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To find a section quickly, press Ctrl-F and type in either the name of the section along with its content number (ie. 1., 2., 3., etc.) OR you can use the codes on the far right. Simply type in the brackets with the code number to get a jump.

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                1. Introduction                [1000]
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Final Fantasy VI is my favorite RPG. I've always been meaning to write up a guide for the SNES version, but never really got the chance to. The GBA re-release of this game piqued my interest yet again and motivated me to finally formulate this guide.

Every little thing that made the original Final Fantasy VI on the SNES such an endearing game is still intact, with a few tweaks. Some of the script has been redone to touch over the minor mistakes of Ted Woolsey with the original cart. A few new Espers, magic spells, and even two new challenging dungeons have been added. In addition, a "Quicksave" option has been added (consult the FAQ section for more information).

As a side note, the fact that you can actually run in this game (without wearing a useless relic) is a godsend alone.

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                2. FAQ                [2000]
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[Q] How can I get rid of freeze status?

[A] Use any fire-based ability on the affected unit to defrost him/her.

[Q] What are the four new Espers in the GBA version?

[A] They are Cactuar (attained by fighting Gigantaur in the desert where Cactuar's frequent), Leviathan (attained by fighting Leviathan on the ferry between South Figaro and Nikeah), Gilgamesh (attained by fighting Gilgamesh in the Coliseum), and Diabolos (attained in the Dragon's Den

dungeon).

[Q] How do I get Gau to join my party on the Veldt?

[A] Go to Mobliz and purchase Dried Meat from the item shop. Then, return to the Veldt and keep fighting monsters until Gau pops up after a battle. Throw him the Dried Meat and he will join the party.

[Q] Where can I see Shadow's dreams?

[A] You can see the first four as soon as you recruit Shadow in Kohlingen. Simply sleep at the inn. There's a chance that Shadow will have one of his dreams. The last one is impossible to miss because it comes up when you find Shadow in the World of Ruin (or Relm if Shadow's not available).

[Q] Where can I find the Chainsaw?

[A] Head over to Zozo in the World of Balance and set the clock in the inn to 6:10:50. A secret area will open up, revealing a chest containing this Tool.

[Q] How do I save Shadow on the Floating Continent?

[A] When you reach the Blackjack to escape, wait until the timer runs down to six seconds. Shadow will show up to join you. If you do not wait for him, he will not be recruitable in the World of Ruin.

[Q] What events are mandatory in the World of Ruin?

[A] The follow quests are required in order to beat the game:

- Celes: Solitary Island
- Edgar: Figaro Castle
- Setzer: Darill's Tomb

Completing those quests will get you the airship, which is necessary to reach Kefka's Tower.

[Q] How can I obtain an Organyx?

[A] Bet a Flametongue, Thunder Blade, or Icebrand at the Coliseum and win the fight. The Organyx will be the reward.

[Q] How do I obtain a Lightbringer?

[A] Bet the Ragnarok at the Coliseum and win the fight to attain the Lightbringer. Alternatively, you can steal a Lightbringer from Kefka in the final battle.

[Q] Where can I obtain the Excalipoor?

[A] The Excalipoor has a very rare chance of appearing in the auction house in Jidoor. It goes for 500000 Gil, so make sure your wallet can handle the cost when it shows up.

[Q] Where is the Seraph Esper?

[A] The Seraph Esper can be purchased from a hidden man behind the relic shop in Tzen. If you talk to him in the World of Balance, his price will be 30000 gil, before going down to 10000 gil later on. When you meet him in the World of Ruin, he'll offer to sell the useless glowing stone for 10 gil.

[Q] Where do I learn Sabin's Phantom Rush?

[A] Visit Duncan's Cabin in the World of Ruin, which is located northeast of Narshe. It's in the middle of five trees arranged in a "+" shape. Bring along Sabin and he'll learn it there.

Sabin will learn this technique on his own at level 70.

[Q] What are the Dragons and where are they located?

[A] There are eight mythical Dragons. All of them can be fought in the World of Ruin. Upon defeating all of them, you will be rewarded with the Crusader Esper, and the Dragon's Den will be unlocked.

Their locations are as follows:

- Storm Dragon: Mt. Zozo
- Blue Dragon: Ancient Castle
- Red Dragon: Phoenix Cave
- Ice Dragon: Narshe Cliffs
- Earth Dragon: Opera House
- Holy Dragon: Cultists' Tower
- Skull Dragon: Kefka's Tower
- Gold Dragon: Kefka's Tower

[Q] How do I attain the Odin Esper?

[A] Head to the Ancient Castle in the World of Ruin, which can be reached by getting off at the break on the journey between Kohlingen and the desert when on the moving Figaro Castle.

+-----+
[Q] How do I attain the Raiden Esper?

[A] After attaining the Odin Esper, find the petrified Queen and she will turn Odin into Raiden, which is more powerful, but does not come equipped with a speed bonus.

+-----+
[Q] Can I have both Odin and Raiden?

[A] No, you can only have one or the other. Odin can be transformed into Raiden at any point in the game. Once transformed, Raiden cannot be reverted back.

+-----+
[Q] Where are the Espers Zona Seeker and Golem?

[A] These two Espers can be purchased at the Auction House in Jidoor after completing the Magitek Research Facility segment of the game. Just keep visiting the Auction House until the magicite comes up for auction. Zona Seeker goes for 10000 Gil and Golem goes for 20000 Gil.

+-----+
[Q] Where can I find a Growth Egg?

[A] There are two obtainable Growth Eggs in Final Fantasy VI Advance. The first can be found in a hidden room inside Darill's Tomb and the second can be attained as a drop from Gargantua in the Dragon's Den.

+-----+
[Q] What is Quicksave?

[A] The Quicksave option is essentially an emergency save feature that saves and returns you to the main menu. This is useful when you are running low on battery power or simply when you must stop playing without any save point nearby. Once a Quicksave is loaded back up, the data will be deleted, so you can't abuse it as a normal save function. In order to permanently save data, you must utilize one of the many save points strewn throughout the game.

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3. Basics

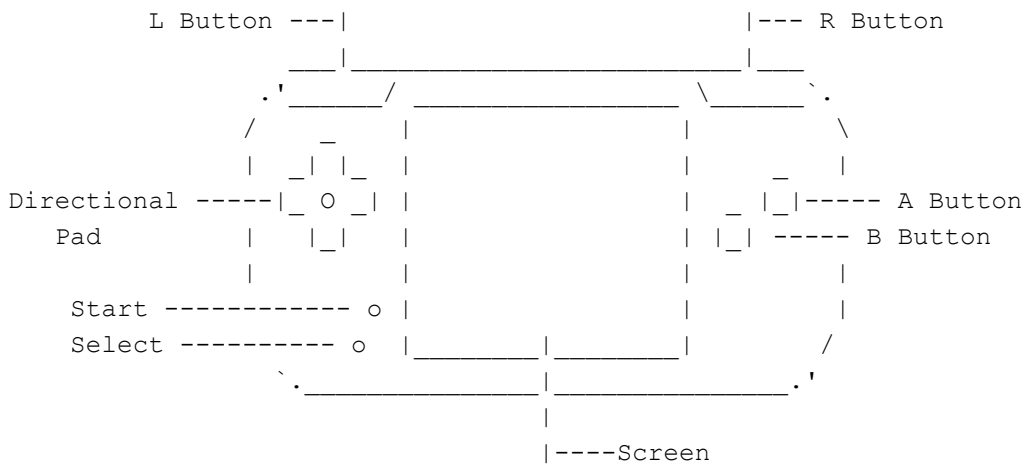
[3000]
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Before you begin playing Final Fantasy VI, I strongly suggest you read the manual. For those of you emulating or playing a manual-less game, read the text below before you begin. It isn't the best resource, but it should give

you some basic knowledge to start with.

3.1. Controls

[3100]



Directional Pad

- ~ Move the character.
- ~ Move the cursor.

A Button

- ~ Confirm.
- ~ Talk.
- ~ Examine.

B Button

- ~ Cancel.
- ~ Return to previous screen.
- ~ Move faster in towns and dungeons (press and hold).

L Button

- ~ Change pages (available in menus where [L] or [R] appears at the edge of the screen).
- ~ Hold both the L Button and R Button to attempt to run from a battle.

R Button

- ~ Change pages (available in menus where [L] or [R] appears at the edge of the screen).
- ~ Hold both the L Button and R Button to attempt to run from a battle.

Start

- ~ Display the main menu.

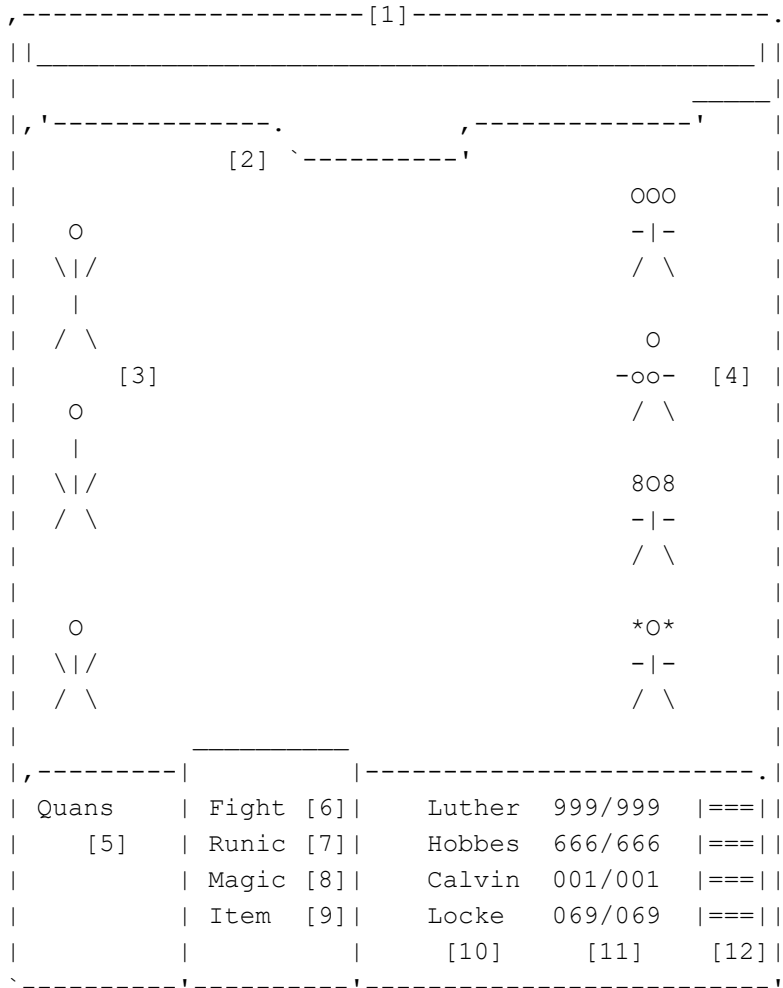
Select

- ~ Used to switch parties during a multi-party battle or dungeon.

3.2. Battle System

[3200]

Below is an ASCII diagram of the battle system. The numbers correspond to the functions of the marked section, which are listed underneath the diagram.



- [1] Battle Message Display --- Descriptions of spells or items will be located here. Also, important battle text will also appear here.
- [2] Game Field --- All the action and appearance happen on this board. Normally, there will be a background as the battle area.
- [3] Enemy Side --- All of your enemies can be located on the left side.
- [4] Your Side --- All of your available units can be located on the right side.
- [5] Enemies --- All of your enemies are listed here.
- [6] Fight Option --- Attack your enemy with a physical attack.
- [7] Skill Option --- Each character in FFVI has his/her own unique skill. Use this option to utilize whatever skill it happens to be.
- [8] Magic Option --- To cast a spell, use this option.
- [9] Flee Option --- If you need to use an item during any given moment, use this option.
- [10] Name Column --- All of your characters' names are listed here.
- [11] HP Column --- The remaining HP for each unit is right here.
- [12] ATB gauge --- Final Fantasy VI is more than just a turn-based RPG. When this gauge fills

up, your character can act. The speed of the gauge is determined by your character's speed and any status booster (such as Haste). ATB stands for Active Time Battle.

NOTE: When you are giving an order to an character, be aware that you can press left to change Formation or press right to Defend for that round.

3.3. Espers

[3300]

First introduced in Final Fantasy VI, Espers are the creatures and monsters capable of using magic. The forms you'll be using, called magicite, are the remains of an Esper after it has died. You won't be introduced to these Espers until about a quarter of the way through the game. Only one Esper can be equipped at a time. These Espers have three specific functions:

1. They can be activated in battles (an MP cost applies) to assist your party by dealing damage to the enemy (Shiva, Ramuh, Ifrit, etc.), inflicting some status ailment upon the enemy (Stray, Siren, Shoat, etc.), or helping your own party in some way (Carbunkle, Unicorn, Seraphim, etc.). Note that Espers can only be activated ONCE per battle.
2. Equipping a character with an Esper allows the unit to learn the magic spells associated with that particular Esper. More information on that can be found below.
3. Equipping a character with an Esper allows the unit to benefit from the stat boost associated with that particular Esper when leveling up. More information on that can be found below.

--- Magic Mastery Overview ---

Certain characters, such as Terra and Celes, are capable of learning magic spells on their own through leveling. Other characters, such as Mog and Gau, have the potential to cast spells depending on what skills they're using.

However, the majority of your party has no innate ability to automatically learn magic spells as they level up. Even the characters that do could still benefit from learning new magic spells as well. This is where the Esper comes in.

Each Esper has a list of spells that are associated with it. Alongside each spell, you'll notice a number (x5, x10, x20, etc.). This number represents the rate at which the magic spell can be learned.

What exactly does that mean? Well, once you acquire access to Espers, your party will begin to gather magic points from finishing battles. At the end of some battles, in addition to the typical EXP and money gain, you'll begin to slowly accumulate magic points as well (I'll refer to them as AP [ability points] to avoid confusion with the MP used to cast spells). The AP are multiplied by the rate of the spell (x5 means that 1 AP turns into 5 AP). When AP total hits 100% (that's 100 AP points total) for a spell, that spell will be mastered, meaning that you don't need to equip an Esper just to use the spell associated with it.

Obviously, spells with a lower rate will be learned at a slower pace than spells with a higher rate. You will usually find that weaker, less useful spells have higher rates of mastery whereas a spell such as Ultima (learned

from the Ragnarok Esper) has a rate of x1.

Acquired AP only goes towards mastery of a spell when the Esper is equipped! Should an Esper be de-equipped, any AP already gained will remain, but no more AP can go towards learning the spells on the de-equipped Esper until the Esper is re-equipped (or another Esper is equipped that has the same spells as the de-equipped Esper).

I know all of this sounds like a lot of information, but honestly, it's not tough to understand. In summary, equip an Esper and accumulate 100 AP total (after being multiplied by the rates) to learn the spell. AP can only go to spells when an Esper is equipped. One more thing: ANYONE can learn magic through Espers (except for Umarmo, who just does whatever the hell he wants).

--- Stat Boost Overview ---

Espers have one other function. Looking at an Esper, you'll notice that it comes associated with a stat bonus (such as Magic +1, HP +10%). When an Esper is equipped on a particular unit, he/she will benefit from the stat boost of that Esper when he/she levels up. Simple, no?

This is the reason why many experienced players prefer to level up their characters later in the game, when Espers are more widely available. Leveling up early on means wasted levels that could have been augmented by using Espers to squeeze out a few extra stat points.

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	4. Characters [4000]
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Final Fantasy VI has a whole gang of characters you can recruit through the game. Some can only be acquired in the World of Ruin whereas others are playable in both worlds. Every character has his/her individual skill that is unique (although in all honesty, overall usefulness varies from skill to skill).

[-----]

Terra Branford ~

"A mysterious young woman, born with the gift of magic, and enslaved by the Gestahlian Empire..."

Ability:

Trance -- This ability is acquired after completing the Magitek Research Facility. Using Trance transforms Terra into her Esper form. In order to use it, Terra must first accumulate AP points (magic points) from battles - this will fill up the Trance bar. When activated, Terra's magic attack and attack will DOUBLE and damage taken from magic attacks will be reduced by half. However, Trance is only a temporary status, as Terra will revert back to her human form when the green bar runs down. Since AP isn't easy to come by, it is recommended that Trance only be used during boss battles and the like.

Magic -- Terra is one of two characters in Final Fantasy VI who can learn magic without the use of Espers.

Lvl. 1 - Cure	Lvl. 37 - Dispel
Lvl. 3 - Fire	Lvl. 43 - Firaga
Lvl. 6 - Poisona	Lvl. 49 - Arise
Lvl. 12 - Drain	Lvl. 57 - Holy
Lvl. 18 - Raise	Lvl. 68 - Break
Lvl. 22 - Fira	Lvl. 75 - Graviga
Lvl. 26 - Teleport	Lvl. 86 - Meltdown
Lvl. 33 - Cura	Lvl. 99 - Ultima

Terra is very powerful. Her magic attack stat starts off very high, surpassing most of the other units by a huge margin, making her a potent spellcaster. In addition, her magic defense is far above-average.

Where Terra shines however is in her ability to wield a wide variety of weapons. Terra can equip the strongest swords in the game, which can significantly boost her otherwise average attack stat. Furthermore, she can equip shields and heavy armor. Given the right equipment, Terra's attack power can skyrocket. And because of the fact that she can equip heavy armor and shields, her defense, magic resistance, and evasion can be augmented.

What you have here is a very well-rounded character that excels in both magical and physical aspects. Her attributes can be even further boosted by her Trance ability (though admittedly, it should only be used sparingly).

Locke Cole ~

"A treasure hunter and trail-worn traveler, searching the world over for relics of the past..."

Ability:

Steal -- Locke's ability to steal items from enemies can prove to be extremely useful over the course of the entire game. A variety of rare items can be attained through its use, though successful steals are obviously not guaranteed. Though not practical in battle, it's a great skill to have.

Although Locke may not seem like much, he is frequently lauded as one of the best (if not the best) characters in the game. His speed is where he excels the most. When first acquired, Locke boasts the fastest speed in the game. With a new Esper in this GBA re-release that boosts speed by two points, Locke becomes even more of a force to be reckoned with. Leveled up properly, he can attack with lightning-quick speed, getting in multiple attacks before an enemy can even attack once.

In addition to speed, Locke's weapon attack is very high, making him a powerful force on the battlefield. Couple that with the fact that he can equip a variety of ranged weapons (Boomerang, Wing Edge), which can be used from the back row, and you have quite a formidable fighter. Locke should always be a staple member in your party - not only for his attack power but also for his ability to steal.

Edgar Roni Figaro ~

"The young king of Figaro Castle, imperial ally, and champion of the technological revolution..."

Ability:

Tools -- Edgar employs Tools in battle. Apart from dealing damage, these Tools can also be used to inflict various status ailments. Tools are quite useful early in the game, though they lose some of their effectiveness as the game progresses.

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

Edgar is a huge driving force early in the game because of his Tools. Auto Crossbow will make early battles a breeze due to its high power (compared to other characters early on) and ability to damage all enemy units on the screen. Noiseblaster, Bioblaster, and Flash all have their uses in random encounters due to the status ailments they inflict.

As the game progresses, Edgar's Tools become more powerful. Drill deals moderate damage to a single unit, and Chainsaw deals heavy damage to a single unit with a chance of killing the target outright. Debilitator is excellent, especially against bosses. Air Anchor, however, rarely sees much use.

Edgar also boasts high attack stats. He can equip the most powerful spears and swords in the game, making him a fairly strong fighter. However, he eventually becomes overshadowed by the other units primarily because his Tools lose their effectiveness. Tools don't gain any bonuses and will always deal the same damage.

Sabin Rene Figaro ~

"Edgar's twin brother, who traded the throne for his own freedom..."

Ability:

Blitz -- Sabin's Blitzes are among the most powerful attacks in the game. A few of them have restorative properties, though they are far less useful than conventional curative spells. For these Blitzes, their only weakness lies in the fact that you have no control over who Sabin attacks.

- Lvl. 1:
Raging Fist -- Unleashes a flurry of blows on a single enemy.
Command: Left, Right Left
- Lvl. 6:
Aura Cannon -- Blasts a single enemy with a bolt of holy energy.
Command: Down, Down, Left
- Lvl. 10:
Meteor Strike -- Hurls a single enemy into the ground.
Command: R-Button, L-Button, Down, Up
- Lvl. 15:
Rising Phoenix -- Engulfs all enemies in a spiritual flame.
Command: Left, Left, Down, Down, Right

- Lvl. 23:
Chakra -- Restores some HP to all other party members.
Command: R-Button, L-Button, R-Button, L-Button, Up, Down
- Lvl. 30:
Razor Gale -- Slashes at all enemies with a cutting wind.
Command: Up, Up, Right, Right, Down, Down, Left
- Lvl. 42:
Soul Spiral -- Sacrifices self to fully heal all other party members.
Command: R-Button, L-Button, Up, Down, Right, Left
- Lvl. 70:
Phantom Rush * -- Deals massive damage to a single enemy.
Command: Left, Left, Up, Up, Right, Right, Down, Down, Left

* Phantom Rush can be acquired earlier by finding a certain someone in the World of Ruin. Consult the walkthrough for more detailed instructions.

Sabin is an absolute powerhouse. His starting strength stat is the single highest in the game. Equipped with a nice pair of claws, he can dish out damage like no other. However, though his strength stat is high, Sabin cannot equip most heavy armors, meaning his defense suffers as a result. Though, Sabin (as expected) has the highest starting defense stat as well. Plus, most of the armor that Sabin can equip usually come with bonuses to strength, speed, etc.

More importantly, Sabin's Blitzes will end battles quite quickly. Though he has eight total Blitzes, you'll find that, for the most part, you will only use a few of them (Raging Fist and Aura Cannon early in the game; Phantom Rush at the end of the game). Though some have their uses (Meteor Strike, for example, can replace Aura Cannon against enemies resistant to holy or with high magic resistance), many of them are downright useless (such as Soul Spiral).

I guess a potential downside to Sabin's Blitzes are the commands. If you hate memorizing button combinations, you may hate using Sabin (honestly, the button combinations are not that tough to remember, especially if you're just only using one or two specific Blitzes). And of course, you have no control over who Sabin targets with his Blitzes.

Shadow ~

"He comes and goes like the wind, swearing allegiance to no one.
Hidden behind his wintry gaze lies a face known to none who live..."

Ability:

Throw -- Throw allows you to chuck an item at the enemy for damage. The item will be lost in the process, so you obviously shouldn't toss away your rare equipment. There are also Shurikens, Fuma Shurikens, Pinwheels, and various elemental scrolls that are designed specifically to be thrown.

Shadow is your typical ninja dude. He boasts high speed, a fairly high attack stat, and a sleek dark garb that, of course, shrouds much of the face. He also brings a dog, Interceptor, around with him. In battles, Interceptor may random block an enemy attack and may subsequently counterattack with Wild Fang. Due to the randomness of Interceptor appearing to save the day though, you should not rely on it much.

Early in the game, Shadow's Throw ability can be useful because of Shurikens. Shurikens are always cheap, so you can stock up on them and throw them at every enemy that gets in your way for good damage. Since Shurikens ignore defense, they are extremely useful against enemies early in the game. However, in the second half, they will be much less useful, partially because other units attain much stronger attacks without the need to constantly restock. The Fuma Shurikens and Pinwheels deal more damage but are harder to come by.

Unfortunately, the weapons that Shadow equips are not as strong in comparison to swords and spears. For that reason, Shadow is not as great a fighter as other units. His above-average speed slightly makes up for it. It should also be noted that Shadow does have average magic power as well, though it's nothing to rave about.

Celes Chere ~

"A Magitek knight forged by the Empire and tempered in battle. None have truly known the woman beneath the general's guise..."

Ability:

Runic -- When equipped with the proper sword, Celes can use Runic to negate most magic spells, sapping the MP in the process. Although situations where Runic is actually useful are hard to come by, Runic can help significantly when the situation arises.

Magic -- Celes is one of two characters in Final Fantasy VI who can learn magic without the use of Espers.

