White

Diamond Dust: Envelops all enemies in an arctic chill.

At level up: N/A

UNICORN	ACQUISITION RATE	TYPE
OCura :	x 4	White
OEsuna :	x 3	White
ODispel :	x 2	White
OProtect :	x 1	White
OShell :	x 1	White

Healing Horn: Cures party of most status ailments.

At level up: N/A

MADUIN	ACQUISITION RATE	TYPE
OFira :	x 3	Black
OBlizzara :	x 3	Black
OThundara :	x 3	Black

Chaos Wave: Unleashes a tide of anger on enemies.

At level up: Magic +1

CATOBLEPAS	ACQUISITION RATE	TYPE
OBio :	x 8	Black
OBreak :	x 5	Black
ODeath :	x 2	Black

Demon Eye: Petrifies all enemies.

At level up: HP +10%

PHANTOM	ACQUISITION RATE	TYPE
OBerserk :	x 3	Black
OVanish :	x 3	Black
OGravity :	x 5	Black

Ghostly Veil: Turns all allies invisible.

At level up: MP +10%

CARBUNCLE	ACQUISITION RATE	TYPE
OReflect :	x 5	White
OHaste :	x 3	White
OShell :	x 2	White
OProtect :	x 2	White
OTeleport :	x 2	White

Ruby Light: Casts Reflect on all allies.

At level up: N/A

BISMARCK	ACQUISITION RATE	TYPE
OFire :	x 20	Black
OBlizzard :	x 20	Black
OThunder :	x 20	Black
ORaise :	x 2	White

Breach Blast: Slams all enemies with giant bubbles.

At level up: Strength +2

GOLEM	ACQUISITION RATE	TYPE
OProtect :	x 5	White
OStop :	x 5	White
OCura :	x 5	White

Earthen Wall: Protects party from physical attacks.

At level up: Stamina +2

ZONA SEEKER	ACQUISITION RATE	TYPE
ORasp :	x 20	Black
Osmose :	x 15	Black
OShell :	x 5	White

Magic Shield: Increases the party's magic defense.

At level up: Magic +2

SERAPH	ACQUISITION RATE	TYPE
ORaise :	x 5	White
OCura :	x 8	White
OCure :	x 20	White
ORegen :	x 10	White
OEsuna :	x 4	White

Angel Feathers: Restores HP to all allies.

At level up: N/A

QUETZALLI	ACQUISITION RATE	TYPE
OHaste :	x 20	White
OSlow :	x 20	White
OHastega :	x 2	White
OSlowga :	x 2	White
OFloat :	x 5	White

Sonic Dive: Lifts the party up for an aerial attack.

At level up: N/A

FENRIR	ACQUISITION RATE	TYPE
OTeleport :	x 10	White

OBanish : x 5 Black
OStop : x 3 Black

Howling Moon: Creates illusionary images of the party.
At level up: MP +30%

VALIGARMANDA	ACQUISITION RATE	TYPE
OFiraga :	x 1	Black
OBlizzaga :	x 1	Black
OThundaga :	x 1	Black

Tri-Disaster: Hits enemies with fire, ice and lightning.
At level up: Magic +2

MIDGARDSORMR	ACQUISITION RATE	TYPE
OQuake :	x 3	Black
OGraviga :	x 1	Black
OTornado :	x 1	Black

Abyssal Maw: Crushes enemies with seismic waves.
At level up: HP +30%

LAKSHMI	ACQUISITION RATE	TYPE
OCure :	x 25	White
OCura :	x 16	White
OCuraga :	x 1	White
ORegen :	x 20	White
OEsuna :	x 20	White

Alluring Embrace: Restores HP to all allies.
At level up: Stamina +2

ALEXANDER	ACQUISITION RATE	TYPE
OHoly :	x 2	White
OShell :	x 10	White
OProtect :	x 10	White
ODispel :	x 10	White
OEsuna :	x 15	White

Divine Judgement: Sears enemies with a beam of holy light.
At level up: N/A

PHOENIX	ACQUISITION RATE	TYPE
ORaise :	x 10	White
OArise :	x 2	White
OReraise :	x 1	White
OCuraga :	x 2	White
OFiraga :	x 3	Black

Flames of Rebirth: Revives all KO'd allies.
At level up: N/A

BAHAMUT	ACQUISITION RATE	TYPE
OFlare :	x 2	Black

Mega Flare: Hits all enemies with a nuclear blast.
At level up: HP +50%

RAGNAROK	ACQUISITION RATE	TYPE
OUltima :	x 1	Black

Metamorphose: Turns one enemy into an item.