Lvl. 1 - Blizzard	Lvl. 32 - Confuse
Lvl. 4 - Cure	Lvl. 40 - Berserk
Lvl. 8 - Poisona	Lvl. 42 - Blizzaga
Lvl. 13 - Imp	Lvl. 48 - Vanish
Lvl. 18 - Libra	Lvl. 52 - Hastega
Lvl. 22 - Protect	Lvl. 72 - Holy
Lvl. 26 - Blizzara	Lvl. 81 - Flare
Lvl. 32 - Haste	Lvl. 98 - Meteor

Magic is clearly Celes' strong point - she starts with one of the highest magic stats in the game. Also, don't underestimate the importance of Runic, which can completely own certain battles. This ability negates most magic spells. For enemies that rely completely on magic, Runic can effectively disable them. Though situations where this is useful are far between, it can still save you in many battles.

Along with a high magic stat, Celes also boasts high attack, reflecting her Rune "Knight" class. She can equip the strongest swords in the game, along with heavy armor and shields. Celes can very well pose as a fighter, though her primary strength lies in her magic. Even so, her versatility makes her a prime candidate for parties.

Cyan Garamonde ~

"A noble warrior of a foreign land. A faithful retainer to his lord and master, he fears not even death..."

Ability:

Bushido -- Bushido techniques essentially work with a charge meter that has eight values, each with a distinct action. While the meter charges, time does not stop, meaning enemies can still attack you, and the ATB gauges still runs.

1 - Lvl. 1:

Fang -- Performs a rapid sword thrust against a single enemy.

2 - Lvl. 6:

Sky -- Readies a devastating counterattack to unleash when next attacked.

3 - Lvl. 12:

Tiger -- Channels focused ki energy through the samurai's blade to halve a single enemy's HP.

4 - Lvl. 15:

Flurry -- Perform a flowing, 4-strike combo while floating gracefully among enemies.

5 - Lvl. 24:

Dragon -- Manipulates the flow of ki energy to draw HP and MP from a single enemy.

6 - Lvl. 34:

Eclipse -- Shapes ki energy into a shower of blades, which rain down upon all enemies.

7 - Lvl. 44:

Tempest -- Unleash a powerful, 4-strike combo against multiple enemies.

8 - Lvl. 70:

Oblivion -- Cleaves all enemies in two.

* NOTE: All of Cyan's Bushido techniques can be acquired by completing the Ancient Castle in the World of Ruin.

Cyan starts with one of the highest attack stats in the game. He can equip katanas, which are unique weapons only to him. Unfortunately, all he is really good at is cutting stuff. He obviously doesn't meet the cut for a spellcaster (Hello, lowest starting magic power in the game?). Bushido is only useful early in the game, when Fang actually does decent damage against weak enemies. Beyond that...

Excuse this break-off from my normally objective and unbiased (hahaha) descriptions, but Jesus Christ, why does Bushido suck so much? Not only are the actual attacks not all that powerful, but why is the player forced to wait so long for a mediocre attack? Other characters have much better techniques that don't require a ten second charge time. It's really a shame because Cyan is otherwise a decent character with his above-average attack and defense stats.

Gau ~

"A youth draped in monster hides, his eyes shining with a warm and gentle light..."

Ability:

Rage -- When Gau is enraged, he takes on the characteristics of a certain monster. Not only will he be able to use the unique attack to that monster, but he also takes on any immunities or weaknesses that the monster has. In order to acquire new Rages, Gau must use Leap on an enemy in the Veldt. In order to pick him up again, you must fight another battle on the Veldt to have Gau join back. Also, certain monsters that you fight outside the Veldt can be transferred into the Veldt by defeating them in battle.

If you are going to use Gau, you are going to have to contend with a degree of randomness. Since Gau can't use standard attacks, his only means of damage are through his Rages. Using a Rage forfeits all player control over Gau until he is killed and revived or the battle ends.

Sure, this randomness may throw him off from being among the best characters, but Gau is by no means a bad character. His Rages can be extremely powerful, casting spells and using abilities that can overpower many of your units, especially early in the game when the stronger weapons and spells are harder to come by. Even near the end of the game, Gau can be a formidable fighter if developed properly. For example, with his Holy Dragon Rage, Gau could be casting Holy consistently (with no MP cost, mind!). There are numerous Rages available, but only a few of them that deserve consistent use. I'm not going to go in-depth in this subject, since it would take up far too much space. I would recommend you consult the Rage Guide by Djibriel on the subject.

Gau's strength stat is excellent, as is his defense stat. However, note that Gau cannot equip weapons and can only equip light armor. Regardless, Gau, when used properly can be a significant force to be reckoned with on the battlefield. However, in situations where you need full control, Gau should not be used.

Setzer Gabbiani ~

"A gambling vagabond who finds freedom from society's narrow views of morality aboard his airship, the Blackjack..."

Ability:

Slots -- Use this command to bring a rolling slots screen. Depending on the combination you get, Setzer will pull off one of eight possible moves.

- Any Losing Combination:
Mysidian Rabbit -- Restores small amount of HP to party.
- Chocobo / Chocobo / Chocobo:
Chocobo Stampede -- Sends in a stampede of chocobos to deal damage to all enemies.
- Diamond / Diamond / Diamond:
Prismatic Flash -- Deals moderate damage to all enemies.
- Airship / Airship / Airship:
Dive Bomb -- Deals heavy damage to all enemies.
- BAR / BAR / BAR:
Summon Esper -- A random Esper is summoned.

- Dragon / Dragon / Dragon:
Mega Flare -- Summons Bahamut.
- 7 / 7 / BAR:
Joker's Death -- Instant death to all party members. Game over.
- 7 / 7 / 7:
Joker's Death -- Instant death to all enemies.

Setzer's Slots have a degree of randomness to them, though with careful timing, can be mastered to pull off the attacks that you want. Personally, I suck at doing these slots, so I don't really bother with Setzer. However, the attacks attributed with Slots are not half bad. Dive Bomb deals excellent damage to all enemies. And who can really argue with Summon Esper and Mega Flare at NO MP cost? Of course, you always run the risk of killing your entire party instantly with Joker's Death. Setzer's a gambler though, through and through.

In terms of stats, Setzer is fairly average. His stats aren't helped much by the fact that he can only equip cards, dice, and darts as weapons. His attack power won't be a significant factor, though he can a moderately powerful spellcaster. I like Setzer for his personality (and his awesome theme music), though his usefulness in battle is questionable.

Mog ~

"A moogles who speaks the words of men, and can summon the earth's power through his dance..."

Ability:

Dance -- Dances are essentially a terrain-based moveset of four possible moves. Learning Dances requires Mog to fight on the terrain of the respective Dance. Dances will always succeed if the terrain of the Dance corresponds with the current terrain, but Dances have a chance of failing if the terrain of the Dance differs from the current terrain. Once activated, you lose control over Mog until he is killed and revived or the battle is won.

- Plains:
Wind Rhapsody -- Calls upon the power of the wind to attack enemies and heal allies.
- Desert:
Desert Lullaby -- Calls upon the power of the desert to attack enemies and cast Hastega on allies.
- Mountains:
Earth Blues -- Calls upon the power of the earth to attack enemies and heal allies.
- Caverns:
Twilight Requiem -- Calls upon the power of darkness to attack enemies.
- Forest:

Forest Nocturne -- Calls upon the power of the forest to attack enemies and cure allies' status ailments.

- Infrastructure/Towns:

Love Serenade -- Calls upon the power of love to attack enemies and cure allies' status ailments.

- Underwater:

Water Harmony -- Call upon the power of the sea to heal allies and cure them of status ailments.

- Tundra:

Snowman Rondo -- Calls upon the power of winter to attack enemies and heal allies.

To tell the truth, Mog's Dances aren't very useful. The abilities attributed with each dance are nothing special and many don't even work on stronger enemies and bosses. They are very much a novelty ability that can be fun to play around with, but certainly nothing to fight a tough battle on.

Where Mog excels however, is in his defense stat, which has the highest raw value among every other unit. To further augment defense, Mog can equip the best armor in the game, making him the best tank (which is ironic considering how small and cuddly he is) in the game. Both his strength and magic power are above-average, meaning he can be an effective spellcaster and fighter on the battlefield. Plus, Mog is the only character capable of equipping the Molulu's Charm, so he will probably be a staple member for that reason alone.

Strago Magus ~

"An elderly gentleman who has spent his whole life pursuing the secrets of monsters..."

Ability:

Lore -- Strago can learn certain attacks from monsters he encounters just by being the target of such attacks. All Lores cost MP, so consider Lores to be a secondary Magic category.

- Doom:

Dooms an enemy to be Ko'd in twenty seconds. MP Cost = 20

- Aqua Breath:

Engulfs enemies in a stream of bubbles, dealing both wind and water damage. MP Cost = 22

- Mighty Guard:

Casts Protect and Shell on all allies. MP Cost = 80

- Lv.5 Death:

Casts Death on enemies whose levels are divisible by 5. MP Cost = 22

- Reflect ???:

Inflicts various status ailments on enemies protected by Reflect. MP Cost = 0

- Force Field:

Constructs a magic barrier that negates damage of a random element. MP Cost = 24

- Transfusion:

Fully heals an ally at the cost of the caster's own life and all MP. MP Cost = 1

- Quasar:

- Calls down debris from outer space, dealing massive damage to all enemies. MP Cost = 50
- Roulette:
 - Spins a roulette wheel that KO's the enemy or ally on which it stops. MP Cost = 10
- Aero:
 - Creates a crushing gravitational vortex around enemies. MP Cost = 41
- Revenge Blast:
 - Deals damage to an enemy equal to the caster's current amount of HP loss. MP Cost = 31
- Lv.4 Flare:
 - Casts Flare on enemies whose levels are divisible by 4. MP Cost = 42
- Lv.? Holy:
 - Casts Holy on enemies whose levels are divisible by ? (the last digit of gil amount). MP Cost = 50
- Dischord:
 - Unleashes sound waves of a special frequency that halves an enemy's level. MP Cost: 68
- Rippler:
 - Exchanges an enemy's status effects with those of the caster. MP Cost = 66
- Grand Delta:
 - Creates a triangular energy field that deals massive damage to all enemies. MP Cost = 64
- Tsunami:
 - Deluges enemies with a powerful tidal wave. MP Cost = 30
- 1000 Needles:
 - Shoots tiny needles at an enemy, dealing 1000 damage. MP Cost = 50
- White Wind:
 - Restores all allies' HP by an amount equal to the caster's current HP. MP Cost = 45
- Lv.3 Confuse:
 - Casts Confuse on enemies whose levels are divisible by 3. MP Cost = 28
- Traveler:
 - Deals damage to an enemy equal to 1/32 of the party's total steps taken. MP Cost = 41
- Bad Breath:
 - Spews foul breath that inflicts various status ailments on enemies. MP Cost = 32
- Stone:
 - Throws stones at enemies, dealing damage and inflicting confusion. MP Cost = 22
- Self-Destruct:
 - Deals damage to an enemy at the cost of the caster's own life. MP Cost = 1

Strago is the blue mage of Final Fantasy VI, and his list of spells is huge! Some of them can be very effective, such as White Wind, which can be a great healing spell if used when Strago's HP is fairly high. Mighty Guard is an excellent buff spell, and all the Lv.? spells can be abused if you plan them out right.

However, Strago's stats leave much to be desired. At best, he's a mediocre spellcaster - he can do the job, but there are other units who can dish out more damage. Many of the Lores have ridiculously high MP costs, such as Mighty Guard (at 80 MP), which I previously

lauded for being such a great buff. Of course, this can easily be remedied through a Gold Hairpin or Celestriad relic.

Relm Arrowny ~

"In her pictures, she captures everything: forests, water, light... the very essence of the things she paints..."

Ability:

Sketch -- When Sketch is used, Relm will attempt to draw a copy of the selected enemy. If successful, then she can use an attack against the enemy.

The general consensus on Sketch is that it's absolutely useless. The only thing it can potentially be useful for is learning Lores - apart from that though, it's really too much trouble to be effectively used offensively.

Despite that, Relm is an amazing unit due to her raw magic power, which surpasses that of every other unit. She is the ideal spellcaster, with her high magic power and magic resistance, though her strength and defense are comparatively low. That's to be expected from the most powerful spellcaster in the game. Equip her with a Hero's Ring and Celestriad and you'll have yourself an unstoppable mage, at eight years old...

However, precautions should be taken to buff up her ridiculously low defenses. She can't brave through too much punishment, so make she's protected. Her physical attack is pathetic, so don't even bother with that.

Umaro ~

"A yeti with a love for bone carvings. Stronger than a gigas... but a bit unruly."

I still don't really see a point to this yeti creature. Umaro is constantly in berserk status, meaning you have no control over him. He just attacks the enemy relentlessly with physical attacks. If the Berserker Ring is equipped, he may occasionally pick up and "toss" an ally at the enemy for greater damage. If the Blizzard Orb is equipped, Umaro may sometimes switch things up a bit and cast Snowstorm.

Umaro cannot equip any other weapons except for his starting equipment, and he won't wear any armor either. He's naturally absorbs ice and resistant to fire.

Really, I don't think I need to explain much more. Umaro is a unit who you have no control over, deals mediocre damage in comparison to other units, and talks like a caveman (though he's a yeti).

Gogo ~

"A man shrouded in strange clothing... Or perhaps a woman? Perhaps not even human at all..."

Ability:

Mimic -- Using this command causes Gogo to "mimic" the action of the previous unit (on your team). If it's an action that cannot

possibly be mimicked due to limitations, then Gogo will default to a standard attack.

It's well worth it to attain Gogo because of its ability to copy three abilities of your choice. You can have Gogo using Blitz, Tools, Steal, etc. The only limitations are that Gogo cannot use Morph (clearly, it's not some half-Esper like Terra) and Leap (since it isn't a feral youth with funky green hair). Of course, in order to use Bushido and Runic, Gogo must have the proper equipment for the job.

Gogo's versatility, however, is hindered by its inability to equip Espers. Rather, its Magic ability is determined by what magic spells the other units in the current party know at the time, meaning Gogo can cast every spell that the other three units can. It cannot learn magic on his own. Because it can't equip Espers, it cannot attain the status bonuses. Therefore, Gogo's stats cannot be augmented.

```
*=====*
+-----+
                    5. Walkthrough                    [5000]
+-----+
*=====*
```

The big wall of text you see below is the walkthrough. I'd suggest you follow my steps to the word, but don't feel like you have to do EVERYTHING I say. Some of the quests are optional. With regards to the World of Ruin for example, many of the quests are not required to beat the game. This walkthrough will assume that you want to 100% the game (as in collecting every single character, esper, and relic).

Yeah, there are spoilers in this walkthrough.

```
[=====]
                    5.1. The Esper ~~~~~ [5100]
[=====]
```

"That's treasure hunter!"

After watching the rather lengthy introduction, you'll witness a scene between two of the Empire's Magitek soldiers (Wedge and Biggs) and a captured "witch" by the name of Terra. The soldiers, with the help of the slave crown on Terra's head, are in the process of tracking down a magical Esper that has been rumored to reside somewhere around Narshe.

```
-----|-----
                    Narshe                    |-----
                    ~~~~~
```

Once the opening credits are over, you'll take control of the two soldiers and Terra at the gates of Narshe. Because the Magitek armor is so massive, you can't really enter any buildings or step into any tight alleyways. Proceed north until you reach the Inn. Try to continue and you'll be stopped by a few Narshe guards. Just have Biggs and Wedge use whatever while having Terra use Magitek Missile (all of these attacks are under the Magitek tab). The Narshe guards should be no problem to defeat. Continue northward and you'll be stopped yet again. Enter battle, wipe the floor with the Narshe guards again, and continue. Repeat this process, and make your way through town until you reach the Narshe Mines.

----| Narshe Mines |----
~~~~~

Be aware that there are random encounters in the mines. You can choose to run from them if you want, but the monsters themselves aren't too tough to defeat (especially with powerful Magitek skills). First off, head north and you'll notice a flashing blue dot to the left. This is a save point. Use it to save your game. Later on when you acquire items like Tents or Sleeping Bags that recover your HP/MP at save points, you can use save points as a resting spot.

Following that, continue north until you come to a wall. One of the soldiers will knock it down, creating a path. Upon trying to break through, a guard will unleash Ymir.

BOSS : YMIR ~

O-----O

Ymir is the first boss you'll meet in Final Fantasy VI. Being so, it doesn't really put up much of a fight. Make sure that you attack only the head. Hit the shell and Ymir will counter attack with a rather devastating blow. Put bluntly, just make sure that you hit ONLY the head! Ymir will occasionally retract its head back into its shell (it'll let out an obnoxious "Grawwk" before it does so). Avoid stacking your attacks and you'll avoid accidentally hitting the shell when that happens. Don't worry about Ymir's own attacks. It is capable of using Slime, which slows down a target. Really though, the only way you can lose this fight is if you get hit with a counterattack.

Defeating Ymir will clear the path ahead. Continue (there won't be any more guards to bother you past that point) and you'll finally come across the Esper. Before Wedge and Biggs can examine it, the Esper begins to resonate. In the process, the two soldiers are killed instantly and Terra is knocked unconscious.

Later, Terra will wake up in a cottage. An old man by the name of Arvis will appear and remove the slave crown. At this point, you'll have the opportunity to name the character. Get used to this as you'll have to name every new character that will hold a position in your party. Anyway, I'll refer to her as Terra, but feel free to use whatever you feel like.

Outside, some of Narshe's guard dogs will attempt to enter the house to apprehend Terra. Before you follow Arvis to the back door and leave the cottage, check the guy's clock for an Elixir. Once you're outside, head west across a wooden bridge. Below, some Narshe guards will notice you. Continue and go through the cave entrance at the end. Again, random encounters are a danger in this area. Most shouldn't pose a problem though as you can probably kill them in a single hit. Remember, Terra can use Cure to heal HP if it gets too low.

Follow the path to the northwest and ascend the steps. There will be a save point here that you can use. A bit past that, you'll notice a chest on a ledge. This one contains a Phoenix Down.

\* NOTE: Though this chest holds a Phoenix Down at the moment, if you wait for the world to transform later in the game, the contents will change into an Elixir. There are a number of chests strewn throughout the World of Balance that also abide by this. I'll notify you whenever a chest will re-appear in the World of Ruin.



white dot. Figaro is to the southwest. Follow the path through the mountains and continue until you hit the edge of a desert. In the center, you'll find Figaro Castle in all its glory.

```
-----|           Figaro Castle           |-----  
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

A guard will stop you at the entrance before letting you proceed. Ignore the stairs to the left and right in the first room and just go straight until you reach the throne room. Speak with Edgar, the young king of Figaro, and Locke will introduce Terra to him. You'll notice right away that our pal Edgar has quite an affliction with women. Locke and Edgar will leave the room, allowing you some time to explore the castle. Head down and leave the throne room. To your left and right are two doorways. Go through either of them to find a chest containing a Phoenix Down. The middle staircase only leads to the top of the castle so ignore it for now. Return to the middle room and head down again. You'll see two doors to the left and right leading to two separate Item Shops. One sells regular use items and the other sells some Tools for Edgar.

#### Figaro Tool Shop

@=====

- + Auto Crossbow -- Strikes all enemies with crossbow bolts.  
Cost: 250 Gil  
Equip: Edgar
- + Noiseblaster -- Confuses all enemies with a blast of sound.  
Cost: 500 Gil  
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.  
Cost: 750 Gil  
Equip: Edgar

I'd suggest you purchase all of the Tools. They're all very useful in battle. You can also obtain a Potion, Antidote, and a Gold Needle from the chests inside the shops. Ethers aren't worth buying now (at 1500 Gil apiece, ouch), but buy some Potions and pick up a few Phoenix Downs for emergencies. Once you're done, head back to the middle room and go through the south door. Back outside, go through the door on the left. You can rest in the castle inn for free if you want. Head down the steps and through the door. You're now back outside. Go a bit to the left and enter the west tower. Speak with the High Priestess and she'll tell you a bit about Edgar's past and his twin brother. Watch the flashback; it'll introduce you to Sabin, who ran away before Edgar took the throne.

Once that's done, return to the throne room to find Edgar again. A guard will appear to notify Edgar that someone from the Empire has arrived. Our favorite clown, Kefka, will appear to make some trouble. As Edgar, speak with Kefka's two soldiers and then to him. Kefka is in the process of locating a girl "of no importance" who has allegedly fled to Figaro. Kefka leaves soon afterwards.

Head back up toward the throne room and speak with Locke. Terra will appear and Locke will bring her to the east tower. Follow him down and enter the tower. Locke will explain to Terra the position Figaro is taking against the Empire and the Returners, a resistance movement against the Empire. Locke will leave afterwards. Later that night, Edgar will wake up to the smell of smoke. Kefka has torched the entire castle as a token of vengeance. Man, you got to love that guy! Head toward the throne room and speak with the guard.





- Equip: Terra, Edgar, Celes
- + Noiseblaster -- Confuses all enemies with a blast of sound.  
Cost: 500 Gil  
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.  
Cost: 750 Gil  
Equip: Edgar

You might want to buy a Mythril Knife for Locke and Great Swords for the rest of the party. However, don't feel obligated to. I don't know about you but at this point, I was rolling in the Gil.

#### South Figaro Armor Shop

@=====

- + Buckler -- Light and simple shield.  
Cost: 200 Gil  
Equip: All
- + Heavy Shield -- Large, sturdy shield made of steel.  
Cost: 400 Gil  
Equip: Terra, Locke, Edgar, Cyan, Celes
- + Hairband -- Female's hairband.  
Cost: 150 Gil  
Equip: Terra, Celes, Relm
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.  
Cost: 250 Gil  
Equip: All
- + Cotton Robe -- Multilayered cotton robe.  
Cost: 200 Gil  
Equip: Terra, Celes, Relm, Gogo
- + Kenpo Gi -- Martial arts uniform that offers excellent mobility.  
Cost: 250 Gil  
Equip: Locke, Sabin, Shadow, Gau

New clothes aren't necessary at this point. However, feel free to purchase some Heavy Shields for your team. The extra defense bonus can help out in battles to come. Now, if you enter the relic shop, you'll find a merchant who will show you his amazing speed skills. Mog will show up to introduce the relics system to you.

#### South Figaro Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.  
Cost: 1500 Gil
- + Silver Spectacles -- Prevents darkness.  
Cost: 500 Gil
- + Star Pendant -- Prevents poison.  
Cost: 500 Gil
- + Jeweled Ring -- Prevents petrification.  
Cost: 1000 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.  
Cost: 1000 Gil

Relics aren't really too important at this point. Not only that, but they're pretty damn expensive. Don't worry about buying anything at this point. If you want, stay at the inn for 80 Gil. If you head down to the Pub, you can find Shadow and his dog, Interceptor at the table. Edgar recognizes him and tries to steer away from any trouble.

The last spot you want to visit is the rich guy's house at the north end of town. The entrance to his mansion is directly north of the relic shop. Head

inside and speak with the lady if you want. Head upstairs and go through the first door you see. The lady in here will complain about a nasty draft that seems to come from nowhere.

If you go behind the bookcase, you'll notice a hidden staircase leading down. Follow this hidden path down to the basement. At the south end, you'll arrive at three doors. The middle door holds a save point and the door on the far right contains a bunch of chests with Gil. Before you go upstairs, head back to the "\_|\_" (No, that's not a butt) portion of the hallway. From the middle path, move as far down as you can. Now, walk to the right and you'll notice another hidden staircase here as well.

You'll arrive in a jail of some sort. Who knows what goes on in here? Regardless, snag the Hyper Wrist and Hermes Sandals. Equip the relics on whoever you want. Backtrack through the basement and out of the house. There is nothing else to do in South Figaro. Leave the town and head northeast. You should come across a solitary house with a blue roof. This is Duncan's Cabin.

```
-----|          Duncan's Cabin          |=-----  
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

Head inside the house and Edgar will smell (?) something. Check the bucket next to the stove for a Potion. Inspect the various items in the house and Edgar will remark at some of them. Yes, Sabin has been here, training under the master Duncan. Feel free to sleep in one of the empty beds. Leave the house to find an old man outside who was probably stalking you. He'll tell you that the inhabitant of this house went up into Mt. Kolts a couple of days ago.

The aforementioned locale can be reached by heading east.

```
-----|          Mt. Kolts          |=-----  
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```

Note that the random encounters up here won't be such a pushover. The Gorgias can deal some heavy damage with their Gore attacks. Make sure that your units are up at full health to avoid getting killed. Triliums can poison you, so Terra's Poisons skill really helps.

Head on up and enter the cave you see. Follow the path through this small cavern and leave through the opening at the other end. Back outside, you'll notice another cave opening to your immediate right. Head through and you should arrive at a wooden bridge. Don't cross it just yet though. Instead, move over to the right of it to find a slightly hidden path along the side of the chasm. The path will lead you to a chest containing a Gigas Glove. Now, return to the first wooden bridge you ignored and cross it to the other side. Exit through the opening and you'll notice a shadowy figure scaling along the upper side of the path. Follow him around to the other side of the mountain.

Go through the first cave opening all the way to find a chest containing a Tent. Return to the outside cliff again and head on through the second cave opening. Cross the wooden bridges inside and leave through the cave opening at the other end. Head up along the grassy side of the cliff and cross the rope bridge. The cave here has a save point inside; use a Tent if your units are in dire need of healing. Leave the cave through the other side and continue along the side of the mountain. The path will spiral down all the

way to a cave. And blocking your path is some ugly, green-haired punk. Heal yourself before speaking with him because he'll engage you.

BOSS : VARGAS ~

O-----O

The first thing you'll want to do would be to eliminate his two Ipoohs. Simply have Terra rip them apart with her Fire spell and let Edgar use Auto Crossbow every turn. Locke is pretty much useless in this fight. Try to do this quickly because Vargas will be constantly laying down damaging attacks. Don't hesitate to heal with Cure or whatever Potions you have. Once the Ipoohs are taken care of, concentrate all attacks on Vargas himself. At this point, try to keep your units' HP above 75 at all times to avoid being KO'd in a single turn. Hold out until Sabin arrives and just let loose until a prompt explaining Blitzes comes up. Just pull off Raging Fist once to bring down Vargas.

After a bit of a reunion between brothers, Sabin'll agree to help your team out against the Empire. For now, just go through the cave that Vargas was previously blocking and snag the Tent from the chest. Leave the cave to finally finish with Mt. Kolts.

[-----]

5.2. Banon of the Returners ~~~~~ [5200]

[-----]

"Wait he says. Do I look like a waiter?"

Head north until you notice an entrance in the side of the mountain. Head inside this cave to arrive at the Returner Hideout.

---| Returner Hideout |---  
~~~~~

Step up to the guard - he'll immediately recognize Edgar and lead you to a door. Go through to find a save point (use it of course) and a bearded man by the name of Banon. After a rather long-winded (and cheesy, to say the least) conversation between the five, everyone decides to take a rest. When Terra wakes up, you'll notice that Locke is standing nearby. Speak with him and he will tell you that the Empire stole something very important from him.

When the conversation ends, open up the nearby chest for a Phoenix Down. Obviously, morals aren't too high on your list if you're stealing from the good guys. Leave the room, head down the steps into the galley area, and check the pot near Sabin to find a Green Cherry (yay, more pillaging!). Head up and into the room where you met Banon for the first time. Open the chest there for a Hi-Potion. Return to the last room and go over to the upper-left area of the hideout. Head through the doorway there and you'll arrive at three more chests containing an Air Knife, Phoenix Down, and a Knight's Code. Check the bucket nearby for an Antidote.

Before you go, there's one more chest that is quite well-hidden. Notice the crates in the room. Have Terra stand to the right of the pile of crates and go straight down. Then, move to the right until you can't move any further. Move down, right, down, and right again through this hidden pathway to arrive at the chest. Open it for a White Cape. Now, return to the main room and speak to the guard at the entrance. If he doesn't mention Banon, then make sure that you speak with Sabin and Edgar and then return to him.

Leave the hideout and speak with Banon outside. Banon will ask if you will assist in the Returner's cause. Now, here's where you can do a little bit of manipulation. If you say yes, then you'll be given the Gauntlet relic. However, if you say no three times, then you can pick up a much more valuable Genji Glove relic. If you opted for the Gauntlet, Banon will give it to you right then and there. If you said no three times, then you'll head back inside while an injured soldier will stumble in. He'll mention South Figaro and pass out. Locke will agree to head back to South Figaro while Banon and the others take a raft to Narshe. One of the guards will give you the Genji Glove.

```
-----|          Lethe River          |=-----  
          ♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪
```

Make sure that everyone is at full health before jumping onto the raft. Also, consider putting Banon in the back row. You cannot allow Banon to die during the raft ride or it's all over for you. Once you're on the raft, you have minimal control. The only times you really have to do anything is at two forks in the river. Along the way, you'll encounter some rather annoying water monsters. Keep in mind that all of them are weak to fire. During every battle, you should just have Edgar using Auto Crossbow, Sabin using Raging Fist, and Terra attacking (or using magic). Leave Banon to just use Pray (it heals the entire party).

At the first fork, choose to go left and you'll eventually find yourself in a cave. The party will stop at a rather conveniently placed save point along the way. Use the opportunity to re-equip or revive any units that happened to fall along the way. When you're ready to proceed, jump back on the raft and you'll continue. At the following split, choose to go left and you'll arrive at yet another save point. Do with it what you will and continue down the river. Eventually, you'll come across a little purple octopus.

BOSS : ULTROS ~
O-----O

Ultros is a real pain to defeat. His Tentacle attack deals heavy damage to the character it hits. Ultros is weak to Fire - have Terra use that spell every turn until she runs out of MP. Let Edgar fire away with Auto Crossbow. Sabin can just use Raging Fist over and over again while Banon just sits in the back, using Pray. It's very important that you revive any units fallen to Tentacle immediately. When there's no need for Banon's Pray, just have him defend. Keep him alive during this battle (because if you don't... well it's kinda game over). Eventually, Ultros will fall back in the water.

After the battle, Sabin will feel heroic and try to take on Ultros himself. He'll jump in the water and fly right out into some unknown direction. Hmm, the other party members don't seem to be making too much of that. At this point, the game splits into three separate scenarios. You can complete them in any order really. I personally chose to start with Terra, Edgar, and Banon's scenario first...

--- TERRA / EDGAR / BANON SCENARIO ---

... The three of them are still heading down the river. You'll face a few more water monsters before finally landing in the area outside Narshe. Walk around the lake and enter the town. Attempt to head in and you'll be stopped by some guards, recognizing Terra as an Imperial operative. Who didn't see that one coming?

Remember the secret passage Locke used in the beginning of the game? Yeah, head over to the left and find the indent in the rock wall. Edgar will tinker with it a little bit and the path will appear. Follow the path inside to a doorway leading back outside. The monsters haven't changed since the beginning of the game - you should have no trouble dispatching them.

Out here, continue along the path leading west up a few wooden steps. Go through the doorway at the top of the incline. Walk up through the next room and you'll come to a puzzle of some sort. Basically, the light denotes the path through the maze. Memorize it and follow it exactly to get through without any trouble.

```

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```

The arrows represent the path that the light takes. Just follow the path touching each intersection only ONE time. That means that you can't backtrack or anything. Should you screw up, you'll be thrust into a battle against some pesky Darkside monsters.

In the next room, follow the path until you reach a doorway. This leads back to the site of your first multi-party battle with the moogles. Go through and walk through the battlefield. At the end, you'll find a bunch of moogles having a party or something. Anyway, continue until you reach a chest. Inside is a Rune Blade. Note that if you wait until the World of Ruin to open the chest, the Rune Blade will turn into a Ribbon, which is much more useful. Go through the opening nearby and follow the path southeast. Again, ignore the chests because their contents will change in the World of Ruin. Save your game at the save point when you reach it. From here, make your way to the cave exit. Back outside, head east and walk into the back of Arvis's house. Once you meet up with him, the scenario will end.

--- LOCKE SCENARIO ---

It seem that Locke has gotten himself into quite a situation. A guard will chase him behind a house before giving up and leaving. Once you regain control, head south and up the steps into the Item Shop. Buy some items if you're in dire need of them. Speak with the merchant next to the clock and he'll recognize you as a famous thief. Somehow, that offends Locke and the two engage in a heated battle. Now, just use Locke's Steal command until you manage to swipe him of his clothes.

Leave the Item Shop and head back down the first set of steps. Go through the door on this ledge. Once inside, go downstairs and speak with the boy. Seeing that you're a merchant, he'll let you through. Leave through the door here and find the stairs onto the wall surrounding the town. Once up there, move to the left until you run into a green soldier. Speak with him and he'll engage you. Again, use Locke's Steal to steal his soldier clothes. Now with your new disguise, go back down the steps to the ground. Backtrack to the

door you exited out of and head west. Speak with the soldier blocking your path and he'll leave.

Now, make your way southeast past the Inn entrance and head into the Pub. Once inside, go down the right set of steps and speak with the merchant down here. He'll assume that you've come to steal his cider. When the fight starts, just use Steal on him until you manage to get his clothes. You'll also be able to take the cider on the table too. Return to the house with the little boy and speak with the cider drinker upstairs. He'll reward you with a tip about a secret passage from the mansion at the north end of town. Head back downstairs and speak with the kid again. When he asks for a password, select the 'Courage' option. He will then open up a secret entrance for you. Secret passages - yeah, this kind of stuff is right up Locke's alley.

Once you arrive at the mansion, check the nearby clock for an Elixir. Head upstairs now and enter the first floor of the mansion itself. From here, go to the second floor and enter the first door in the hallway. Behind the bookcase is a hidden staircase (you've taken it before if you recall). Descend it and proceed until you're asked whether or not you'd like to change your disguise. It really doesn't matter either way, so pick whatever floats your boat. Head to the right and check the first door. Inside is Celes, who's currently being interrogated by Imperial soldiers.

The guard charged with guarding Celes will fall asleep on the job as one would typically expect. As Locke, sneak in and speak with Celes. She'll agree to come with you. Before you leave, snag the clock key from the sleeping guard. Once you're back in the hallway, walk over to the right and enter the last door. In here, check the clock at the back of the room to reveal a secret passage. Go through the opening and head down the hallway. Be careful - there are random encounters here.

At the first fork, take the south path to find a chest containing Iron Armor. Return to the split and head east. You'll notice two more chests beyond a wall up ahead. You can reach those by heading north and around. Open them for a Great Sword and Heavy Shield. Now, in order to proceed, you'll need to find a hidden path along the south wall. Backtrack to the area where you were separated from the two chests by a wall and try to walk into the south wall there.

Once you're "inside" the wall, walk south as you attempt to find another split that leads left. Eventually, you'll find a "hidden" path inside a hidden path that branches off. It'll lead to a staircase that you should descend. Down in the basement, check the nearby chest for an X-Potion. Now, from that chest, step down into the wall and check for a hidden chest. You'll unearth a Ribbon, one of the most useful relics in the game. Equip it and head back upstairs.

Backtrack through the hidden path and head south. Ignore the first path to the right and continue until you reach a split. Go left for an Earring. Then, head to the right to find a staircase. It'll lead you to a door and freedom! Once you're out of South Figaro, make your way northwest to the South Figaro Cave.

You probably remember this cave from earlier in the game. That time, you came from Narshe all the way down to South Figaro. The cave is still set up the same way. If you haven't picked out the treasures from the chests before, they would have changed. However, note that if you wait until the second half of the game, the contents of the chests will be even more valuable. Anyway, make your way through the first two rooms. At the split, head east (west leads to a chest) and up along the path to an opening in the wall. Go through the one on the right to reach the exit end of the cave. Here, drink from the spring to heal your HP/MP before attempting to leave...

BOSS : TUNNEL ARMOR ~

O-----O

There's a very easy way to dispatch this boss without much of a problem. Tunnel Armor relies on its arsenal of magic spells. With Runic (Celes), you can effectively negate any magic spell it uses on you. Simply have Celes use the aforementioned skill while Locke attacks. However, it'd be a good idea to keep your units' HP up - Tunnel Armor is still capable of physically attacking your units, not to mention that Drill is a particularly damaging attack.

Defeating Tunnel Armor marks the end of Locke's journey at this point. From here, they can head to Narshe and meet up with Arvis and the others.

--- SABIN SCENARIO ---

Sabin's scenario is ridiculously long, but it has one of my personal favorite segments of the game in it (which entails the awesomeness of the Phantom Train, a freaking train who freaking fights you).

He'll begin washed up next to a cottage. Here, you'll find Shadow and his dog by a well. There may also be an Imperial merchant on a chocobo. If you want, you can talk to him to purchase some useful items. Don't worry if he isn't there, he'll appear again and again. About Shadow, you can recruit him. Do just that and enter the house if you'd like. There's a crazy man inside who's quite amusing (hint: check the stove for some interesting dialogue). Anyway, before you leave, make sure you purchase some Shurikens (from the merchant) specifically for Shadow.

Back on the overworld, head in a generally southeast direction. You'll pass through a forest along the way. From here, just go south until you find an iron bridge next to a small patch of desert. Walk into it and you'll stumble upon the Imperial Camp.

====|
----- Imperial Camp -----|====
~~~~~

As soon as you enter, Sabin will note that there are a lot of Imperial soldiers hanging around (no really?). You'll happen to catch a conversation between two bumbling soldiers that concerns General Leo. Along with that, it would appear that these soldiers are about to begin an assault. The scene shifts to Doma Castle, where a warrior by the name of Cyan emerges to counter the Imperial offensive. Approach the Imperial commander and you'll enter battle. This battle is simple - just repeatedly use Fang through the Bushido command ("1" on the line) until the commander falls. With that, the remaining soldiers will retreat.

Once you regain control of Sabin and Shadow inside the camp, head on in. Don't worry about the soldiers nearby because as long as you don't interact with them, they won't try to kill you or anything. Anyway, enter the tent on the right and attempt to open the chest. Kick it and the stupid dog outside will try to stop you. Once they're taken care of, open the chest for a Star Pendant. Head further south into the center of the base where you'll see a scene General Leo. Once he heads back inside his tent, attempt to intrude in. Kefka will appear to cause some trouble. His plan is to poison the water supply to kill the Domans.

As Kefka approaches, you'll engage him in a battle. Attack him once and he'll run off. Chase after him, but don't engage him just yet. Instead, check the





over to the next. Enter this next car through the door next to the ladder. Move a few steps in and a ghost will appear to block the door you came from. Speak to it and defeat it in battle to free up the doorway.

Back outside, a whole gang of ghosts will attempt to swarm you. Only way out is up! Quickly climb up the ladder and walk over to its front end. With a good jump, the entire party manages to cross a few cars before landing outside another one. Enter the car here and hit the switch inside to detach the cars to the rear. Now, go back inside the car and hit the switch again to open up the wall. Use the save point here and make your way to the other end of the car.

The next car is the dining car. Sit at the middle table, and you can request food to replenish HP/MP (wow, great service!). Whenever you need the healing, you can return here anytime. As for now, continue to the next car by leaving the same way you came in and walking along the side of the dining car. Also, if you enter the dining car from the other side, you will find a chest containing an Earring.

Here on the next train, you'll notice two doors. Enter the first one and attempt to open the chest, only to have that lovable guy, Siegfried, to come and steal your treasure. He will even fight you in the process. Brave through his rather weak attacks, and he'll flee. Once he's out of the way, leave the room and leave the car through the other side. Ignore the second door because there's nothing inside.

The next car is similar to the last. There's nothing of interest inside the first room. Inside the second room though, you'll hit the jackpot with four chests. Note that the left-most chest, which contains a Hyper Wrist, is a monster-in-a-box! Defeat the Apparition by having Sabin use Raging Fist, Cyan use Fang, and Shadow throwing Shurikens. The other chests hold two Phoenix Downs and a Sniper Eye.

Now, leave this car through the left exit. The next car houses a save point and nothing else. Use it and proceed to the locomotive. Enter the engine room and hit the first and third switches. Then, go outside, climb on top of the locomotive, and hit the switch on the smokestack. This combination will end up stopping the Phantom Train... but it won't go down without a fight.

BOSS : PHANTOM TRAIN ~

O-----O

The Phantom Train has a few dangerous attacks. Acid Rain is a pretty devastating attack that deals 100+ HP damage to all party members. Be especially careful of the Diabolic Whistle, which can inflict a random status ailment on its target. Be sure to heal whenever your units' HP drops too low. It's best to have Cyan to heal because his Fang attack deals the lowest damage between Sabin's Raging Fist and Shadow's Shurikens. However, if Shadow does not have any Shurikens, then have him heal. The actual battle itself isn't too tough. A few rounds of attacks should quickly bring the Phantom Train down. If you want to get it done the easy way though, simply use a Phoenix Down to instantly defeat the Phantom Train.

Following the battle, the Phantom Train agrees to let the party go. As the train stops to let the three of them off, the dead of Doma will come aboard. Among them are Elayne and Owain, Cyan's wife and son.

[=====]

5.3. The Party Reunites ~~~~~ [5300]

[=====]

"These rapids look quite... rapid."

As Sabin, leave the station to find yourself on the other side of the Phantom Forest. Walk down and around the mountain to your east. Then, walk up into Barren Falls.

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-----|                Barren Falls                |-----  
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Head over to the cliff and Shadow will leave the party. Sabin, being the bold fellow that he is, can jump off the cliff into the Veldt. Do just that and you will face a number of Opinicus Fish along the way. Regular attacks should be enough to finish them in a single hit, so don't worry about using Blitzes or Bushido techniques. After facing a few dozen of these vicious fishes, Rhizopas will appear. Use Fang and Raging Fist against it because it's slightly tougher than the other Opinicus Fish.

Wow, that was a long fall! Sabin and Cyan will eventually float out to land, where a young savage by the name of Gau will make his appearance. He's immediately scared off as Sabin awakens though. Anyway, make your way on to the Veldt, a huge expanse of open grassland. Travel east and head for the white dot along the eastern border of the Veldt. This is Mobliz. Along the way, you'll likely encounter Gau after one a random encounter. You can't recruit him yet, so just attack him to make him go away.

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-----|                Mobliz                |-----  
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```

The first thing you'll want to do in Mobliz is check out the various shops. There's plenty of new equipment to upgrade your current party with. The weapon and armor shops are located just west of the inn, which is right in front of you when you enter Mobliz.

Mobliz Weapon Shop

@=====

- + Mythril Knife -- Sturdy adventurer's knife forged from mythril.  
Cost: 300 Gil  
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog, Gogo
- + Mythril Sword -- Simple sword forged from mythril.  
Cost: 450 Gil  
Equip: Terra, Locke, Edgar, Celes
- + Mythril Claws -- Mythril fighting claws.  
Cost: 800 Gil  
Equip: Sabin
- + Kotetsu -- Modest katana designed for ease of use.  
Cost: 800 Gil  
Equip: Cyan

Mobliz Armor Shop

@=====

- + Buckler -- Light and simple shield.  
Cost: 200 Gil  
Equip: All
- + Heavy Shield -- Large, sturdy shield made of steel.  
Cost: 400 Gil

- Equip: Terra, Locke, Edgar, Cyan, Celes
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.  
Cost: 250 Gil  
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.  
Cost: 600 Gil  
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.  
Cost: 800 Gil  
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.  
Cost: 1000 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau

I'd suggest purchasing a Kotetsu for Cyan. There's really no need to purchase Mythril Claws if you're just going to have Sabin rely on his Blitz skills. As for armor, a few Iron Helms will help significantly with defense. Be sure to get Heavy Shields as well for an extra defense boost. Once you're finished shopping, sell off any unneeded equipment. The relic shop is located at the north end of town, next to a cabbage patch.

#### Mobliz Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.  
Cost: 1500 Gil
- + White Cape -- Flowing white cape. Prevents imp and silence.  
Cost: 5000 Gil

Lastly, the item shop is located at the northeast corner of town. Head inside and purchase a Dried Meat for 150 Gil. Then, leave Mobliz and head back out on to the Veldt. Keep fighting random encounters until Gau pops up after a battle. Use the Dried Meat in battle and the kid will join your party. Gau is a very useful unit at this point in the game because of his Rage skills. When you select this skill, Gau will take on the qualities of the selected Rage monster and attack with a moveset depending on the selection. Keep in mind that you lose control of Gau when he's in this state.

Gau mentions a shiny treasure somewhere on Crescent Mountain. Before you go off in search of more adventures though, return to Mobliz and head to the house at the northwest corner, where a kid is running circles around a flower garden. Go inside to find a wounded soldier, who requests that you read a letter for him. Pick up the letter from the desk and make your way to the post office, which is the building in the middle of Mobliz. Speak with the man by the clock and send the letter for 500 Gil. Before you leave, inspect the clock for an Elixir.

Now, head to the inn and hit the sack for the night. Then, return to the home of the wounded soldier to find that another letter has arrived. Again, he will ask you to bring it to him. Head over to the post office again and ask the clerk to send another letter for 500 Gil. Pay up (c'mon, you're doing a good deed here!) and go to any random shop and speak with the shopkeeper (you don't have to purchase anything).

Return to the wounded soldier's house and read him the next letter. Repeat this process of going to the post office and returning to the soldier until at last he realizes that it's been you sending the letters to his girlfriend in his name. As a token of his appreciation, he will reward you with a Tintinnabulum (wow, isn't that a mouthful?), a relic which recovers the wearer's HP with every step.

The next place to head to is Crescent Mountain, which is located southwest of the Veldt. Before you go there though, you might want to take some time to learn some new Rage skills for Gau. Learning them is simple - simply have Gau leap on to an enemy. He will show up later if you keep fighting enemies on the Veldt. When you encounter him, he will automatically rejoin your party. Doing this is completely optional. Anyway, when you're ready, enter the cave to Crescent Mountain.

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-----|          Crescent Mountain          |=-----  
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Good news! There's no random encounters in this place. Anyway, walk forward a bit and Gau will start sniffing around for his shiny thing. Unfortunately, the little savage forgot (just typical) where exactly he put it. Head deeper into the cave, but don't step on to the ledge you come across. Gau will pickpocket Sabin of 500 Gil here. If you're willing to throw away a bit of money for a pretty funny scene, I'd say go for it!

Go further east, across the wooden bridge. Follow the path, and Gau will finally dig up his shiny treasure. It turns out to be one of those old-fashioned underwater breathing contraptions. Again, Sabin decides to make a bold (and incredibly stupid) move. The entire party jumps into the perilous Serpent Trench.

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-----|          Serpent Trench          |=-----  
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For the majority of the journey, your party will be at the mercy of the rapids. However, at two junctions, you will be given the option of picking which direction to go. Choose to go right at both instances to find two chests containing an X-Potion and Green Beret, respectively. In the second cave, you'll have to hit a switch to lower the water level, allowing you to access the opening in the ground. Along the actual rapids, you'll be thrust into battle against various sea creatures. Eventually, your party will drift back to civilization.

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-----|          Nikeah          |=-----  
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This is the last leg of the Sabin scenario (finally!). There are a few points of interest in Nikeah. First off, check the pub and speak with the girl sitting at the counter for the trademark "licentious howler!" scene. There's a bit of... "questionable" dialogue as well.

The various shops of Nikeah are scattered around the marketplace. You can easily recognize the vendors by the signs next to them except for the relic shop, which is run by a kid.

Nikeah Weapon Shop

@=====

- + Mythril Claws -- Mythril fighting claws.  
Cost: 800 Gil  
Equip: Sabin
- + Kotetsu -- Modest katana designed for ease of use.  
Cost: 800 Gil  
Equip: Cyan
- + Mythril Spear -- Simple spear forged from mythril.

Cost: 800 Gil  
Equip: Edgar, Mog

#### Nikeah Armor Shop

@=====

- + Heavy Shield -- Large, sturdy shield made of steel.  
Cost: 400 Gil  
Equip: Terra, Locke, Edgar, Cyan, Celes
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.  
Cost: 250 Gil  
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.  
Cost: 600 Gil  
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.  
Cost: 800 Gil  
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.  
Cost: 1000 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Kenpo Gi -- Martial arts uniform that offers excellent mobility.  
Cost: 250 Gil  
Equip: Locke, Sabin, Shadow, Gau
- + Silk Robe -- Simple, lightweight silken robe.  
Cost: 600 Gil  
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Iron Armor -- Suit of heavy iron armor.  
Cost: 700 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

#### Nikeah Relic Shop

@=====

- + Silver Spectacles -- Silver-rimmed spectacles. Prevents darkness.  
Cost: 500 Gil
- + White Cape -- Flowing white cape. Prevents imp and silence.  
Cost: 5000 Gil
- + Star Pendant -- Star-shaped pendant. Prevents poison.  
Cost: 500 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.  
Cost: 1500 Gil

I wouldn't bother purchasing any weapons. However, do purchase some Iron Armor for the defense boost. Before you continue, you can steal an Elixir by examining the clock in the inn at the north end of town. When you're ready to continue, speak to the guy on the boat and request to leave for South Figaro.

Now, scene shift to Narshe. where the Returners have gathered to plead with the Elder of Narshe for his help. The entire group will reunite at this point, and Locke will deliver some bad news. Already, Kefka's forces have gathered outside of Narshe. And after some incredibly cheesy dialogue, you'll engage in your second multi-party battle. Be sure to save beforehand. Then, talk to Banon to kick off the fight.

You'll have to form three parties between your seven units. If you have any grasp of basic math, you will realize that it's impossible to split seven units into three groups... unless of course you cut someone into three pieces (anyone have a saw?).

It's best just to put all of your strongest units into one party. If you tried to distribute all of your units equally, you'll have three weak groups that

won't be able to fight too effectively. Personally, I'd put Locke, Edgar, Sabin, and Celes into your primary party. Terra and Cyan aren't too effective at this point and Gau is just annoying. Put the remaining units by themselves and stick their groups somewhere safe.

Plop your primary party in the middle of the battlefield and let Kefka's goons come to you. Be sure not to let any enemies slip through! There are a bunch of them, but they aren't tough at all. Just use your strongest attacks (Sabin should have learned Aura Cannon by this time, so use it). Be sure to heal when your HP begins to run low. Endure through the one and a half dozen or so enemy groups, and the path to Kefka will become clear.

Once again, Kefka is so ridiculously easy to defeat, there's no need for a boss strategy. He has an assortment of magic spells that may pose some problems. Luckily, you have Celes on your team. Simply use Runic every turn with her to negate Kefka's magic spells. Kefka can use physical attacks, but he's so pathetically weak that you should not even need to worry about that. Just pound him until he runs away like a little girl.

After the battle, the party returns to the esper. Something odd happens, and Terra starts tripping on something... before turning into an esper herself and flying away. Yikes!

Afterwards, the group decides that some of them must stay behind to protect Narshe from any more potential Imperial attacks. Select the units for the party. I'd suggest bringing Edgar, Sabin, and Locke (having all three will allow you to view some extra cutscenes... Celes also plays a role in the cutscenes, but she doesn't have any huge impact), leaving an empty space because Shadow will show up later and join your party (only if there's an empty slot). However, it's all up to you who you decide to bring along. If you bring Edgar along, be sure to have him lead the party.

Before you leave, note that the shops of Narshe are now open to you since no one is trying to run you out of town anymore. The item shop is located right in the middle of the town. The weapon shop can be found to the item shop's southwest. The armor shop can be found just north of the item shop. Lastly, the relic shop is just north of the weapon shop.

#### Narshe Weapon Shop

@=====

- + Great Sword -- Thick, broad-bladed sword.  
Cost: 800 Gil  
Equip: Terra, Edgar, Celes
- + Mythril Claws -- Mythril fighting claws.  
Cost: 800 Gil  
Equip: Sabin
- + Kotetsu -- Modest katana designed for ease of use.  
Cost: 800 Gil  
Equip: Cyan
- + Mythril Spear -- Simple spear forged from mythril.  
Cost: 800 Gil  
Equip: Edgar, Mog
- + Air Knife -- Knife imbued with the power of wind.  
Cost: 950 Gil  
Equip: Locke, Strago, Relm, Gogo
- + Chain Flail -- Spiked steel ball connected by chain to a handle.  
Cost: 2000 Gil  
Equip: Terra, Celes, Relm, Strago, Gogo
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.  
Cost: 2500 Gil

Equip: Locke

Narshe Armor Shop

@=====

- + Mythril Shield -- Lightweight shield forged from mythril.  
Cost: 1200 Gil  
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.  
Cost: 600 Gil  
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.  
Cost: 800 Gil  
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.  
Cost: 1000 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Silk Robe -- Simple, lightweight silken robe.  
Cost: 600 Gil  
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Iron Armor -- Suit of heavy iron armor.  
Cost: 700 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Narshe Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.  
Cost: 1500 Gil
- + Jeweled Ring -- Prevents petrification.  
Cost: 1000 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.  
Cost: 1500 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.  
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.  
Cost: 700 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.  
Cost: 1000 Gil

Purchase a Moonring Blade for Locke. It's expensive, but the attack boost is worth it. Plus, it has the added bonus of allowing Locke to attack from the back row without any loss in damage. At the armor shop, purchase Mythril Shields to equip on your units. Lastly, I'd suggest you pick up a few Mythril Gloves at the relic shop. They're cheap and can be very useful when the situation arises.

When you're done shopping, head back to Arvis's house and travel south along the ledge's edge. Don't go down the wooden steps into town. At the end of the path is a house. Head inside to find a load of chests just waiting to be opened. You can steal a whopping 5000 Gil here, along with an Earring, Thief's Knife, Reflect Ring, Thief's Bracer (very useful for Locke), and a Hyper Wrist. The locked chest will stay locked, so ignore it.

Lastly, make your way to the Elder's house, which is located at the west end of Narshe, west of the relic shop. Inspect the clock inside to find an Elixir hidden away.

[=====]

5.4. In Search of Terra ~~~~~ [5400]

[=====]



"Were you born on a farm, son?"

Say goodbye to Narshe and begin making your way to Figaro Castle. What? You forgot where Figaro Castle was already? From Narshe, head southwest until you reach a desert. The castle is located right in the middle of it.

You benefit from having Edgar as the head of the party because you'll get a 50% discount at the Figaro Castle stores. The stuff should actually be free, but since King Edgar is such a benevolent person, he'll gladly pay. Anyway, now would be a great time to stock up on restorative items to prepare for the coming journey. Also, check the Tool Shop to find some new Tools in stock. I'd suggest purchasing all of them because they're really useful.

Figaro Tool Shop  
@=====

- + Auto Crossbow -- Strikes all enemies with crossbow bolts.  
Cost: 250 Gil  
Equip: Edgar
- + Noiseblaster -- Confuses all enemies with a blast of sound.  
Cost: 500 Gil  
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.  
Cost: 750 Gil  
Equip: Edgar
- + Flash -- Inflicts darkness on all enemies with a brilliant flash.  
Cost: 1000 Gil  
Equip: Edgar
- + Drill -- Penetrates an enemy's armor to deal severe damage.  
Cost: 3000 Gil  
Equip: Edgar

Also note that if both Sabin and Edgar are in your party, you can see a little extra scene. Sabin will wander off and explore the castle. To get him back, just go sleep at the inn. The ensuing cutscene will tell you a bit more about Sabin's history.

Return to the castle entrance and go down the left set of stairs. Speak with the old man standing here, and he will give you the option of going to Kohlingen. You see, Figaro Castle is one of the most technologically advanced castles of its day. It can actually submerge into the ground and move around. Pretty neat, huh? Anyway, unless you have something left to do in Narshe, go to Kohlingen. It's not a permanent move though - you can talk to the man anytime to move again.

Now, leave Figaro Castle and travel north to a small town along the water's edge. Welcome to Kohlingen!

---| Kohlingen |---  
~~~~~