At level up: N/A

CRUSADER	ACQUISITION RATE	TYPE
OMeteor :	x 10	Black
OMerton :	x 1	Black

Purifier: Deals non-elemental damage to enemies and parties.

At level up: MP +50%

LEVIATHAN	ACQUISITION RATE	TYPE
OFlood :	x 2	Black

Tidal Wave: Deluges enemies with a giant wave.

At level up: Stamina +2

CACTUAR	ACQUISITION RATE	TYPE
OTeleport :	x 20	White
OVanish :	x 10	White
OHastega :	x 5	White

1000 Needles: Damages all enemies. Or, sometimes...

At level up: Speed +2

GILGAMESH	ACQUISITION RATE	TYPE
OQuick :	x 1	White
OValor :	x 5	White

???: Summons a legendary swordman.

At level up: N/A

DIABOLOS	ACQUISITION RATE	TYPE
OGraviga :	x 5	Black
OGravija :	x 3	Black

Dark Messenger: Reduces enemy HP to 1/16 and inflicts HP drain.

At level up: HP +100%

(o)===== (o)

6. L E G A L I N F O R M A T I O N (00089)

This guide is copyright 2006-2007 by Julius Pucala.

This walkthrough was written by Julius Pucala AKA Jink AKA Diverse. It was written for GameFAQs and for those sites that have asked my permission for this guide to be on their site.

Have any suggestions? See anything wrong with my guide? Please, do send me an e-mail which is posted at the top of this guide!

7. T H A N K Y O U (00090)

I'd like to thank all the people who has written me an e-mail giving me suggestions about the guide, given me comments on my guide, and those telling me if there's something I've missed in my guide. I'd especially like to thank these guys for their suggestions/input/contribution.

- ~JBlayz
- ~Pineapple
- ~John Scott
- ~EziLL
- ~Chris Varney
- ~Rick Mossman
- ~Chris Spagnuolo AKA Shadow
- ~Dan Carr
- ~Keith D.

Here's another big thank you going out to all of you, the readers, for reading this guide. THANK YOU!

8. W H A T ' S N E W & W H A T ' S T O C O M E (00091)

What you have to know about this guide is that I completely finished it when I was home on OSS(Out of School Suspension) so I had a lot more time then when I wrote and completed this guide then I do now. The Coming Soon part of this section will be added, but I'm just not sure when. Thank you.

+---+
|NEW|
+---+
-Read the whole guide and fixed all the spelling errors. There should be none in the guide now
-Added alternative leveling place in (00076) Thanx to Dan Carr!

+-----+
|COMING SOON|
+-----+
-Full Dragon's Den guide
-Possible Colosseum guide
-Equipment List to have the full list of equippee's

9. D O N T B E A N I D I O T L I K E M E L I S S A P O R T M A N (00092)

An actual e-mail from Melissa Portman to me

"I am not trying to be rude but you need to add a stealing section to your guide. The last few bosses it's important to steal from. The god statues give ok things but the last stage of the tower before kefka you get another ultma weapon and the ragnarock sword. I don't know if you just forgot this but after you beat the game you can save the data and use the things you stole."

The short moral here is don't send me an e-mail stating that I absolutely HAVE to add something to my guide. I don't have to do anything. Suggestions are always welcome but not when your being a rude bitch like Melissa Portman. All I ask is that please, don't be one. It took me 70+ hours to finish this guide and I really don't need someone pretty much demanding me to add something. Thank you.

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