Shadow can be recruited here inside the pub. There will be a small fee of 3000 Gil (to feed his hungry dog). Still, having Shadow in the party is worth it. If you don't happen to have an empty slot in your party, then you obviously can't recruit him at this point. Don't worry, the game progresses the same regardless.

If you ask around, some of the townspeople will tell you of a pretty light that flew through the sky. In fact, the "pretty light" actually trashed a

house along the west side of town!

Anyway, you can go check out the shops in town. They're all bunched together into one general store.

Kohlingen Weapon Shop

@=====

- + Air Knife -- Knife imbued with the power of wind.
Cost: 950 Gil
Equip: Locke, Strago, Relm, Gogo
- + Chain Flail -- Spiked steel ball connected by chain to a handle.
Cost: 2000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.
Cost: 2500 Gil
Equip: Locke
- + Shuriken -- Four-pointed ninja throwing star.
Cost: 30 Gil
Equip: Shadow (use with Throw command)
- + Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Invisibility Scroll -- Grants invisibility when thrown.
Cost: 200 Gil
Equip: Shadow (use with Throw command)

Kohlingen Armor Shop

@=====

- + Mythril Shield -- Lightweight shield forged from mythril.
Cost: 1200 Gil
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.
Cost: 800 Gil
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Iron Helm -- Heavy iron helm.
Cost: 1000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Silk Robe -- Simple, lightweight silken robe.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Iron Armor -- Suit of heavy iron armor.
Cost: 700 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

The scrolls in the weapon shop can be used by Shadow through his Throw command. They're useful, but the price tag is a bit high. I wouldn't buy them in bulk at this point. Of course, Shurikens are still a must. At the armor shop, you might want to pick up a few Twist Headbands. They aren't too great

in terms of defense, but they come with a nice attack boost.

Assuming you have Locke in your party, you can see a few cutscenes. Head to the house at the northwest corner of town first. This is Rachel's house, Locke's love interest, who was killed tragically in an Imperial attack. Before you leave the house, check the clock for an Elixir. Then, head over to the house at the northeast corner of Kohlingen. Head downstairs to find a creepy little man with Rachel's body. After a short scene, you'll regain control. Make your around and enter the same building through the back. There's a chest here containing a Green Beret.

That's pretty much it for Kohlingen. Leave the town and head east and north along the water's edge. Do your best to stay out of the desert because there are some tough monsters there that can really give you a beating. Anyway, following the coast and continue north. Eventually, you'll come to a small building. Head inside and inspect the pot on the left for a Hero's Ring. The man living here is planning on building a huge coliseum where people can duke it out. That'll come into play later in the game. For now, leave and head south back to Kohlingen.

Travel due south from Kohlingen. Again, stay out of the desert! Follow the mountain range along its west side until you reach the end of it. Jidoor is located here.

```
-----|-----  
                Jidoor                |-----  
                ~~~~~
```

Jidoor is a pretty boring town - not going to lie. There's an Auction House here that's not much interest at this point. Owzer's huge mansion can be found at the north end of town. There's nothing interesting there either except for an Ether that can be found inside a pot. Of course, there's always shopping to do!

Jidoor Weapon Shop

@=====

- + Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.
Cost: 1200 Gil
Equip: Cyan
- + Kaiser Knuckles -- Set of spiked knuckles imbued with holy might.
Cost: 1000 Gil
Equip: Sabin
- + Kodachi -- Lightweight ninja sword with a medium-length blade.
Cost: 1200 Gil
Equip: Shadow
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.
Cost: 2500 Gil
Equip: Locke
- + Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Shadow Scroll -- Creates illusionary images of the thrower.
Cost: 400 Gil
Equip: Shadow (use with Throw command)

Definitely purchase a Kodachi for Shadow. Kaiser Knuckles wouldn't be a bad investment either for Sabin. And, if you happen to use Cyan a lot, pick up a Kiku-ichimonji (wow, what a mouthful) for him as well.

Jidoor Armor Shop
@=====

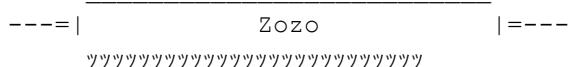
- + Mythril Shield -- Lightweight shield forged from mythril.
Cost: 1200 Gil
Equip: All
- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
- + Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Upgrade all of your units to Mythril Vests. They're cheap and lightweight (they come with a speed bonus, which is nice). Alternatively, you can get a Ninja Gear for Locke if you prefer a greater speed bonus.

Jidoor Relic Shop
@=====

- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.
Cost: 700 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil

Rest up at the inn when you're finished shopping, and purchase some healing items. The next segment of the game will require a healthy supply of Hi-Potions. Afterwards, go to the chocobo stable and rent some chocobos for 250 Gil. Use them to travel north along the east side of the mountain (not the way you came from Kohlingen). At the end is the rather run-down town of Zozo. Dismount the chocobos and enter.



There are random encounters, so make sure you come in prepared. Watch out especially for Veil Dancers. They can cast level 2 magic spells that can easily kill some of your units in a single hit. If you have Celes with you, then Runic would be a good bet. If not, then you'll have to brave through them.

Another thing to note is that all of the people here are filthy liars. Don't

trust a word that comes out of their mouth. Of course, they can still help because you know that the truth is exactly the opposite of what they say.

Begin by heading to the inn, which is a bit to the west and north of the entrance. In here, you'll find a clock that's stopped working. Set the hour as 6:00, set the minutes as 0:10, and set the seconds at 0:00:50. Doing so will open up a secret compartment along the side of this room. Walk in and you'll find a chest containing a Chainsaw for Edgar. The Chainsaw deals very strong damage in battle, and it also has a chance of instantly killing the target.

Leave the inn and check the building on the left for a hidden area underneath it. There's a chest containing a Potion. Now, head south and enter the pub and climb up the steps to the back. Take the door on the right and head up the stairs here to the top. There is a chest here containing an Ether. Now, leave the pub the same way you came in and head south to the relic shop. The clerk here will tell you that he has not seen a girl and there's definitely not a girl on the top floor. Head on up!

Make your way to the top of the tower, through a line of thieves. If you ask around, they'll all tell you different times! Therefore, in order to have figured out that clock puzzle, you'd have to determine what time the liars didn't specify (what a tedious task). Continue climbing up the tower until you reach a door in the side of the building. Inside is a Brigand's Glove. This is a very useful relic for Locke because it allows him to steal while hurting the enemy in the process.

Go back outside and step inside the opening two floors down. Then, look to the window and your party will jump across the gap. Jump over the next gap as well and go through the doorway on the building you land on. Here, ignore the first split to the left and go further up. Follow the path up some stairs. Inspect the pots here to find an Ether and Hi-Potion. Then, exit through the opening at the end of the room, past the clerk.

Climb up the stairs outside and jump through the windows on the right to the building you originally jumped from before. Ascend the next set of stairs and go through the door. Here, climb up the staircases until you reach the exit at the top. Go back outside and head up two flights of stairs. Enter the building through the door here to find a Burning Fist. Equip it on Sabin and continue up the building. Before you talk to the angry-looking dude, be sure your entire party is healed up.

BOSS : DADALUMA ~

O-----O

This dude is pretty easy to defeat. Dadaluma has a few somewhat strong attacks, but most of them won't deal enough damage to significantly hinder your party. The one attack, however, that you do want to watch out for is Dagger. Unless you somehow buffed up your characters to 600+ HP, Dagger is an instant kill attack. Just be prepared to use a Phoenix Down should one of your units fall in that instance. Also note that he'll occasionally summon two Iron Fist goons to assist him. Try to eliminate them as soon as they appear because they can be an annoyance. You should be able to quickly defeat Dadaluma using Edgar's Chainsaw and Sabin's Aura Cannon. Just have everyone else attack normally and heal whenever necessary.

After that joke of a fight, you'll be free to proceed. Enter the door at the top of the building. There are two chests located at the sides of the room. The one on the left contains Hermes Sandals and the other contains an X-Potion. You'll find Terra lying in a bed at the end of the room. Speak to her,

and a cutscene will ensue, dealing with a lot of the backstory behind the War of the Magi and the rift between humans and Espers.

The Esper Ramuh will then turn himself into magicite. You'll also be given magicite for Cait Sith, Siren, and Kirin. Attempt to leave, and you'll find the other party members waiting for you. With that, the entire party descends the tower, and you'll be asked to create a new party. This time, Celes and Locke must be in the party. For the remaining two, I'd suggest Sabin and Edgar just because they're that amazing. Before you leave, talk to the ghost if you want to learn about magicite. If you're already well-versed in the subject, then there's obviously no need to deal with that.

Locke suggests going to Jidoor, where some of the wealthy aristocrats might know a way to infiltrate the Magitek Factory. Leave Zozo and head back south. Enter Jidoor when you reach it and head up north to Owzer's mansion. If you've been here before, you should notice that there's a new figure pacing about madly in the center of the room. Talk to the Impresario, and he'll mistake Celes for a Maria. Hmm. Well, he'll leave and accidentally drop a letter by the door.

Pick it up and you'll be introduced to Setzer, the Wandering Gambler. What's important is the fact that this man is the owner of the world's only airship! Alright, that sets your next destination. Finish whatever business you have remaining in Jidoor and grab another chocobo. This time, head to the south end of the peninsula, where you'll find the Opera House.

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-----|-----  
                Opera House                |-----  
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Speak with the Impresario and he'll recognize your party. Locke comes up with a ingenious plan to protect Maria: they could use Celes in place of Maria! There are some objections (well, just from Celes), but she decides to go through with the plan anyway.

Meanwhile, everyone's favorite purple octopus will show up again. This time, he's concocted a new devilish plan to crash the party.

Watch the beginning of the opera as it plays out. Personally, I think this segment of the game is very well done. Unfortunately, voice acting was not exactly a viable option back in 1994, but you should enjoy the gibberish of the characters anyway. Eventually, you'll gain control of Locke. Leave the seats through the opening in the lower-right corner. Head over to the right side of the lobby and go through the door to the changing room.

The score is on the table if you want to read it. Since you're using a guide though, it's not like you actually have to memorize it. Speak to Celes for a rather scene. Afterwards, take control of Celes and walk out on to the stage through the opening in the next room. To save you the trouble of royally screwing things up, the three lines you have to recite are:

1. O my hero...
2. I'm the darkness...
3. Must my...

After that, a dude (Draco) will walk in. Speak with him and (attempt to) dance with him. You can just follow him around on stage or walk around in random directions - it doesn't really matter as long as you do it quickly because there is a time limit. After making a complete fool of yourself, Draco will turn into a bouquet of flowers (but not before laughing in your face). Pick

them up and quickly walk to the balcony edge at the top of the screen. Celes will then drop the bouquet off the balcony. Ah, what a touching scene.

* NOTE: If, for some reason, you screw the scene up, you'll be offered three more chances to try again before you get a Game Over screen.

The next scene consists of Celes dancing with Ralse. Don't worry, there's no interaction here. Once you regain control of Locke, return to the dressing room to find a *gasp* letter from Ultros. Quickly (well, you can take your time if you want) run up to the Impresario and speak to him. After a bit more opera nonsense, Locke will notice Ultros, on the rafters above the stage with a weight. It'll take him exactly five minutes to push that weight off on to the stage (I wonder how he got it there in the first place). Time to get moving!

The five minute timer will run down even when you have the game paused, so there is not a second to waste! Run up the right side of the seats and enter the room at the end. Speak to the stagehand, and he'll instruct you to hit the switch on the far right. Why, for God's sake, the stagehand can't do it is beyond me. For the record, since I know that you're curious, if you hit the second switch from the left, the lights will go off on the stage, and if you hit the second switch from the right, your entire party will fall through a trapdoor and bounce around the audience before being kicked out. It's a pretty funny scene actually (it'll waste about 20 seconds though).

After hitting the switch, leave the room and go through the door on the opposite side of the balcony. This will lead you to the catwalk above the stage. The rats here will fight you if you touch them. It is possible to avoid them, but it doesn't really matter either way. As long as you're not that pressed for time (you should have at least 4 minutes remaining), you will be able to fight off all the rats and defeat Ultros in the end. Once you reach the purple octopus, he will attempt to knock your party off... only to fall down himself.

After an awkward situation, some bad improvisation, and a bit of terrible acting, Ultros will engage your party in battle. The Impresario even kicks off a music score for you to fight to.

BOSS : ULTROS ~
O-----O

The good thing about this battle is fact that you have Ultros locked in a pincer pattern. Therefore, he can't hit your entire party with his dreaded Tentacle attack anymore. That will be his most damaging attack - it's capable of dealing a couple hundred HP points of damage to one side of your party. Ultros can also cast spells that inflict various status ailments (he usually does this after splashing around the stage a bit), but you should defeat him before he even gets a chance to use them. Simply zap him with Thunder and use the Ramuh Esper if possible. Have Edgar use his strongest Tool (Drill or Chainsaw) and let Sabin use Aura Cannon. Everyone else can just attack.

After a terrific victory, the Wandering Gambler will finally make his appearance and whisk his precious Maria away. The plan works, and the party manages to infiltrate the Blackjack. After a bit of encouragement and a clever use of Edgar's same-sided coin, Setzer joins the effort.

"I'm a god! I'm all-powerful. Uwee-hee-hee..."

Setzer will land the Blackjack outside a town on the Imperial continent since the Blackjack is far too big and bulky to infiltrate the Magitek Research Facility. Before you check it out, return to the airship and talk to the guy on the left to replenish HP/MP. The other guy on the right sells some items. Purchase them if you're running short. When you're ready, enter the town of Albrook, a city ravaged at the hands of the Empire.

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-----|           Albrook           |-----  
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
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There are a number of Imperial guards stationed here. There's no point in talking to them as they'll just spew Imperial threats. The item shop is right at the entrance to the town. You'll find the weapon and armor shops situated along the south end of Albrook.

Albrook Weapon Shop

@=====

- + Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.
Cost: 1200 Gil
Equip: Cyan
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.
Cost: 3000 Gil
Equip: Terra, Edgar, Celes
- + Sakura -- Ninja sword imbued with the power of wind.
Cost: 3200 Gil
Equip: Shadow
- + Shuriken -- Four-pointed ninja throwing star.
Cost: 30 Gil
Equip: Shadow (use with Throw command)
- + Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)

The Bastard Sword is a good investment for Celes (buy one for Edgar if you'd like). The Burning Fist you picked up in Zozo is stronger than the Venom Blade, so it isn't necessary, and Shadow isn't around to benefit from the Sakura. Before you leave, be sure to inspect the pot for an Ether.

Albrook Armor Shop

@=====

- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All

- + Mythrill Vest -- Incredibly lightweight mythrill vest.
Cost: 1200 Gil
Equip: All
- + Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

The Priest's Miter can be useful if you're a consistent magic user. It's pretty expensive though, so only purchase it for your primary spellcasters. As for the relic shop, you'll find it up the stairs next to the armor shop.

Albrook Relic Shop

@=====

- + Silver Spectacles -- Prevents darkness.
Cost: 500 Gil
- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil

When you're done shopping, make your way to the pub. Inspect the clock for an Elixir. Then, check a barrel next to the inn for a Hi-Potion. There's nothing else of interest here in Albrook, so skedaddle out of here.

Head northwest a little bit, and you'll come across Vector, the Imperial fortress. You can go ahead and enter now, but I'd suggest you visit some of the other towns to upgrade weapons and armor first. From Vector, head north until you are stopped by a mountain. Then, make your way east and north again until you come to a small town located at the very north end of the continent.

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          _____
  ----|              Tzen              |----
         |XXXXXXXXXXXXXXXXXXXXXXXXXXXX|
  
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Tzen, like every other town on this continent, has been overrun by Imperial forces. There are a few shops in town.

Tzen Weapon Shop

@=====

- + Air Knife -- Knife imbued with the power of wind.
Cost: 950 Gil
Equip: Locke, Strago, Relm, Gogo
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.
Cost: 3000 Gil
Equip: Terra, Edgar, Celes
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.
Cost: 2500 Gil
Equip: Locke
- + Boomerang -- Curved, wooden throwing weapon.
Cost: 4500 Gil
Equip: Locke

Purchase a Boomerang for Locke to replace his Moonring Blade. If you haven't already upgraded your sword-wielders to Bastard Swords, now would be the time to do so. The armor shop is located just a bit above the weapon shop.

Tzen Armor Shop

@=====

- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
- + Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Only thing of interest here is the Mythril Helm. Upgrade your units that can wear it for a nice boost in defense. Lastly, you'll find the relic shop at the northeast corner of town.

Tzen Relic Shop

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil

The Black Belt relic is quite useful in battle. It's best to equip it on someone with a high attack stat to maximize counter damage potential. When you're ready, leave town.

There is one more town you'll want to check out. It's located directly southwest of Tzen, at the other end of the continent. Take advantage of the random encounters along the route to raise levels for the coming battles. The town of Maranda is located at the end of the southwest peninsula on the Imperial continent.

---| Maranda |---
~~~~~

Check the crate to the left of the entrance for a Holy Water. There's another crate at the southeast corner of town that contains a Remedy. It's by an Imperial soldier chasing around a lady he wants to marry.

The influences of the Empire are pretty obvious here in Maranda. There's a dog fight going on just outside the weapon shop. Speaking of which, you should check it out (the shop, not the stupid dog fight).

Maranda Weapon Shop

@=====

- + Mythril Spear -- Simple spear forged from mythril.  
Cost: 800 Gil  
Equip: Edgar, Mog
- + Trident -- Three-pronged military spear.  
Cost: 1700 Gil  
Equip: Edgar, Mog
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.  
Cost: 2500 Gil  
Equip: Sabin
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.  
Cost: 3000 Gil  
Equip: Terra, Edgar, Celes
- + Boomerang -- Curved, wooden throwing weapon.  
Cost: 4500 Gil  
Equip: Locke

Get a Trident for Edgar. Don't bother purchasing anything else. The armor shop is located a bit to the west.

Maranda Armor Shop

@=====

- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.  
Cost: 3000 Gil  
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.  
Cost: 3000 Gil  
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.  
Cost: 2000 Gil  
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Mythril Vest -- Incredibly lightweight mythril vest.  
Cost: 1200 Gil  
Equip: All
- + Mythril Mail -- Dazzling plate mail forged entirely from mythril.  
Cost: 3500 Gil  
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

I'd strongly suggest upgrading Edgar and Celes with Mythril Mail. If you'd like, you can give it to Locke too. However, I prefer the speed boost he gets from lighter armor. Anyway, finish up anything else you need to finish here and leave town. Now, it's finally time to head for Vector. You can rent a chocobo in the middle of the forest east of Maranda (the forest is actually shaped like a chocobo) to make the journey easier. In case you forgot where Vector was, it's the white dot on the map that's at the dead center of the continent.

---|-----|---  
Vector  
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Wow, what an ugly place. There is an inn here, but you should not use it because a thief may come steal your money in the middle of the night. Instead, if you need the healing, find the small house with an old lady located a bit to the left of the inn. She'll ask if you support the Empire. Say no and two angry guards will jump out at you. Wipe the floor with their puny bodies, and the old lady will heal you. You can come back whenever you want to replenish your HP/MP.

There are also various shops scattered around Vector. The items they carry really aren't too special though. Still, it might be a good idea to check them out anyway.

Vector Weapon Shop

@=====

- + Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.
Cost: 1200 Gil
Equip: Cyan
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.
Cost: 3000 Gil
Equip: Terra, Edgar, Celes
- + Sakura -- Ninja sword imbued with the power of wind.
Cost: 3200 Gil
Equip: Shadow

Vector Armor Shop

@=====

- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
- + Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Head over to the east side of town, where there are three Imperial guards blocking the railroad into the main Magitek Factory. Speak to the old man nearby, who is a Returner. He will distract the guards (in a rather comic display), giving you some time to climb on top of the boxes and scale the catwalk above. When you manage to sneak past them, DON'T approach the distracted guards (that would be a pretty bonehead thing to do). Doing so will initiate a battle and force you to redo the whole sneaking process. Follow the rails and you'll eventually reach the Magitek Factory.

-----| Magitek Factory |-----
????????????????????????????????????

Most of the enemies encountered in this area are not tough except for the Proto Armor, which can use a variety of powerful Magitek skills. Against this enemy, regular physical attacks won't work too well, so use your strongest Blitzes and Tools to take them down. However, the facility is pretty big, so you'll have to endure through many, many fights. You should have a healthy supply of restorative items to keep your party in the best shape possible.

Begin by walking down the two sets of steps. Then, enter the pipe and leave through the other end. You'll go across some rollers before landing at a chest - open it for a Flametongue. Equip it on Celes. To get back, use the

hook nearby that is moving back and forth between the platforms.

Walk a bit to the right, where you'll find two pipes. The right pipe will lead you to a chest containing an Ether. Once you've picked that up, return through the same pipe and go through the other one. After rolling across a few more rollers, you will stop by another chest. This one contains an X-Potion. Then, hop on the rollers to the right (ignore the staircase) and let it carry you to the other side. There's a Thunder Blade here inside a chest. Walk a bit to the south, and you'll find a Remedy inside another chest.

Walk on to the roller to the left, and it'll transport you to the next area of the Magitek Factory. First, head a bit to the left. When you come across some stairs, check a bit below them for Dragoon Boots. At the top of the stairs is a door leading to a chest containing a Golden Shield. Now, backtrack to the bottom of the stairs. You'll notice a pit a bit to the right. Go past it and then go down through a door. At the base of the stairs, look very carefully at the wall at the base of the raised pathway. You should make out a door. Position yourself so that you're directly above it and walk down through it. There is a chest here with a Golden Helm.

Leave the small room with the Golden Helm and walk a bit to the right. Again, look carefully at the wall of the base of the raised platform. You'll notice another door in the wall. Walk through and inspect the left side of this room to find Golden Armor. The actual chest itself isn't visible. Once you have that, leave the room and go up the stairs nearby on the right. The chest here contains a Tent. Now, backtrack to the area where the last roller dropped you off.

Here, go up the steps above the roller. Take care not to step on the roller just yet. The path will lead you to another pipe in the wall. Go through it and head right at the split. You'll find an Icebrand and a Zephyr Cloak in the two chests here. Now, return to the pipe and continue heading down. There'll be a break in the pipe coming up. Fall through and you'll end back at the last roller. This time, step on to the roller to the right and let it bring you to none other than Kefka.

After throwing away two drained Espers, the power-hungry Kefka will leave the area. Head down to where he originally was and jump on the roller that he used to toss away the two Espers. Before you go on talking to the drained Espers, heal up your party. Reason being that the clearly pissed off Espers are about to fight you. Also, if any of your characters are equipped with the Icebrand or Flametongue, replace their weapons.

BOSS : IFRIT/SHIVA ~

O-----O

The two Espers will rotate back and forth, so you won't be fighting both of them at the same time. Out of the two of them, Ifrit is more powerful, though both aren't exceedingly difficult to defeat. Ifrit is fire-based, and will frequently cast Fire/Fira on your party. Shiva, on the other hand, is ice-based, and will cast Blizzard/Blizzara on your party. You can easily negate these spells by having Celes use Runic every single turn. As for your other units, just have them use their strongest, NON-MAGIC attack. Any sort of magic-based attack (this includes Sabin's Aura Cannon) will be useless. Also, avoid using fire-based attacks on Ifrit and ice-based attacks on Shiva because they'll just absorb the damage. With the help of Celes' Runic, the battle will prove to be quite easy.

Having exchanged a few blows, the two Espers will realize that Ramuh's spirit is with you. Once you regain control, speak to both Ifrit and Shiva, and they

Blade are situated on the thing's side. They don't really serve much of a purpose except to attack you every once in a while. Number 128's primary attack is just a slash that deals pretty pathetic damage. Occasionally, he will use Blood Feast, which drains a slight bit of HP. To defeat him, just use your strongest attacks. He can also use Net, which inflicts stop status on its target, and Haste, which speeds up his speed. Edgar's Chainsaw and Drill are very effective. Sabin should use his strongest Blitz. Everyone else can just use regular attacks until the creature falls.

* NOTE: You have a chance of stealing a powerful Kazekiri from Number 128.

Your party's managed to successfully escape the Magitek Research Facility alive. It's not over yet though! Run your way out of Vector. Be careful because the Empire's goons are out after you, so there will be random encounters now. Setzer will meet you along the way and lead your party back to the Blackjack.

Kefka won't give that easily though. With the activation of a switch, the mechanical cranes (yes, those menacing cranes) take to the skies. Luckily, Setzer fills in the empty spot.

BOSS : CRANE ~
O-----O

The two Cranes have your party stuck in a pincer pattern, but the battle is still ridiculously easy. The Cranes will mostly attack you physically for a good portion of the battle. Occasionally, they will use some elemental magic spells such as Fira and Thundara. Use Edgar's Drill or Chain and have Sabin use Aura Cannon. Setzer should use his slots skill. Any other characters can just attack.

Setzer will fly the Blackjack back to Zozo to check on Terra where the remainder of the group is still waiting...

[=====]
5.6. To the Sealed Gate! ~~~~~~ [5600]
[=====]

"I... I... I've got a bad feeling about this!"

When the team arrives, an odd thing will happen. The Esper Maduin will react to Terra. Okay, huge revelation time! Maduin actually turns out to be Terra's father!

-----| Esper Realm |-----
~~~~~  
~~~~~

As Maduin, walk out of the house/cave. Another Esper will show up and tell you that something's appeared at the gate. Head on up to find the collapsed body of a woman. Return with her, and you'll later learn her name, Madeline. She agrees to return to her own world.

The next morning, take control of Maduin again and go through the gate. You'll have to push an annoying youth out of the way first. Inside the cave, you will find Madeline again. Maduin convinces her to stay and the two fall in love, eventually producing a child. This child is none other than Terra, who is half Esper and half human.

The scene shifts to two years later, when Gestahl shows up to enslave the Espers. And this is how the Empire came to be what it is today. When you regain control of Maduin, follow the Elder out to the gate. Then, enter the gate and watch the scene.

Afterwards, Terra will revert to her human form. At last, she will rejoin your party. She will now have the trance ability available to her. Using it in battle will transform her into an Esper, but only for a short period of time. While in this state, her magic power doubles! It's very useful, especially for those tough boss battles.

The team decides to head back to Narshe to check on things. After returning to the airship, Setzer will teach you a bit about flying. Feel free to reconfigure your party as you see fit. I'd suggest bringing Terra along this time around. Then, fly the Blackjack to Narshe. Once inside, a guard will lead you to Arvis's house. Banon will notify you that the people of Narshe have finally decided to assist in the fight (FINALLY).

Banon brings up the Sealed Gate, which he sees as the only way to beat the Empire. By opening it, they can ally themselves with the Espers and actually stand a chance against the Empire. Once again, Banon wants to use Terra, this time for her inherent connection to the Espers. She agrees.

If you visit the shops now, you'll notice that they have some new items. Go nuts!

Narshe Weapon Shop

@=====

- + Poison Rod -- Rod containing the power of Poison.
Cost: 1500 Gil
Equip: Relm, Strago, Gogo
- + Trident -- Three-pronged military spear.
Cost: 1700 Gil
Equip: Edgar, Mog
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
- + Morning Star -- Weapon with heavy, steel ball at the end of chain.
Cost: 5000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
- + Hawkeye -- Versatile weapon that can be swung or thrown.
Cost: 6000 Gil
Equip: Locke
- + Sakura -- Ninja sword imbued with the power of wind.
Cost: 3200 Gil
Equip: Shadow

Narshe Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.

- Cost: 2000 Gil
- Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Tiara -- Female's tiara that provides a boost to magic.
- Cost: 3000 Gil
- Equip: Terra, Celes, Relm
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
- Cost: 4000 Gil
- Equip: Terra, Cyan, Edgar, Celes, Mog
- + Mythril Mail -- Dazzling plate mail forged entirely from mythril.
- Cost: 3500 Gil
- Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer
- + Power Sash -- Sash that strengthens the wearer.
- Cost: 5000 Gil
- Equip: Locke, Cyan, Shadow, Sabin, Gau

Narshe Relic Shop

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.
- Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
- Cost: 3000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
- Cost: 7000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
- Cost: 6000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
- Cost: 5000 Gil

The gear is expensive, but it's worth. Power Sashes are excellent for your heavy hitters because they come with attack bonuses. I'd suggest getting a Tiara for Terra as well.

Remember that house with all of the treasure chests? It's south of Arvis's house if you don't quite recall. There was a chest there couldn't be opened. Well, if you visit it again, you will find Lone Wolf, the pickpocket. Since he's got your treasure, you better give chase. Follow him outside, down into town, and up north into the mines. When you enter the cave, turn right at the first split. Afterwards, simply follow the linear path through some caves, across a wooden bridge, and back through the field where you fought Kefka. Ah, brings back memories, doesn't it?

At the end, you'll find Lone Wolf holding Mog hostage. After he threatens you for a little bit, just stand still. Mog will begin to wrestle his way out and push Lone Wolf to the cliff. Unfortunately, he lands on the cliff edge too. Now, you have a dilemma on your hands. Do you save Mog or do you steal the Gold Hairpin from Lone Wolf? Even if you're a moogle-hater, there's no reason to opt for the Gold Hairpin because you can pick up so many more later on. Besides, Mog is your friend... yes your friend... right?

Anyway, if you pick Mog, you'll lose the Gold Hairpin. And wow, who knew he could talk? He will mention an "old dude" named Ramuh, who taught him the language of humans. Apparently, the geezer kept showing up in his dreams and asking him to help you, and what do you know? He's here to help you! Oh, and say goodbye to Lone Wolf. You won't be seeing him again.

* NOTE: In case you weren't already aware, Mog's special skill is his dance. He begins with Twilight Requiem. The others can be acquired by simply fighting in different regions of the game. However, there's one dance that can only be acquired in the World of Balance, Water Harmony. If you want to collect it now, visit the Serpent Trench or any other

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determine where the phase shifts meet and
make sure that you're at the right spot.
The rocks never shift.

From the entrance, begin by stepping on to the first few planks. Quickly move to the bottom part of the "T" and wait for the phase shift. Then, walk on to the middle island. If you want to get to the chest at the lower-left corner (it contains a Heiji's Jitte, a relic for Setzer), wait for the stage to shift back to Phase One, and then follow the bottom plank path. Position yourself so that you're facing left on the upper of the two planks jutting out to the left.

Hold down the left button on the Control Pad and wait for the stage to shift. Then, quickly move as far to the left as possible and hold left on the Control Pad again. The stage will revert to Phase, allowing you to get to the chest. Get back to the middle island the same way you came. This time, wait for Phase Two, and then step on to the plank path to the right. At the end of the path, hold up on the Control Pad. When the stage shifts, keep holding up until you can step on to the upper-right platform to the right. The chest here contains an X-Potion.

Wait for the stage to shift to Phase Two and follow the wooden planks down. At the end of the path, hold down on the Control Pad and wait for the stage to shift to Phase Three. Then, move to the left-most segment of the path and hold down on the Control Pad. When the phase shifts back to Phase Two, quickly run down the length of the path all the way to the end. Hold down on the Control Pad and wait for the phase to shift to Phase Three. Once you're past that, you can finally step on to the platform with the exit. Phew!

In the next room, the random encounters will start getting a bit tougher. Watch out especially for the Zombie Dragons because they can inflict zombie status on your units. Hopefully, you've brought plenty of Holy Water just in case. Also, don't forget you can quickly dispatch undead enemies using Phoenix Downs. I don't know how many Phoenix Downs you have in stock exactly, but if you find yourself in a sticky situation, by all means.

Anyway, follow the path running to the right to find a chest containing Ether. Return to the split and head down the steps. At the split that follows, opt for the path leading down. Advance up the incline and hit the switch on the bridge. The bridge will fall, causing your party to plummet to the floor below.

Head up the path to the left. There's a Genji Glove inside the chest there! Return to the area where you originally fell and continue on the path to the right. On the next platform, you should notice two switches on the wall. The switch on the left opens up a room containing a save point with a Tent and the switch on the right will let loose an angry Ninja. This guy is pretty tough, so you might want to fight him if you're low on HP.

Lastly, there's one more switch on the wall by the wooden bridge. Hit it to create a staircase on the path ahead. There are some buried treasure located in this area. Inspect around the area and you should find an Invisibility Scroll, a Water Scroll, and a Gold Needle. Nothing too profound, but good finds nonetheless. The chest to the left holds a Hi-Ether.

Enter the cave and walk up inside it to find a hidden path. Make your way to the top end until you reach a dead end. Then, step a bit to the right. There's a chest here containing an Elixir. To the right, you'll notice a switch in the ground. If you step on it, a staircase will form nearby. Don't ascend it.

Instead, walk around the rock to the right and head down the steps. Make your way to the left, where you'll find a switch on top of a platform. Step on it to open up a secret door!

Inside, you'll find two Magitek Shards, a Hi-Ether, and the Ultima Weapon. The attack power of this powerful weapon is determined by the amount of HP its wielder has. Definitely equip it (I'd recommend Terra) for a nice boost in attack. It won't be excessively strong at the moment, but later in the game, it'll prove to be the most powerful weapon of all. Afterwards, leave the room and head right. Cross the wooden bridge and hit the switch. The rock to the right will shift up, allowing you to cross over to it. Hit the switch here to shift the rock again. A new connection will be made to a treasure chest on a small island. The chest contains a switch that you should flick.

Flicking the switch will connect the path to the right. Follow it to a chest containing a Magicite Shard. Now, head south and leave through the doorway. Here, simply climb the stairs and go through the huge cave to the Sealed Gate.

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-----|-----  
                Sealed Gate                |-----  
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Just as your party reaches the Sealed Gate, Kefka manages to ruin things yet again. You'll be thrust into a battle against Kefka, who divulges the Empire's dirty plan of using Terra to lead him to the Sealed Gate. Before you actually deal much damage to Kefka though, Terra successfully manages to open the gate and release the Espers.

The wave of Espers manages to push Kefka away, but the Sealed Gate is subsequently sealed... even more than it already is! Go back through the cave opening. There is no need to backtrack all the way back though, for there is a new door at the base of the stairs. Use it to return to the first room. From here, it's just a short walk to the exit.

Return to the Imperial Observation Post and try to leave. One of your other party members will appear to tell you that all of the Espers flew off toward the Imperial capital. The Espers are clearly out for vengeance. Despite Terra's attempts to calm them down, they tear right through the Blackjack, forcing it to make a crash landing near Maranda. Now you're down without an airship, so you'll have to make the rest of the journey on foot.

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[-----]  
                5.7. The Banquet ~~~~~ [5700]  
[-----]
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"There are people in this world who have chosen to kill their own emotions.
Remember that."

Get off of the airship - there's no way this thing is flying again for a while. Maranda is a little bit to the northwest. Stop in town to restock on any items that you need. Afterwards, head into the center of the chocobo-shaped forest nearby to rent a chocobo. From here, make your way to Vector...

... To find the entire city in ruins. The Returners managed to conquer the city of Vector, but by the looks of things, Vector couldn't really have put up much of a fight. The old lady in the small hut will still replenish your HP/MP if you need it. The various Returner soldiers wandering the grounds aimlessly don't have much valuable input on the situation, so don't even bother speaking with them.

quickly run out of the room with the big group of soldiers and descend one more staircase. Enter the door here to find two chests. One contains an Alarm Earring and the other holds an X-Potion.

When the four minutes finally run out, the banquet will start. Assuming you talked to all 24 soldiers, Gestahl's opinion of you should already be pretty good. However, the testing isn't over yet. As soon as your party is seated, Gestahl will quiz you. Below, you'll find the "correct" answers to each of his questions. Answer the following and you'll be rewarded much better later on.

- 1: To whom shall we raise our glasses?
- To our homelands.
- 2: What do you think should be done with him [Kefka]?
- Leave him in jail.
- 3: I am truly sorry about what occurred in Doma. No one ever dreamed Kefka would use poison.
- That was inexcusable.
- 4: By the way... With regards to General Celes...
- Celes is one of us!

Afterwards, Gestahl will ask if you have any questions for him. Now, for this segment, ask him EACH of the questions (by telling him that you 'still have a few things to ask'), but make sure you DO NOT repeat any questions. Also, remember the order in which you ask him the question because later on, he'll ask you to recall which question you asked first, etc.

The next response, after Gestahl tells you about the Espers, should be

- 1: - They have gone a bit too far...
- 2: - Take a break.

On your break, go ahead and speak with the Emperor's elite guard. Agree to fight with them. Finishing that, return to your seat and agree to resume the conversation.

- 1: Is there anything you wish to hear me say?
- That your war is truly over.
- 2: Would you please go on board (with regards to Crescent Island)?
- Yes.

Congratulations, you've braved through the Emperor's test of words. Afterwards, he'll call in General Leo to accompany you to Crescent Island. With that, Terra and Locke agree to go to Crescent Island while the remainder of the party stays behind just in case the Emperor takes back his word. Then, leave the banquet hall, and a guard will approach you with the following rewards.

- All Imperial troops will be withdrawn from South Figaro immediately.
- In addition, Imperial forces will be withdrawn from the kingdom of Doma.
- We will also unlock the armory at the Imperial observation post to the east.
- Tintinnabalum relic!
- Ward Bangle!

If you acquired all of those, that means your behavior and performance at dinner was exceptional. Plus, you've managed to convert all those soldiers as well.

Before you head to Albrook, make your way to the Imperial Observation Post. If

- + Hawkeye -- Versatile weapon that can be swung or thrown.
Cost: 6000 Gil
Equip: Locke
- + Heavy Lance -- Heavy lance used primarily by mounted soldiers.
Cost: 10000 Gil
Equip: Edgar, Mog
- + Darts -- Darts modified for use as weapons.
Cost: 10000 Gil
Equip: Setzer

What's with all of these rods? No one in your party can equip them yet! Well, don't worry because someone new will join your party soon enough.

Thamasa Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Tiger Mask -- Mask shaped like a roaring tiger's head.
Cost: 2500 Gil
Equip: Sabin, Gau
- + Tiara -- Female's tiara that provides a boost to magic.
Cost: 3000 Gil
Equip: Terra, Celes, Relm
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Mystery Veil -- Female dancer's veil.
Cost: 5500 Gil
Equip: Terra, Celes, Relm
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil
Equip: Locke, Cyan, Shadow, Sabin, Gau
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau, Strago, Relm, Gogo
- + Golden Armor -- Gold armor emblazoned with rearing unicorn.
Cost: 10000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer, Mog

There is plenty of new armor here to upgrade your party with. I'd recommend a Mystery Veil for Terra because it comes with a nice speed and magic boost. As for the rest of the party, upgrading everyone to Golden Shields, Golden Helms, and Golden Armor wouldn't hurt either (stock up on them since the others are not in your party at the moment). After collecting that huge sum of money from the Imperial Observation Post, you should have enough purchasing power.

Thamasa Relic Shop

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil

Watch out for the Balloons in here as well. Go through the door on the right for a chest containing an Ice Rod. Equip this on Strago for a good boost in damage (against those ice-based Balloons). Then, leave and continue through the door on the left. At long last, you'll arrive at the source of the blaze, a huge fire eyeball thingy. Heal up your party and prepare for battle.

BOSS : FLAME EATER ~

O-----O

The Flame Eater is a huge fireball with a load of fire-based spells at its disposal. For that reason, any fire-resistant equipment would be very useful in this battle. Occasionally, the Flame Eater will summon four Balloons. Whenever this happens, use Strago's Aqua Breath to quickly get rid of the group. Ice-based attacks that affect the entire enemy party would work too, should Aqua Breath not be available. As for the Flame Eater itself, any ice-based attacks would be super-effective against it. Avoid casting any fire-based spells on it for obvious reasons. If you take advantage of its elemental weakness, the Flame Eater should go down in no time. But pay attention for when it casts Reflect on itself. At this point, stop casting any spells and switch to physical attacks. Alternatively, you can use Dispel to rid it of reflect status. Remember, be prepared to heal when necessary. Getting hit with Fira over and over again can be devastating, especially if your magic defense is less than adequate.

You'll finally find Relm, with Interceptor by her side. But the house begins to collapse. Luckily, Shadow arrives in the nick of time to save everyone. Afterwards, the gang reunites back at Strago's house. Since the secret's already out, Strago explains the mysterious origins of this village. As a token of his appreciation, Strago agrees to help your party out. With that, Strago recommends that you check out the mountains to the west, where according to legends are the sacred place to the Espers.

Oh, in case you didn't notice Shadow slip out, he's no longer a part of your party. Even though he ditched, you ought to be fine with Strago taking his spot. Before you leave, be sure to check the wall in Strago's bedroom. Inspect the area just to the left of the table with two chairs set up by it to find a Memento Ring, a relic specifically for Shadow.

[=====]

5.8. Sanctuary of the Espers ~~~~~ [5800]

[=====]

"Fungahhh!!!"

"My name is Ultima... I am power both ancient and unrivaled...

I do not bleed, for I am but strength given form...

Feeble creatures of flesh... Your time is nigh!"

When you're ready, leave Thamasa and make your way southwest towards the mountains. Eventually, you'll reach a forest. From this point, head north until you reach a cave in the mountainside.

---| Esper Caves |---

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A few of the monsters in this area are a bit tough. Watch out for Mandrakes, which are capable of using Drain to suck your HP to replenish their own. Also be wary of the Adamankary, a monster who has an almost impenetrable defense stat. While you're wasting your time trying to beat it to death, it'll use Snort to blow your units out of battle. Avoid having all of your units blown away or else it's game over. The best way to deal with this monster would be to simply capitalize on its weakness by using magic spells.

The first room is pretty straightforward. The first chest you come across contains a Healing Rod. If you're going to equip this, know that the function of this rod is to HEAL! Don't go smacking the enemy (unless of course, they are undead) because you'll only replenish their HP. Speaking of which, this rod is very useful in tougher fights because it has great healing power.

Walk up a little bit until you hit a fork. Take the path to the right and leave through the opening. Outside, follow the grassy path up and around to another cave opening in the rock face side. Once inside, follow the path to the right and leave through the other opening. Along the way, you may encounter Relm a few times (she's pretty bad at sneaking). In the next area, you'll notice three statues on a platform in the middle.

Strago recognizes the gold thingies as statues of the Warring Triad. According to Strago, the Warring Triad is responsible for creating the essence of magic. It's a whole bunch of spiritual blah. If you want, you can read the three inscriptions on the statues for a better understanding of the origin of this mysterious magic.

Before you continue on to the left exit, heal your party. Why? As soon as your party descends the steps, that lovable octopus Ultros will make yet another appearance.

BOSS : ULTROS ~  
O-----O

This third fight against Ultros differs little from previous engagements. The key attack to watch out for is Tentacle, which can easily deal damage in the 300-400 HP range. Ultros can also use a few new moves: Stone, which consists of him throwing a rock at you (with a chance at confusion) and Hailstone, which is a somewhat powerful attack that deals damage in the 200 range. As always, lightning-based attacks would be most effective in this battle. Ultros may cast Protect on himself, so you might have to rely on magic spells for a good segment of the battle. Be sure to heal after Ultros has used Tentacle to keep your units alive. When Relm jumps in, have her use Sketch to finish the battle.

Relm, luckily, will jump in to help out. After a comic scene between Ultros and her, the purple octopus will agree to let her draw his portrait. Use her sketch command in battle to finish him off.

Relm, the drawing virtuoso, has now joined the party. Equip her as you see fit and put an Esper on her. Then, leave through the left opening. In the next room, take advantage of the save point and step down. There are three holes in the floor. The upper two pits will drop you off by some nice treasure. Start with the upper-left hole. When you land, leave the cave through the opening above you. Outside, you'll find a chest containing a Chocobo Suit. Then, return to the cave and go through the other opening to the left. This chest contains a Tabby Suit. To return to the three pits, re-enter the cave and step off of the incomplete bridge below you.

From here, you can just follow the same path back. This time, fall through the

hole on the right. Leave through the opening to the right and take the X-Potion inside the chest. Then, return to the cave and jump off the incomplete bridge (just like before). Finally, jump down the last remaining hole (lower-left). When you land, make your way up across the wooden bridges. Leave through the cave opening and continue over the grassy ledge outside. In the next cave, you'll stumble upon an Esper...

Ah, all of the Espers must have retreated to this sacred place. None of them, however, seem at all happy to see you. After a tense moment, an Esper named Yura will sense something different about Terra. With a confrontation averted, the Espers agree to make peace with the Empire. The team returns to General Leo in Thamasa.

All things appear to go well, with both the Espers and the Empire willing to negotiate peace. But, as luck would have it, things go horribly awry... as Kefka, under orders from the Emperor, starts causing mayhem. The Espers are turned into magicite, and the entire town is torched. Afterwards, you will acquire control of General Leo. Confront Kefka to initiate a battle against the clown. Playing as Leo, use his shock ability repeatedly until Kefka... or rather his illusion dies. And thus, Leo is murdered by Kefka...

In a furious response to the death of their friends, the Espers break open the Sealed Gate and unleash themselves upon the world. But even their immense power poses little threat to Kefka's newfound abilities. With a flick of his hand, Kefka turns them all into magicite. Their efforts, too, proved to be futile...

The party, after all that mayhem, is still alive. Unfortunately, it looks as if Shadow was killed in the chaos. The rest of the team, luckily, manages to fly in on the repaired Blackjack. Thanks to the mechanical knowledge of Edgar, the others managed to escape before the Empire could reach them. After a quick reunion, return to the Blackjack.

Kefka and Gestahl have managed to reach the Sealed Gate, which had been broken open in the Esper's rage. The two will enter, and an extraordinary thing will happen. A piece of the continent breaks off and actually rises into the sky!

It's time to take the fight to the Floating Continent and stop Kefka and Gestahl before they destroy the world! But before you do that, understand that finishing the Floating Continent means you WILL NOT be able to return to this world again. I can't explain the details, but know that upon completion of the Floating Continent, there's no turning back!

\* NOTE: Mog's Water Harmony dance should be acquired in the World of Balance. If you haven't already learned it (and still wish to), then head to the Serpent Trench (or any other water-based area) via the Crescent Mountain cave. Simply fight an underwater battle with Mog in your party to learn it.

\* NOTE: You can return to Doma Castle and pillage the place for treasures. The Imperial soldiers that occupied it previously won't be there to stop you or anything. However, none of the treasures are particularly valuable (save for an Elixir and a Prayer Beads relic [which can be bought in stores later on]).

When you're ready, select the option: "Head to the Floating Continent." You'll be requested to form a party of three members. I'd recommend having Locke in your party because of his ability to steal. There are some valuable items to be stolen on the Floating Continent that I'm sure you don't want to miss out on. The remaining two slots are up to you. A strong and durable physical

attacker (Sabin, Mog) and an effective spellcaster (Terra, Celes) are recommended.

Before you can even make it to the Floating Continent though, your voyage will be cut short by the Empire's elite air force. These Sky Armors and Spitfires will come in waves. Be careful, for they are a bit tough. Watch out especially for Propeller and Absolute Zero, which are both powerful attacks. Use your strongest abilities to bring them down as quickly as possible. Note that they are vulnerable to lightning-based attacks.

After a few battles, something strange will land on your airship. Fight off a few more enemies until a familiar face lands on the back of the Blackjack. Looks like Ultros is back for more. This time, he's brought a friend!

BOSS : ULTROS/CHUPON ~

O-----O

The battle begins with your party facing against Ultros alone. This first segment is pretty easy to get through. Pound Ultros with your strongest attacks. Sabin's Aura Cannon will do quite nicely here. If Mog is in your party, then use Wind Rhapsody and leave him with that. As for the spellcasters, roast Ultros with their most powerful fire attacks. After beating him around a little bit, Ultros will bring in his (even uglier) friend, Typhon. Fungahhh!!! Unlike Ultros, Typhon is weak to ice. Before you focus on him though, finish Ultros off first. Once he's down, you can begin concentrating on Typhon. He is even less of a challenge than Ultros is. However, you should watch out for his Fireball attack, which deals just about the same amount of damage as Tentacle. When you've defeated Typhon, he will use Snort on your entire party.

Having been blown off the airship, you'll be freefalling through the skies. An Imperial airship, the Air Force, will approach you. Yes, it's another fight!

BOSS : AIR FORCE ~

O-----O

The Air Force is comprised of three different parts. The primary section is called the Air Force. This is the main part of the ship, and the only part you need to destroy in order to finish the fight. Be wary of its Wave Cannon weapon, a skill that takes five rounds to fully charge up. When it hits, it deals massive damage, so be prepared to heal if it's coming up. The Missile Bay can use Launcher, which fires a stream of rockets at your party. Between the three units on the Air Force, this part is the least threatening. Lastly, the Laser Gun is really the most dangerous. It can use Diffractive Laser and Atomic Rays, both powerful attacks that can affect your entire party. Focus your strongest attacks on the Laser Gun first before moving on to the main body.

Every part is weak to lightning-based attacks, so take advantage of that. Once the Laser Gun is destroyed, move on to the remaining two pieces. Over the course of the battle, the Air Force may summon a Bit, a tiny little ball thing that absorbs all magic. If you're relying on Thundara and other lightning-based spells, you'll need to destroy the Bit in order to continue using magic. The Bit isn't strong at all, so it should not be a problem. Anyway, just eliminate the Air Force (main body) to finish it off.

\* NOTE: You can steal a Debilitator Tool for Edgar from the Missile Bay.

Upon defeating the Air Force, your party will finally land on the Floating



Eventually, you'll notice a floor switch. Step on it to open up a transport device to the upper-right. Before you go through it though, head east and open the chest for a Beret. Even further south, you'll find another save point. If I were you, I'd take full advantage of it because this Floating Continent is far from over. When you're ready, return to the last transport device you uncovered and fall through it.

In the next area, you'll be allowed to return to your airship if you need to. I strongly suggest you don't because then you will be obliged to start it all over again. Instead, continue to the west and go through the rock. Up ahead is the Ultima Weapon. Make sure your party is fully healed before engaging it.

BOSS : ULTIMA WEAPON ~

O-----O

This battle is tough. Ultima Weapon has a load of powerful skills at his disposal. Hell, even his physical attack deals damage in the 500 HP range. Ultima Weapon has a tendency to use Flare, a spell that can take huge chunks out of your HP. Make sure you have a unit set aside specifically for healing and reviving fallen party members. This unit should be someone with fairly high MP, such as Terra. If Celes is in your party, have her use Runic every turn. It's not guaranteed to block all damage, but it will prevent Ultima Weapon from spamming Flare repeatedly. Towards the end of the battle, Ultima Weapon will begin using Flare Star, a buffed up version of Flare. This spell, however, requires a separate turn to charge up, so be prepared when this indication shows up.

As for your units, just use their strongest abilities, for Ultima Weapon has no weakness that you can exploit. Sabin should repeatedly use Aura Cannon. Edgar should use Drill/Chainsaw, and Mog should use his Earth Blues dance (this dance will also negate Ultima Weapon's Quake spell on Mog). Have Shadow throw Shurikens. Keep this up until the Ultima Weapon is defeated.

\* NOTE: You have a chance of stealing a Ribbon from the Ultima Weapon.

After the fight, Shadow leaves the party, so you're back down one unit. Make your way further up to, at last, find Kefka and Gestahl. If Celes wasn't already in your party, she will show up now.

Gestahl will demonstrate the power of the Warring Triad. In the process though, Kefka loses his cool completely, and attempts to move the statues, despite the pleas of Gestahl. In an act of open defiance, Kefka throws Gestahl to his death. And with that, no one remains to stop this madman from destroying the world.

Shadow shows up at the last second to disable Kefka long enough to free the rest of the party. You must return to the Blackjack within the six minutes allocated. The monsters you'll fight now are Naudes. These are fairly weak, but you're running on a time limit here, so defeat them as quickly as possible! You can't run from these fights, so don't even attempt it.

Follow the path until a piece of the ground breaks off. Continue along the linear path, through the crumbling continent and climb down the steps. Don't turn to the east here! If you go around the other way, you can access the chest for an Elixir. Then, interact with the sparkling dot nearby to encounter Nelapa.

BOSS : NELAPA ~

O-----O

There is nothing hard about this battle, except for the fact that Nelapa condemns your party right at the start. You should be able to defeat Nelapa within a single turn. Avoid casting magic though, because he has reflect status.

Head to the end of the continent and the Blackjack will fly in below. But WAIT! Don't jump yet. Wait until the timer runs to six seconds, and Shadow will show up. If you don't wait for him, he'll end up dying on the Floating Continent, meaning you won't ever see him again (and you'd be a huge dick for leaving him here).

---

The party manages to escape, but there's nothing anyone can do to reverse the effects of Kefka's insanity. The world is no match for the destructive power of the Warring Triads. Mountains are collapsed, continents are reshaped, and towns are ravaged. The destruction, in the process, destroys the Blackjack and scatters the party members all across the world.

When the chaos ends, the world is left a desolate husk of what it once was...

[-----]  
5.9. World of Ruin\* ~~~~~ [5900]  
[-----]

"Did you think a little thing  
like the end of the world was gonna do me in?"

Kefka's actions inflicted catastrophic damage on the world. The land has been rendered a dull green, and the sky is now permanently a hazy orange. With all of the party members scattered to different ends of the world, it's up to you now to reunite the team.

\* NOTE: From this point on, there will be many quests you can undertake to re-acquire all of your party members. However, only certain quests are actually required to beat the game. From this point on, all MANDATORY segments will be marked with an asterisk next to the chapter title. Even though many of the quests are optional, I still strongly suggest you take the time to go through with them.

====| Solitary Island |====  
~~~~~

Following a deep sleep of one year, Celes wakes up at last, thanks to the care of Cid. According to his account, in the aftermath of the world-altering events, there were a number of people who took refuge on the island. One by one though, they all flung themselves from the cliffs from despair. The only two left were Celes and Cid himself.

But the burden on Cid has left him sick. He's not long for this world, but you can save him by catching fish for him to eat. The fish can be found on the small shore just south of the cabin. Only the fast-swimming fish will recover his health. The sluggish fish will only further decrease his health. If you run out of fish, you can talk to Cid again to reset them. However, note that every time you talk to Cid, his health decays more and more.

It really does not matter much whether or not Cid dies. However, you'll view a

different cutscene depending on the outcome. I'll say this though, it is easier to just let him die (as evil as it may sound).

If Cid survives, then he will show you the raft to get off the island. If he dies, then Celes will go to the northern cliffs. At the edge, Celes will find a dead bird. Realizing that everyone is gone, she'll attempt to take her own life, but she only washes up the shores again. There, she will come across a bird with a familiar bandana wrapped around its body. Return to the cabin to find a letter next to Cid's body, which details the location of a raft hidden away. Go down the steps in front of the stove to find it.

With a sense of renewed hope, Celes sets off. When you regain control, you'll find yourself on another continent. The nearest town is located a bit to the northwest of your current position. On the way there, you will probably encounter a few random encounters. For now, it's best to just run away because you only have one unit in the party.

```
-----|-----  
                Albrook                |-----  
                yyyyyyyyyyyyyyyyyyyyyyy
```

Albrook is pretty unlucky because it sits near Kefka's Tower, where Kefka can freely rain terror upon the earth with his Light of Judgment. Now, the tyrannical Kefka rules the world from the top of his tower, which was formed in the devastation caused by the Warring Triads.

There are a shops in town you can visit. The selection isn't superb, but there may be some items you will want to pick up.

Albrook Weapon Shop

@=====

- + Flametongue -- Sword that may cast Fire upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Icebrand -- Sword that may cast Blizzard upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Thunder Blade -- Sword that may cast Thunder upon striking enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes

Albrook Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Golden Armor -- Gold armor emblazoned with rearing unicorn.
Cost: 10000 Gil

Equip: Terra, Cyan, Edgar, Celes, Setzer, Mog

Albrook Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil
- + Gigas Glove -- Boosts the wearer's physical attack power.
Cost: 5000 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.
Cost: 700 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil

If you are short on healing items, be sure to stock up now. There's nothing else to do in Albrook, so leave when you are ready. Outside, head north past Kefka's Tower. It's impossible to access it without an airship, so ignore it for now. You will find the town of Tzen next to a desert.

----|-----
 Tzen |-----
 yyyyyyyyyyyyyyyyyyyyyy

* NOTE: This segment of the game (where you acquire Sabin) is not required to complete the game.

As soon as you enter town, you'll witness the true power of Kefka's Light of Judgment. Although Tzen is apparently in chaos, you can still visit the shops without any problem at all (unless of course you're prone to motion sickness). There is really nothing very valuable in the shops here (except for the relic shop), but check them out if you want to.

Tzen Weapon Shop

@=====

- + Kaiser Knuckles -- Set of spiked knuckles imbued with holy might.
Cost: 1000 Gil
Equip: Sabin
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
- + Flametongue -- Sword that may cast Fire upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Icebrand -- Sword that may cast Blizzard upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Thunder Blade -- Sword that may cast Thunder upon striking enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Burning Fist -- Knuckles that may cast Fire upon striking enemy.
Cost: 10000 Gil
Equip: Sabin

Tzen Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Beret -- Cap that increases the success rate of Sketch.
Cost: 3500 Gil
Equip: Relm
- + Tiger Mask -- Mask shaped like a roaring tiger's head.
Cost: 2500 Gil
Equip: Sabin, Gau
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil
Equip: Locke, Cyan, Shadow, Sabin, Gau
- + Golden Armor -- Gold armor emblazoned with rearing unicorn.
Cost: 10000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer, Mog

Tzen Relic Shop

@=====

- + Dragoon Boots -- Changes the Attack command to Jump.
Cost: 9000 Gil
- + Thief's Bracer -- Increases the success rate of the Steal command.
Cost: 3000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil
- + Alarm Earring -- Prevents back attacks and attacks from the sides.
Cost: 7000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil

Head to the center of town to find none other than Sabin actually holding up a house by himself. He can't move or else the house will topple over, so it's up to Celes alone to save the kid inside. You have six minutes to do so.

 ---=| Crumbling House |=---
 ♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪♪

To save time, you should flee from all random encounters inside the house. It's also better to do so because a few of the monsters can use Rock when they are killed, which inflicts petrification. If Celes is petrified, then it's game over for you.

Begin by heading inside the house. Open the first chest you encounter by the fireplace for a Healing Rod. Then, head left and enter the first room. There is a chest in here containing a Holy Rod. Leave the room and go as far left as possible for another chest containing an Ether. Now, make your way down the path in the middle and open the chest at the lower-left corner of the room for a Hyper Wrist.

ability, so it's recommended that you use that skill every turn. However, it'll often use physical attacks as well, including the strong Solar Plexus move and 1000 Needles (which deals 1000 HP damage regardless of defense). For that reason, you'll want to keep all of your units with a good amount of HP at all times. Be prepared to heal when necessary. In terms of weaknesses, Humbaba is particularly susceptible to poison, so use Bio as much as possible. Keep up your attacks, and Humbaba will flee after taking enough damage. Don't worry, you might just so happen to see him again.

Afterwards, Terra still refuses to come along, at least for now. Perhaps she will reconsider in the future. For now, leave the refuge. A kid will stop you on the way to give you the Fenrir Esper, which was dropped by Humbaba when he fled.

```
[-----]
      5.10. Gerad* ~~~~~~ [5010]
[-----]
```

"You have a family, don't you? Just be quiet and take it."

Leave Mobliz for now and travel to the west side of the Serpent Trench (the crescent-shaped continent). After a lengthy walk, you'll end up outside the town of Nikeah. Along the way, you'll pass by a tower surrounded entirely by rocks. Don't worry about that structure at this point in the game - it'll become important later on.

```
-----| Nikeah |-----
      yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

When you enter the town, a Returner will tip you off on four Espers that allegedly managed to escape the Magitek Research Facility. These four Espers can be found later in the game. For now though, don't worry about it.

If you recall, Nikeah was a port town, where all of the merchants had set up shop outside in a marketplace. Things haven't changed. You will still find the venders in the town square. Head down there to check out the inventory.

```
Nikeah Weapon Shop
@=====@
+ Rune Blade -- Sword that draws MP From wielder to deal criticals.
  Cost: 7500 Gil
  Equip: Terra, Edgar, Celes
+ Flametongue -- Sword that may cast Fire upon striking an enemy.
  Cost: 7000 Gil
  Equip: Terra, Locke, Edgar, Celes
+ Icebrand -- Sword that may cast Blizzard upon striking an enemy.
  Cost: 7000 Gil
  Equip: Terra, Locke, Edgar, Celes
+ Thunder Blade -- Sword that may cast Thunder upon striking enemy.
  Cost: 7000 Gil
  Equip: Terra, Locke, Edgar, Celes
+ Enhancer -- Sword that boosts its wielder's magic.
  Cost: 10000 Gil
  Equip: Terra, Edgar, Celes
```

The Enhancer is a good investment for Celes if you cast a lot of magic with her. I personally wouldn't bother purchasing a Rune Blade because it saps MP

that could go to more useful purposes.

Nikeah Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.
Cost: 3500 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.
Cost: 8000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau, Strago, Relm, Gogo
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil
Equip: Locke, Cyan, Shadow, Sabin, Gau
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer, Mog, Gau, Gogo

Diamond Shields, Diamond Helms, and Diamond Vests provide a nice defense boost. However, I doubt you have enough gil to purchase one for every member in your party. Definitely upgrade your current members to Diamond Shields and Helms. A stronger armor can be found in shops to come, but consider purchasing a Diamond Vest for Sabin at the moment.

Nikeah Relic Shop

@=====

- + White Cape -- Flowing white silk cape. Prevents imp and silence.
Cost: 5000 Gil
- + Angel Ring -- Casts Regen on the wearer.
Cost: 8000 Gil
- + Zephyr Cape -- Boosts evasion and magic evasion.
Cost: 7000 Gil
- + Gale Hairpin -- Increases the frequency of preemptive strikes.
Cost: 8000 Gil
- + Hyper Wrist -- Boosts the wearer's strength.
Cost: 8000 Gil
- + Prayer Beads -- Beads used in meditation. Boosts evasion.
Cost: 4000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil
- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil

When you're ready to continue, make your way over to the pub, which is located just below the marketplace. Inside, you'll meet a gang, led by a man named Gerad. Talk to all of the gangsters, and they will leave. Follow them outside on to the docks. You'll find the four lined up on the boat, apparently ready to set sail.

Return to the marketplace and scan the area for a new face (Hint: he looks

like Edgar). Speak to him and continue to annoy him. Then, follow him out to the docks again. As a stowaway, you'll be taken to South Figaro. Get off the ship and head off into town.

-----| South Figaro |-----
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

The town of South Figaro does not appear to have changed much. For the most part, almost all of the buildings are still in good condition. You can owe that to the willpower of the town's citizens.

* NOTE: If you left the hidden treasures in South Figaro alone before, the new items will be much more valuable now. The crate and barrel left of the entrance holds a Remedy and a Tent. There is an Elixir in the crate to the far left. In the barrel next to the chocobo stable is a Holy Water. The crate on the other side of the stable holds another Tent. The barrel in between the weapon shop and armor shop holds an X-Potion.

Check the shops for a few valuable items. Some of the items are the same as previous stores, but there are a number of new weapons and armor. Most the weapons here are suited specifically for Edgar and Mog.

South Figaro Weapon Shop

@=====

- + Trident -- Three-pronged military spear.
Cost: 1700 Gil
Equip: Edgar, Mog
- + Heavy Lance -- Heavy lance used primarily by mounted soldiers.
Cost: 10000 Gil
Equip: Edgar, Mog
- + Enhancer -- Sword that boosts its wielder's magic.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes
- + Golden Spear -- Decorative spear with a golden tip.
Cost: 12000 Gil
Equip: Edgar, Mog

South Figaro Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.
Cost: 3500 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.
Cost: 8000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau, Strago, Relm, Gogo
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer, Mog, Gau, Gogo

----| Figaro Castle |----
~~~~~

Inside, you'll come across Gerad comforting a guard his gang apparently knocked out. If it isn't obvious already, Gerad is clearly Edgar. Anyway, follow Gerad up the stairs into the main castle. The doors are locked, so you will have to continue down the left set of steps. Oh, the old man here can't breathe, so don't try talking to him.

Continue to the bottom floor. Be careful, for there are random encounters down here. Follow the path, going down the stairs as you come across them. Then, go through the opening past the incapacitated guard by the desk. You will arrive in a room with four gold statues. In here, check the two bottom rooms to find four chests. From left to right, you can steal a Hi-Ether, X-Potion, Gravity Rod, and Crystal Helm. After taking those, go through the door at the upper-left corner. This will lead you to a small room with a single chest. Inside, you will find a Royal Crown. Now, return to the room with the four gold statues and proceed through the middle door.

Go down this linear corridor and you'll arrive in the Engine Room. Before speaking to Gerad (Edgar), be sure to heal up your party. At long last, Edgar will reveal his identity. With that, your party will be thrust into battle with the Tentacle thing that's been disabling the castle's engines.

BOSS : TENTACLE ~  
O-----O

There are four Tentacles in this battle. Each one has its own individual elemental resistance. The upper-left Tentacle absorbs earth-based attacks; the upper-right Tentacle absorbs lightning-based attacks; the lower-left Tentacle absorbs ice-based attacks; and the lower-right Tentacle absorbs fire-based attacks. If that's too much to remember, then don't bother using magic spells. The Tentacles use Stun very often to inflict slow status. The Tentacles can also use Grab, which takes hold of one unit and grips that particular unit temporarily, sapping HP. The gripped unit cannot act while in a Tentacle's clutches. To prevent the four Tentacles from constantly grabbing and incapacitating your units, do your best to focus all of your attacks on one Tentacle at a time. The individual Tentacles don't have all that much HP, so they will fall rapidly.

After the battle, Edgar will finally explain himself. Following that, the gang members leave, assuming their boss ate it (just like the previous guy), Edgar will gladly join your team's effort against Kefka. Before you get topside, go through the door that the thieves left out of. Inspect the statue here to find a Soul Sabre. The thieves clearly hadn't looked hard enough.

Figaro Castle is now open. If you want discounts at the shops, simply have Edgar in the party. There is new merchandise at the tool shop.

Figaro Tool Shop  
@=====

- + Auto Crossbow -- Strikes all enemies with crossbow bolts.  
Cost: 250 Gil  
Equip: Edgar
- + Noiseblaster -- Confuses all enemies with a blast of sound.  
Cost: 500 Gil  
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.  
Cost: 750 Gil

- Equip: Edgar
- + Flash -- Inflicts darkness on all enemies with a brilliant flash.  
Cost: 1000 Gil  
Equip: Edgar
- + Debilitator -- Assigns an enemy a random elemental weakness.  
Cost: 5000 Gil  
Equip: Edgar
- + Drill -- Penetrates an enemy's armor to deal severe damage.  
Cost: 3000 Gil  
Equip: Edgar

When you are ready to continue, talk to the old man who controls the castle's movement to set a course for Kohlingen.

```
[-----]
      5.11. A New Pair of Wings* ~~~~~ [5011]
[-----]
```

"She's waiting for us... with a new pair of wings!"

Kohlingen is located a little bit to the northwest of where Figaro Castle emerges. Note that on the world map, there's another white dot nearby. This is Darill's Tomb - it'll become important very soon.

```
-----|-----Kohlingen-----|-----
      yyyyyyyyyyyyyyyyyyyyyyyyyyy
```

The shops can be found along the west edge of the town. Before doing anything else, I'd suggest you pay them a quick visit.

Kohlingen Weapon Shop

@=====

- + Darts -- Darts modified for use as weapons.  
Cost: 10000 Gil  
Equip: Setzer
- + Dice -- Pair of dice that deal more damage the higher they roll.  
Cost: 5000 Gil  
Equip: Setzer
- + Viper Darts -- Darts that may randomly dispatch enemy in one hit.  
Cost: 13000 Gil  
Equip: Setzer
- + Golden Spear -- Decorative spear with a golden tip.  
Cost: 12000 Gil  
Equip: Edgar, Mog

Kohlingen Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.  
Cost: 3500 Gil  
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.  
Cost: 3000 Gil  
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.  
Cost: 3000 Gil  
Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.  
Cost: 8000 Gil

- Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Diamond Vest -- Breastplate with large diamonds set in its surface.  
Cost: 12000 Gil
- Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer,  
Mog, Gau, Gogo
- + Diamond Armor -- Brilliant suit of diamond-plated armor.  
Cost: 15000 Gil
- Equip: Terra, Cyan, Edgar, Celes, Setzer

Judging by the selection at the weapon shop, you can probably deduce that Setzer is somewhere around. You will find him at the pub, having a jolly old time getting drunk. He will at first be reluctant to join the effort against Kefka, but after a bit of convincing, he changes his mind. Now, off to Darill's Tomb! It's located a bit to the southwest of Kohlingen, in case the game's obvious direction didn't clue you in.

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-----|-----
          Darill's Tomb
          |-----
          ?????????????????????????????????????????

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Once you arrive, Setzer will open up the secret entrance leading into Darill's Tomb. There's nothing interesting in the first room, so proceed to the next. On the next floor, you have a choice between two separate paths. Opt for the east path first and head down to the bottom corner. Inside is a chest containing a Genji Helm. Wow, that wasn't a bad find at all!

Return to the previous room and make your way to the southwest corner. There's a door here that you should go through. Just beyond it is a chest containing Crystal Mail. Head down the steps here and open the chest in the next room for a Regal Gown. There is also a hidden path here. To find it, take one step down from the front of the chest and turn to the right. Then, walk into the wall. The chest in the hidden room contains a Growth Egg, a relic that doubles the amount of experience gained in battle.

Return to the room where you found the Regal Gown and head up through the door. At the other end of this next room is a switch. Hit it and backtrack back to the center room with all of the different paths. This time around, go through the door at the northeast corner. Inspect the headstone, and a secret path will appear. Go through it and hit the switch at the end. Once again, return to the main room. Head down through the center door and use the turtle to get to the other side. When you regain control, hit the switch right next to the door. This will cause the water level to rise.

There's nothing in the room further to the south except for four headstones. If you read them in order, they will spell out "THEWORLDISSQUARE" backwards. Interesting, huh? Anyway, back to the task at hand. After the water level rises, hop on the turtle and let it take you to the other door. In the room that follows, you'll find a save point along with two chests. The one on the right contains a Man-Eater. The one on the left is a monster-in-a-box, so be prepared for a fight!

The Angler Whelk is similar to the Whelk monster you fought WAY back at the beginning of the game. As before, do not attack the shell or you'll suffer a nasty counterattack. Heed that, and you should be able to defeat it easily. When it retracts its head back into its shell, stop your attacks until it reappears. Avoid using randomized attacks, such as Sabin's Blitzes because they might hit the shell inadvertently. Focus all of your attacks on the head until the treasure-stealing abomination falls. The reward is a set of Dragon Claws for Sabin.

When you're ready, continue through the door at the north end of the room. Be sure your party is healed and ready before you examine the monument...

BOSS : DULLAHAN ~

O-----O

Dullahan's abilities are mostly ice-based, so be prepared to eat a few Blizzagas. Also, he is capable of casting Lv.? Holy, a spell that picks a random number and attacks any unit with a level divisible by that number. Since you have no control over that, be prepared to recover anytime he casts it. Because Dullahan is weak to weak to fire, cast any fire-based spells available. Have Celes use Runic to negate any spells that Dullahan attempts to throw at you. As for Sabin, let him use his most powerful Blitz. Rising Phoenix will be most effective in this case because it's fire-based.

When Dullahan is out of the way, continue beyond the monument through the secret entrance in the back. In the next segment, watch the flashback scenes of Setzer and Darill. At the end of the path is the Falcon, Darill's airship. The skies are, at last, yours once again!

\* NOTE: While flying around in the Falcon, you may encounter Deathgaze, a monster with 55555 HP! However, Deathgaze will quickly flee after you deal enough damage to it. His HP does not regenerate however, so the next time you encounter him, his HP will be what remained from any previous encounters. Defeating him will net you a Bahamut Esper.

It should be noted that, at this point in the game, you can head straight to Kefka's Tower and face him. However, there are still plenty of places to explore and many characters to recruit, not to mention the fact that your party is probably too underpowered to even get through the tower.

All quests from this point on, with the exception of Kefka's Tower obviously, are optional.

[-----]

5.12. Deep Dreaming ~~~~~ [5012]

[-----]

"Memories of the world before the fall remain...

But the light of dawn doth never change,

nor e'er the hearts of men..."

The segments covered in this section include:

- Fight Storm Dragon.
- Recruit Cyan.
- Acquire all of Cyan's Bushido abilities.
- Recruit Gau.

After getting the Falcon, Setzer will fly it towards Maranda. Land and make your way into town.

----| Maranda |----  
~~~~~

If you talk to the people in Maranda, some of them will tell you of a peculiar fellow who talked funny (Thoo...? Tao...? Yow...? Meow???). Heh, that would be Cyan alright! Anyway, check the shops in Maranda for some new gear.

Maranda Weapon Shop

@=====

- + Gravity Rod -- Rod containing the power of Graviga.
Cost: 13000 Gil
Equip: Setzer, Relm, Gogo
- + Swordbreaker -- Shortsword that sometimes deflects enemy attacks.
Cost: 16000 Gil
Equip: Locke, Shadow, Strago, Relm, Gogo
- + Falchion -- Single-edged sword that sometimes blocks attacks.
Cost: 17000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Invisibility Scroll -- Grants invisibility when thrown.
Cost: 200 Gil
Equip: Shadow (use with Throw command)
- + Shadow Scroll -- Creates illusionary images of the thrower.
Cost: 400 Gil
Equip: Shadow (use with Throw command)

The Falchion would be a great investment for your sword-wielders. I'd also recommend purchasing a Gravity Rod for Strago, who can join later on.

Maranda Armor Shop

@=====

- + Crystal Shield -- Glimmering shield cut from enormous crystal.
Cost: 7000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Crystal Helm -- Helm constructed of fused crystal shards.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes, Setzer
- + Oath Veil -- White bridal veil.
Cost: 9000 Gil
Equip: Terra, Celes, Relm
- + Black Garb -- Solid black clothing from a distant land.
Cost: 13000 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + Magus Robe -- Remnant from the age when magic still flourished.
Cost: 13000 Gil
Equip: Strago, Relm, Gogo
- + Crystal Mail -- Resplendent suit of crystal plate mail.
Cost: 17000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Go to the house at the upper-right corner of town. The two birds that are hanging around outside should give you an indication. Inside, you will find a girl named Lola, who tells you about her boyfriend in Mobliz. Read the letter on the table, which should clue you in on who is writing these.

Agree to send the letter and give it to the carrier pigeon outside. It will fly to Zozo. Follow it using the airship and head into Zozo.

====| Zozo |====
~~~~~

Zozo is still a decaying town of thieves. Random encounters still occur here, so watch your step! Anyway, as soon as you enter, you will notice the pigeon at the entrance. Interact with it, and it will fly off north. Also, the ghost that teaches you about Espers is still here.

Head a bit to the west and then north up to the inn. There's a man here who will offer to sell you Rust-Rid for 1000 gil. If the man is nowhere in sight, then he's probably hiding behind the building. Wait for him to show his face. Purchase the Rust-Rid and then head south towards the pub. Enter and climb the steps until you are back outside on the upper floor. Take the door on the right and use the Rust-Rid on the door at the upper-left. The rust will dissolve, allowing you to enter.

====| Mt. Zozo |====  
~~~~~

Be careful! Many of the monsters here have very high evade, meaning regular fight attacks may not be the best to go about fighting them. Tools, Blitzes, magic, and other abilities still work fine though. If you insist on using fight commands though, then equip a Sniper Eye relic to guarantee 100% accuracy.

From the entrance, head down the steps to the left and open the two chests for a Red Cap and Ice Shield. Then, from the chest containing the Red Cap, go down the steps nearby into the next area, where rays of sunlight penetrate the cave ceiling. Here, follow the linear path until you come across a chest. It may be hard to see because the sun's rays are shining directly on it. Open it for a Thunder Shield. Then, climb up the steps and head through the cave opening. This path will put you on the other side of the room that you first entered the cave in.

Continue north along the path and you should come across another chest. This one contains an Aegis Shield. After snagging that, head through the first cave opening directly above the chest. You will find a Gold Hairpin outside. This excellent relic halves the MP cost of any spell casted. Return to the cave and leave through the other opening further to the upper-right.

Once outside, cross the bridge and head into the cave on the other side. At the split, head a bit to the left and use the save point under the shaft of light. Make sure your party is healed at this point. Move further up and step on the switch to open a chest, causing the Storm Dragon to appear!

BOSS : STORM DRAGON ~

O-----O

The Storm Dragon is very tough. It's element is wind, meaning all wind-based attacks against it will be absorbed. Since most of its attacks are wind-based, it would be smart to bring in any equipment that absorbs or negates wind damage (Paladin Shield, Minerva Bustier). The Storm Dragon's attacks are powerful and can often hit your entire party for well over 1000 HP damage. Wind Slash and Aero are particularly devastating. Be prepared to heal immediately after the Storm Dragon uses this ability. As for its other attacks, they are not as dangerous, but can still pose a threat. Leaf Swirl is essentially a weaker version of Wind Slash.

You will have to fight defensively here. Set aside one or two units specifically for healing and reviving fallen team members. As for everyone else, use their strongest possible attacks. Note that the Storm Dragon has a weakness to lightning-based attacks, so exploit that with your spellcasters. This is a very difficult fight, but with the right strategy, it can be defeated.

After that hell of a boss fight, you will receive a Force Armor for your toils. Assuming you've been following this walkthrough in order, the Storm Dragon should have been your very first Dragon.

Now, backtrack to the save point and take the south path at the fork. Leave the cave through the opening at the south end of the cave. Once outside, go through the other cave opening in the cliff face to find what appears to be Cyan's refuge in the mountains. If you read the letter, you'll discover that Cyan's been writing to Lola because her boyfriend had died in Mobliz of his wounds.

The chest is locked, so leave the cave to find Cyan at the cliff edge, in the process of sending one of his last letters. Cyan joins you and points you in the direction of the Veldt, where a determined Gau is training to one day climb Kefka's Tower and smash his face up.

Return to the cliff edge and you should notice a little sparkling dot on the left side. This is the key to Cyan's chest. Use it to open the chest in the cave to find a collection of... uh... machinery books along with another book of questionable purposes ("Bushido in the Bedroom"?).

Your next destination should be Doma Castle, once the home of Cyan. Doma Castle is located on a small island to the right of the west tip of the Serpent Trench. Fly the airship over there. Make sure Cyan is in your party before entering.

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-----|-----Doma Castle-----|-----  
                ~~~~~
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The castle is empty. If you hadn't taken the treasures in the World of Balance, they will still be available now.

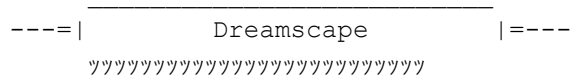
If you want the treasures, enter the castle and go through the door on the left, which is flanked by four pillars. Once inside, head through either of the two doors at the front. At the left side of this room are two more doors. The left door leads to a chest containing a Hi-Ether and a clock with an Elixir and the right door leads to a bedroom. If you still want to scavenge for treasures, don't sleep yet. There's also a Remedy inside the pot in the last room.

Backtrack to the first room and go further up. The double door in the middle leads to the throne room. Ignore it for now and go through the bottom door to the right. Follow the path down the castle wall until you reach a door. Inside are two chests containing a Phoenix Down and Prayer Beads.

Return to the center room and head through the upper-right door. Inside is a chest containing an X-Potion. Interestingly enough, the fire in the fireplace is still burning strong.

Now, return to the bedroom and go to sleep. When the party awakes, they'll find that Cyan is still resting. With that, an odd thing will happen. Three goons, Laragorn, Curlax, and Moebius, will jump into Cyan's head. All of them

are clearly modeled after the Three Stooges themselves. You have no choice but to jump into Cyan's mind after them!



You will only regain control of one character. Don't worry, for the other party members can be recruited momentarily. Utilize the save point before following the path left to three doors.

Choose the door on the left to reach your first party member. The stooge here will flee without a fight. Reunite with your second party member before leaving through the other door. You will next appear on a pathway with two doors. The bottom door will only you loop you back to this same pathway, so opt for the upper door.

There are two doors here for you to choose between. Go through the right door to come across your third party member. Again, scare off the goon and re-acquire your third member. Then, proceed through the door at the upper-left. On the next platform, go up the steps to find a door in the middle of the platform. Head through and follow the path to one final door. Heal up your party and prepare yourself for a boss fight.

BOSS : CURLAX/LARAGORN/MOEBIUS ~

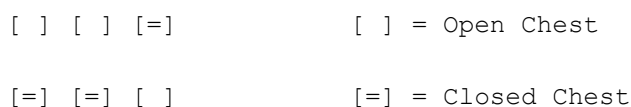
O-----O

Each of the Dream Stooges has his own distinct role. The first one, Curlax (the floating pink kid) is the primary debuffer and healer. Out of all of them, he should be your first target because he can inflict various restrictive status ailments on your party. Among them are Silence, Stop, and Slow. He can also use White Wind, which replenishes the enemy party's HP to full, and Arise, which revives a teammate. As for Laragorn, he doesn't really do much except attack and cast black magic. I'd suggest leaving him for last. Moebius is the primary buffer - he can cast Haste, Protect, and Shell. It's recommended that you focus on only one Stoooge at a time because when all three are alive, they can use Delta Attack, an unblockable (unless equipped with relics that block it) ability that petrifies a unit. None of them have a lot of HP, so the fight should not be too difficult.

After the fight, step through the open door to find yourself on the Phantom Train again! Oh my, it seems like this dream sequence never ends.

Go left into the first car and save your game. Then, proceed to the next car. Cyan will make an appearance, and a ghost will follow suit. In the next car, hit the switch twice to access the chest, which contains a Genji Glove. Then, continue further through the train. You should notice another chest, but it's inaccessible because of the moving chest. Head further to the left and acquire the Lump of Metal from the chest. Then, throw the Lump of Metal into the moving chest to disable it. The chest beyond it contains a Flame Shield.

If you hit the switch by the group of six treasure chests, three of them will close. You are supposed to remember this formation for later, but I'll save you the trouble and draw them out for you.



Proceed further to the left and enter the next car. You have to enter through the door this time in case you were not aware. In here, you will have to pull a series of switches to move some furniture around. Pull the first switch to move a seat to the left. This will allow you access a chest containing an Ice Shield. Now, pull the third switch from the right. This will move the boxes to the right.

Return to the first switch and hit it to move the couch back into its original position. Then, hit the second switch from the right. Then, go back and hit the first switch before hitting the third switch again. This should create a path to the next puzzle, which is the same set of six chests you saw before. Arrange them as you saw previously and flip the switch nearby to open up the wall. Continue to the next car.

There's a save point in the small car that you should use before continuing. When you are ready, continue into the engine room and hit the switch on the right. All of the switches should be facing down. Then, leave the room and you'll end up in a whole new area.

You are in Magitek Armor this time (yeah, I really don't get it). To the south, you'll find the dream Cyan being chased around. Follow him through the south opening, fighting off enemies with your Magitek weaponry (the Pluto Armors are weak to Thunder Beam). Continue along the path, heading down the steps when you reach them. Then, go up through the opening.

This part could get confusing if you didn't have a guide. As soon as you enter the next cave, walk back through the same way you came in to find a new area. Attempt to follow Cyan across the bridge only to have the bridge collapse under your weight...

After that, you will wake up in the dream version of Doma Castle. The deceased Owain and Elayne will appear and ask you to banish Wrex soul from Cyan's mind. Use the save point that appears subsequently and leave the room. Head out into the main hall and continue north. Cyan's room is on the right side of the throne room door. Enter to witness a scene between Cyan and his family. Once that concludes, leave the room and head into the throne room to find Wrex soul and Cyan...

BOSS : WREXSoul ~
O-----O

Wrex soul doesn't play fair. At the beginning of the battle, he will possess one of your units. The idea here is to kill off each of your characters until Wrex soul is revealed. The process is random, so you will never know exactly which one of your characters is possessed. At the same time, you will have to deal with Wrex soul's annoying Soul Saver lackeys. They are weak and easy to defeat, but they will regenerate within the same turn. For that reason, there's no point in even trying to defeat them. The Soul Savers will both use high-level black magic spells, so be prepared to heal when necessary. When Wrex soul appears, pound him with your strongest attacks. He is weak to ice-based magic, so use that to your advantage! Wrex soul will use Thundaga primarily, so equipment that absorbs lightning-based attacks would be a good bet (even though that leaves you susceptible to the Soul Saver's magic, they are too weak to even pose a threat). After some time, Wrex soul will again use Fury and possess one of your units to start the process all over again.

Alternatively, a much easier and cheaper strategy would be to simply

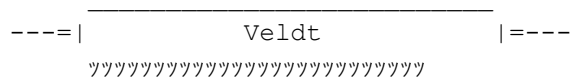
cast Banish on the two Soul Savers until they both disappear. Even though you don't actually fight Wrexsoul, the game will consider it a victory when both Soul Savers have been defeated.

With Wrexsoul's defeat, Cyan will finally be free. Afterwards, the images of his departed wife and child will appear to give him hope and reassurance. As a reward for your toils, Cyan will acquire all of his Bushido techniques!

Head back to the throne room and take the Alexander Esper. And that concludes Cyan's chapter in the grand scheme of things!

Prior to coming to Doma Castle, Cyan alluded to seeing Gau training in the Veldt with the intention to smash Kefka. Luckily for you, recruiting Gau this time around is just as easy it was the first time.

Fly to the Veldt, which is located at the northeast corner of the world map. It is the huge piece of grassland. You will know the Veldt by its signature music theme.



Make sure that there are only three members in your party and begin fighting random encounters on the Veldt. Eventually, Gau will show his face and join your effort.

* NOTE: With Gau in your party, you can take him to meet his father, whose house is also on the Veldt. This is an interesting little segment that has no reward but is still worth doing for laughs.

Take this time to learn more Rages for Gau if you'd like. At the south end of the Veldt is the Cave on the Veldt. This location will have more significance in the very next chapter!

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[=====]
      5.13. The Shadow Bandit ~~~~~ [5013]
[=====]
  
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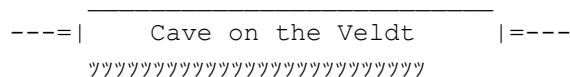
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      "You came to try and stop me...
      I'm sorry, but I can't turn back, boy..."
  
```

The segments covered in this section include:

- Fight Blue Dragon.
- Recruit Shadow (if he was saved on the Floating Continent).

As mentioned in the previous chapter, there is a cave at the south end of the Veldt. Make your way down to it and enter.



As you enter, Interceptor will appear and lead you down the path. Follow him north (ignore the east path for it leads nowhere) and go through the opening. Be sure to grab the contents of the chest here (Berserker Ring). There are also some vagabonds taking refuge here as well. They will all hint towards acquiring Gau, but that doesn't help you since you already have him in your

party.

Go through the wooden door and take the steps down. Follow the opening through the rock and head as far left as possible. There's a little room here with a chest. Be sure to heal up your units before opening it because it hides a monster-in-a-box! The Death Warden is pretty easy to defeat, but watch out for its Doom and Death spells, which can really be problematic. Your reward for defeating it is a Tigerfang, a very powerful claw for Sabin.

Now, return through the same path and follow it down into the other part of the cave. Then, go down the steps and through the opening. Keep heading south until you are stopped by a three rocks. This issue is easily remedied by going through the wooden door nearby and hitting the switch. Before proceeding though, go further down to find a chest containing an Ichigeki. This weapon will become instrumental to recruiting Shadow later on.

Go through the path that was originally blocked by the boulders. Go through the door and should notice Shadow (or Relm if you were an asshole and neglected to save Shadow on the Floating Continent) lying wounded next to Interceptor. Follow the path up the steps. The next room has a save point you should utilize before proceeding, for the Behemoth King will ambush you!

BOSS : BEHEMOTH KING ~

O-----O

This battle is actually in two parts. After defeating the first Behemoth King, an undead Behemoth King will ambush you from behind! Neither of them are particularly difficult to defeat though. The first Behemoth King will use mostly ice-based attacks such as Blizzara and Blizzaga. It will rarely use Meteor and Holy, but be prepared to take some damage should it cast them. All of these spells can be blocked by Celes' Runic ability, but it also employs physical attacks often, so don't expect Runic to be able to save your butt every time. The Behemoth King is weak to fire-based attacks, so use them to deal extra damage. As for the second Behemoth King, the strategy does not really change much. It does acquire a new attack, Sleeping Gas, which obviously inflicts sleep status. Since it is undead, restorative spells will deal damage. In fact, casting Raise on it will kill it instantly!

Your party will fly Shadow (or Relm) back to Thamasa to rest up.

```
-----|-----|-----  
          Thamasa  
          ~~~~~
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There, you will view one of Shadow's dreams that detail his rocky past as a bandit.

* NOTE: If you were not already aware, you can view Shadow's other four dreams by sleeping anywhere with Shadow in your party. Every time you do so, there's a random chance that a dream will commence.

Shadow needs to rest for now, so leave the house into town. Feel free to check the shops before you exit.

Thamasa Weapon Shop

@=====

+ Da Vinci Brush -- Standard artist's paintbrush.
Cost: 7000 Gil
Equip: Relm

- + Gravity Rod -- Rod containing the power of Graviga.
Cost: 13000 Gil
Equip: Strago, Relm, Gogo
- + Holy Rod -- Rod containing the power of Holy.
Cost: 12000 Gil
Equip: Strago, Relm, Gogo
- + Viper Darts -- Darts that may random dispatch an enemy in one hit.
Cost: 13000 Gil
Equip: Setzer
- + Golden Spear -- Decorative spear with a golden tip.
Cost: 12000 Gil
Equip: Edgar, Mog
- + Man-Eater -- Dagger that is especially effective against humanoids.
Cost: 11000 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer
- + Shuriken -- Four-pointed ninja throwing star.
Cost: 30 Gil
Equip: Shadow (use with Throw command)
- + Fuma Shuriken -- Five-pointed ninja throwing star.
Cost: 500 Gil
Equip: Shadow (use with Throw command)

Thamasa Armor Shop

@=====

- + Mystery Veil -- Female dancer's veil.
Cost: 5500 Gil
Equip: Terra, Celes, Relm
- + Circlet -- Metal band that boosts the wearer's attributes.
Cost: 7000 Gil
Equip: All
- + Black Cowl -- Solid black hood from a distant land.
Cost: 7500 Gil
Equip: Locke, Shadow, Sabin, Mog, Gau, Gogo
- + Luminous Robe -- Robe that shines with a mysterious inner light.
Cost: 11000 Gil
Equip: Strago, Relm
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer, Mog, Gau, Gogo

Thamasa Relic Shop

@=====

- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.
Cost: 1500 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil
- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil
- + Protect Ring -- Casts Protect on the wearer.
Cost: 5000 Gil
- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Angel Ring -- Casts Regen on the wearer.
Cost: 8000 Gil

In order to acquire Shadow, you must head to the Coliseum, which is located at the northwest corner of the world map. However, you should stop at Figaro Castle again. It's location depends on where you left it - it could be by Kohlingen or in the middle of the huge desert at the northwest corner of the map. Regardless of its location, talk to the old man in the engine room and ask him to move the castle. In the middle of the journey, he will stop it and ask if you'd like to get off. Agree to do so.

You can't exit through the entrance (considering you are under the surface), so make your way to the jail, which is down the right set of steps at the entrance. There, leave through the hole in the jail cell to find yourself in the Cave to the Ancient Castle.

-----|Cave to the Ancient Castle|=-----
~~~~~

From where you appear, head down to the southeast corner of the cave. Here, open the chest for a Hi-Ether. Go through the southeast opening to find a chest. This one is a monster-in-a-box, so make sure you are prepared for a fight! The Master Tonberry is almost as tough as a typical boss fight, so make sure you are prepared to heal when necessary. It is really only dangerous when you attack it because it will counterattack with a powerful Traveler attack, which deals 1000+ HP damage to the single unit. Your reward for defeating it will be a Gladius.

Return to the last cave and make your way over to the lower-left corner. The chest here contains a Wing Edge. Here, head through the opening and follow the path to some steps. Descend them and make your way up to the chest containing a Death Tarot. Then, go a bit south and follow the path west. The path is impossible to see because it's obstructed by the rock wall. At the end of the path, it would appear to be a dead end, but you can actually walk into the wall to find an opening.

In this next area, there is a ladder leading down into a hole. Before descending into the depths, scan the left side of the cave to find a chest containing an X-Potion. There is also a Magicite Shard in a chest along the bottom edge of the cave as well. When you are ready to continue, climb the ladder down into the hole. Utilize the save point before leaving through the other opening to the left.

-----|Ancient Castle|=-----  
~~~~~

Here, you will witness the scene of a battle that occurred a thousand years ago. When you regain control, walk up to the main entrance, but don't head in just yet. First, go through the door on the right to find a chest with a Punisher. Then, leave and head through the arched openings on the left side of the main entrance. The chest here is a monster-in-a-box, so come prepared!

The Samurai Soul is fairly difficult. He will use various scrolls to deal elemental damage. If you are having trouble against this speedy bastard, cast Haste on your units to even things out a bit. Your reward for beating him is a Master's Scroll, an awesome relic that allows the carrier to attack FOUR times per turn!

With the Master's Scroll collected, head into the throne room where you will find the Esper Odin on the throne. Examine it to transform the petrified Odin to magicite. Before you leave, there are a few more things to do.

It may be impossible to see, but there's actually a hidden switch exactly five steps below the Queen's throne (on the right). Hitting it will open up a secret room on the right side of the room. Head through the doorway at the upper-right corner of the room. The left doorway leads to two chests containing a Blizzard Orb and Gold Hairpin. Then, leave the room and go south along the right side of the room. The path branches off to the library of the castle. Examine the shining dot on the bookcase to obtain the Queen's Diary. Then, examine the bucket for a X-Ether. Then, go down the steps (which appear after hitting the hidden switch). In this chamber, you will encounter the Blue Dragon!

BOSS : BLUE DRAGON ~

O-----O

The Blue Dragon is water-based, so all water spells against it will be absorbed. By the same token, the Blue Dragon is logically weak to lightning-based attacks! It is capable of using a wide variety of water-based attacks, which include Aqua Breath, Tsunami, and Flash Rain. All are strong attacks that can easily kill your units if you let your guard down. Casting Shell on your party to negate some of the damage would be a good idea. Be wary of Acid Rain as well - it has a chance of inflicting poison status on your party. Though it boasts some strong attacks, the Blue Dragon is not remarkably difficult to defeat. As stated before, lightning-based attacks can make the battle go much more quickly.

Defeating the Blue Dragon will get you a Zantetsuken, a very powerful weapon that can randomly dispatch enemies in a single hit. Assuming you have been following this walkthrough up to this point, you should now have six dragons remaining.

At the other end of the room, you will find the Queen, who has also been petrified. If you examine her, a tear from her eye will react with the Odin Esper, causing it to transform into Raiden. This transformation is irreversible, so don't go through with it if you are not ready to let go of Odin! Personally, I don't see why not, considering the fact that Raiden is much more powerful, teaches Quick, and has a Strength +2 bonus.

With that, you can make the journey all the way back to Figaro Castle. Unfortunately, you can't just Teleport out of here, so you will have to walk. Back at the castle, talk to the old man again and tell him to resume the journey.

The next destination is the Coliseum, which is located at the northwestern most point on the world map.

----| Dragon Neck's Coliseum |----

????????????????????????????????

Well what do you know? It looks as if Ultros has finally given up his evil ways (instead working as a receptionist). He'll tell you to not bet any cheap stuff or Mr. Typhon will have to take care of you!

Before proceeding, make sure you SAVE the game. If you fail this next segment, you will never be able to acquire Shadow (without hacking or something). When you are ready, speak to the guy in front of the door and offer to bet the Ichigeki. Your opponent will turn out to be Shadow!

Now, in case you were not already familiar with the Coliseum, you are only

allowed to select one character to fight. You won't have any control over the character, so you will have to see who the most powerful unit in your party is. Shadow is not difficult to defeat though. In fact, he is pretty pathetic. Expect him to go down quickly.

After defeating him, you will regain your Ichigeki, and Shadow agrees to join again!

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[=====]
      5.14. Relm and Gramps ~~~~~ [5014]
[=====]
```

"Did you really I was gonna check out before you, you old geezebag!?"

The segments covered in this section include:

- Recruit Relm.
- Recruit Strago.

Return to the Falcon and set a course for Jidoor, which is located on the continent directly south of your current position. It's the first town before the narrow peninsula on that island.

```
-----|----- Jidoor -----|-----
          ~~~~~
```

First, go check the shops for any new equipment. At this point in the game, I doubt that money should be much of an issue, considering how many monsters you have fought prior to arriving here. The weapon shop is located in the middle of town, next to the inn, and the armor shop is located to the left of the town's entrance. You will find the relic shop at the northwest corner of town.

```
Jidoor Weapon Shop
@=====@
+ Man-Eater -- Dagger that is especially effective against humanoids.
  Cost: 11000 Gil
  Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer
+ Partisan -- Ornate spear with a twin-headed axe blade on its head.
  Cost: 13000 Gil
  Equip: Edgar, Mog
+ Crystal Sword -- Glittering blade cute from enormous crystal shard.
  Cost: 15000 Gil
  Equip: Terra, Edgar, Celes
+ Sniper -- Throwing weapon that can also be held and swung.
  Cost: 15000 Gil
  Equip: Locke
```

```
Jidoor Armor Shop
@=====@
+ Circlet -- Metal band that boosts the wearer's attributes.
  Cost: 7000 Gil
  Equip: All
+ Black Cowl -- Solid black hood from a distant land.
  Cost: 7500 Gil
  Equip: Locke, Shadow, Sabin, Mog, Gau, Gogo
+ Crystal Helm -- Helm constructed of fused crystal shards.
  Cost: 10000 Gil
  Equip: Terra, Edgar, Celes, Setzer
```

- + Black Garb -- Solid black clothing from a distant land.
Cost: 13000 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo

Jidoor Relic Shop

@=====

- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil
- + Protect Ring -- Casts Protect on the wearer.
Cost: 5000 Gil
- + Gigas Glove -- Boosts the wearer's physical attack power.
Cost: 5000 Gil
- + Angel Wings -- Casts Float on the wearer.
Cost: 6300 Gil

Another place of interest is the Auction House. Prior, there really wasn't much to do here, but now you can actually participate in bids. Some of the items really aren't too significant, such as random relics and the like. However, you also run the chance of coming across one of two Espers, Zona Seeker and Golem! The former runs for 10000 Gil and the latter runs for 20000 Gil. You will have to outbid the others to acquire these two Espers!

Also keep your eyes peeled for Excalipoor, a rare sword that is instrumental in attaining an Esper later in the game. This sword will require 500000 Gil, so make sure you can pay the fee.

* NOTE: If you do not acquire either the Zona Seeker and Golem Esper when they show up in the auction, you run the risk of NEVER being able to acquire that particular Esper. Therefore, make sure you have enough money to win them.

When you are ready, heal up your party and make your way up to Owzer's Mansion at the north end of town.

```

-----|           Owzer's Mansion           |=-----
          yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

```

It's dark and spooky in here. Ignore the first set of steps and attempt go up the second staircase. A disembodied voice will turn you back though. Read the diary sitting on the table nearby to learn that Owzer had hired an eccentric artist to do some paintings for him. However, strange things have been happening as of late...

Examine the lamp on the wall to turn on the lights. Then, attempt to climb the steps again to find that the voice has gone! Go down into the art gallery and examine Gestahl's painting. You will acquire the Emperor's Letter, which tells of a legendary treasure where the mountains form a star. This will relate to getting Locke (where there's a treasure, you can be sure to find Locke nearby) later on, so keep it in the back of your mind.

* NOTE: The picture of pink flowers hides a battle with some Rafflesias. This is the only place you can fight these monsters, so if you're looking for a complete bestiary, make sure you get their entry here.

Now, check out the picture of the "lovely lady" just under Gestahl's portrait. You will be forced to fight two Misty enemies. Defeating them will create a door. Go through and make your way down the steps. There are random encounters now, so keep your guard up. On the next floor, you will come across two paintings. Avoid stepping near the chair painting. If you do, you will slowly

get sucked in and be forced to fight off some monsters.

At the other side of the room are two doors. Go through the left door for a Moogle Suit. Then, continue through the remaining door. This next area is pretty odd. The doors will disappear and reappear at random, so you will have to experiment to get through them. First though, go to the end of the right-most opening and inspect the wall for a Lich Ring. Then, return to the three disappearing doors and go through the one on the left. You will have to wait for the door to disappear first though.

In the next room, go through the door on the left to be dropped in a room with floating chests. If you stand underneath the chests, you can fight some monsters to attain the contents of the chest. From left to right, you can net 293 Gil, a Potion, an Ether, and a Gold Needle.

Next, examine the painting of a suit of armor. You will be thrust into battle with a Still Life. It can use Doom, so try to finish the battle quickly to avoid any complications. Defeating it will create a door in its place. Just beyond it will be a save point you should utilize, along with two more doors. Consider using a Tent here because there will be a boss fight coming up momentarily. When you are ready, go through the right door to find Owzer and Relm... and a demon-possessed painting!

BOSS : CHADARNOOK ~

O-----O

This is an irritating fight for a few reasons. First of all, you cannot attack the woman form, only the demon form. Chadarnook will flip flop between these two forms, so you will have to take extra care not to hit the woman. If you do, Chadarnook will counterattack with Poltergeist. She can also use Last Kiss, which inflicts doom status, and Entice, which charms! Since you cannot attack the woman form, you're powerless to stop these attacks, so be sure to take active measures to quickly cleanse affected units of any status ailments through Esuna or similar abilities, and have someone ready to use a Phoenix Down or cast Raise whenever someone falls to doom status. Otherwise, just take the time to heal and cast buffs on your party. Then, when Chadarnook switches to demon form, you can go on the offensive.

The demon form has some powerful lightning magic. Equipment that is resistant to lightning-based attacks would be well-suited here. Cast Shell to raise magic resistance if you find his Thundaga skill to be too powerful. Chadarnook is weak to fire-based attacks, so hit him as many times with Firaga as possible. He absorbs water-based attacks, so avoid using those by any means. Have everyone use their strongest attacks while he remains in his demon form. However, do not stack attacks because he may switch back to woman form while you are in the middle of a chain!

Owzer will explain just how that demon came to possess the painting. It was attracted by an odd stone he picked up at the Auction House. He doesn't want anything to do with it anymore, so he gladly gifts you the Lakshmi Esper. Inspect the bookcase to snag it. Afterwards, Relm will join your party.

Now it's time to pick up Strago (Gramps!). When you are ready, fly the Falcon to Cultist's Tower, which is located south of Nikeah, along the Serpent Trench. It is surrounded by rock, so you will need to land the Falcon inside its boundaries.

Make sure Relm is in your party when you get off. You will find Strago

marching with the Cult of Kefka - apparently he went a bit loony after the world's transformation. But finding Relm alive has renewed his spirit, and he happily joins your party.

I don't recommend you attempt to tackle the Cultists' Tower just yet. Many of the monsters inside will probably wipe the floor with your party. Wait until later in the game when you are more experienced before trying to climb it. Trust me on this!

Anyway, return to Thamasa, which is located on the tiny little island at the lower-right corner of the world map. Have both Strago and Relm in the party at the same time and enter town. Relm will head to the house before quickly running back out to tell Strago that Gungho's been badly hurt by Hidon, a legendary beast that Strago and Gungho had hunted in their youth. Though Strago vows to go alone, you can choose to bring a full party anyway. I'd suggest you do so to make life easier for yourself.

Get some restorative items if you're running low. Then, get on the Falcon and fly to the small island north of Thamasa. This Ebot's Rock, home of the beast, Hidon.

```
-----|          Ebot's Rock          |=-----  
          yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

It's very dark in this cave so your visibility is reduced to only a small circle. Walk up, step on the switch, and examine the talking chest. It will demand coral. In order to get past it, you'll need to find enough pieces of coral to satisfy this hungry chest.

These pieces are strewn through the cave in various chests. Backtrack and step on the switch to warp to another part of the cave. Walk around, opening any chests you find to snag some coral. Most chests contain multiple pieces. Basically, all you need to do is wander aimlessly around until you've collected enough coral. You will need around 25 pieces to satisfy the chest. Make sure you do not feed him until you've obtained this amount!

When you are ready, keep stepping on the switches until you randomly appear back by the talking chest again. If you satisfy it, it'll gladly get out of the way. The beast Hidon is just a short walk up. Make sure your party is prepared for the fight.

BOSS : HIDON ~
O-----O

Hidon comes with four Erebus lackeys. They will be pretty annoying, so deal with them first before moving on to Hidon. They are all very weak and should go down within a few turns. Be careful though - the Erebuses can use Zombie Claw to inflict zombie status. Should that happen, get the Holy Water out! As for Hidon itself, expect mostly poison-based attacks. This includes Bio and (obviously) Poison. It may be a good idea to wear equipment resistant to poison, but it is not really necessary, for Hidon can be taken down pretty quickly. Since Hidon is undead, any curative spell will deal damage. Raise will instantly kill it, so use that spell if you want to get the battle done quickly. Otherwise, just focus all of your strongest attacks on it until it falls.

* NOTE: The Grand Delta lore can be learned in this battle. Make sure Hidon uses it (and Strago learns it) before kicking his green, skeletal ass.

An ecstatic Strago will celebrate, before returning to Gungho to brag in his face, although Gungho's behavior is a bit questionable (yeah, severely wounded alright!). What a terrible actor!

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[-----]
      5.15. The Treasure Hunter ~~~~~ [5015]
[-----]
```

"Please, let go of the chains that bind your heart...
Give your love to the one who now dwells within your heart..."

The segments covered in this section include:

- Fight Red Dragon.
- Recruit Locke.
- Attain Sabin's strongest Blitz.
- Recruit Mog.
- Fight Ice Dragon.
- Recruit Umaro.

The Phoenix Cave is a complex dungeon that requires two parties to get through. Before attempting it, try to level up all of your units to a favorable mark while improving their spell libraries.

When you are ready, head to Tzen (which if you don't recall, is located on the lower-middle continent). A bit to the northwest of Tzen is a star-shaped mountain (okay, that's a stretch). In the middle is a green patch you can land the Falcon in. You'll be prompted to form two parties here. Here's a tip: the first party should be stronger than the second.

```
-----|           Phoenix Cave           |-----
          ~~~~~~
```

With your first party, go inside and step on the switch. Then, change to the second group and go through the opening on the left. Make your way up the steps. Ignore the chest to the left because there's a trap pit in front of it. Instead, turn a bit to the right and go down back towards the entrance. Step on the switch here to open the other opening.

Switch back to the first party and head through the right opening. Step on the switch to lower the spikes to the left. Revert back to the second party and cross over the spikes. Then, head to the right, go down the stairs, and step on the switch here. This will lower the spikes on the upper level. Switch back to the first party and cross over the lowered spikes. The chest at the end is empty. Backtrack to the staircase and inspect the wall to the right of it to find a secret area with a single chest. There's a Teleport Stone here. After that, return to the staircase and head down.

In this magma-filled chamber, head to the left across the wooden bridge. Open the "empty" chest. Here, step on the floor switch nearby and return to the staircase. This time around, follow the wooden bridge that spans to the south, east, and north. Be sure to open the empty chest along the way. Continue until you hit a dead end. At this point, switch to the other party.

Get off the switch, climb back up the steps, and proceed west. Then, descend the staircase at the other side, near the pool of water. Go all the way down until you reach another staircase at the southwest corner of this magma

chamber. On the upper level, step on the switch to form a bridge to a chest. Open it for a Wing Edge. Now, backtrack down the steps and return to the magma chamber.

Head back up a bit and walk to the end of the wooden bridge extending to the right. Hop over the six rocks (they appeared after hit the switch with your other party) and continue. The chest behind the spikes is empty as well. Anyway, step on the floor switch at the end to create a path for your other party. Switch again!

With your first party, follow the newly created path north through an opening. Go down the other set of stairs to the left. Step on the switch here. Then, revert to your second party. Continue up the newly formed path to a staircase. There's a save point nearby that you can utilize. Press the switch across the wooden bridge and revert to your first party.

Return to the water-filled room and follow the path over the lowered spikes. Then, descend the staircase. Here is a set of rocks that you'll have to utilize in order to cross the magma. Jump on the first line of rocks. Then, jump south, east, and north again. The chest here is empty as well. Go back one line of stones and jump on the line of rocks further to the left. This'll bring you to a staircase leading to a switch. Hit it to drain the water and clear the magma from the chamber.

Revert to the second party and make your way west. There will be a floor switch on the ledge overlooking some rocks. Once this is done, change back to the first party. Go down the steps and through the cleared path. You'll find the Red Dragon loitering further to the south.

BOSS : RED DRAGON ~

O-----O

Expect loads and loads of fire-based spells from the Red Dragon. You can easily negate most of its attacks by equipping armor that resists fire (Flame Shield, Ice Shield, etc.). Expect to be hit by high-level fire spells including Firaga. Also be wary of Flare and Southern Cross, both are extremely powerful spells that can knock off tons of HP. If Celes is in your party, Runic would be extremely effective here. As for everyone else, try to hit the Red Dragon with water and ice-based attacks. Avoid using fire for obvious reasons.

As a reward, you'll receive the Murakumo, a very powerful weapon for Cyan. Do not forget to inspect the chest at the top of the steps. Inside is a Dragon Horn relic. Now, go back to the area with the rocks that you moved using the switch and climb the staircase nearby. There are three floor switches on this one plateau. Move this first party on to the upper switch. Change parties.

As the second party, step off the switch and descend the steps nearby. Then, walk to the left through the rock path. Head up the steps and go down the staircase just ahead. Back down in the magma chamber, you'll find the magma cooled, making it safe to traverse. Here, you can open the chest on the small island a bit to the south. It holds a Ribbon relic.

Now, make your way to the upper-left corner of this cavern. Climb the steps here and go through the opening. Cross the path and use the two rocks to get to the same plateau as your first party. Move this party on to one of the two lower floor switches. Then, switch to the party and move them on to the other floor switch. The fallen rock will stay in place, so it's okay to move the party off of the switch now.

Continue heading south and descend the staircase at the end. Here in the

underground cavern, follow the path and cross the wooden bridge. You will, at last, find Locke. The treasure hunter has been searching the world for the Phoenix Esper, which has the ability to revive the dead. His intention was to use the Phoenix Esper to revive Rachel, his greatest mistake. However, the Esper has been damaged, so it's unclear whether or not it can still work.

The party returns to Kohlingen, where Rachel still sleeps. The Phoenix Esper reacts, but it only revives her for a few moments. After a touching scene, Locke will give your party all of the items you never collected back at the Phoenix Cave. Remember all those empty chests?

Now, it's time to head to Narshe, where a few more characters are waiting to be recruited. Narshe is located at the western tip of the center island as a cave in the mountain. Before you enter though, fly a little bit further northeast of Narshe. Scan the ground for five trees arranged in a "+" sign. This is Duncan's Cabin.

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-----|          Duncan's Cabin          |=-----  
                yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
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Attempt to enter the cabin to find Master Duncan, who is actually alive and kickin'! After a tearful reunion between Sabin and Duncan, Duncan agrees to teach Sabin his ultimate technique. After the two brawl it out for a bit, you will acquire Sabin's most powerful Blitz, the Phantom Rush. This is arguably the most powerful attack in the game. From this point on, Sabin should be a staple member of the party.

Now, get to Narshe!

```
-----|          Narshe          |=-----  
                yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
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As you enter Narshe, a familiar pickpocket will appear to tell you that there is not much of interest left in Narshe. Its inhabitants have disappeared, so the streets are now infested with monsters. Be prepared to face some random encounters around here.

All of the doors are locked, but they can be unlocked by Locke. First, go to the weapon shop, which is south of the relic shop and a bit northwest of the inn. Inside, go through the door behind the counter to find the original clerk, who has been waiting for you specifically. He will bring out an Esper, which he offers to turn into the powerful Ragnarok weapon. However, you can choose to take it in its original Esper form.

Let's weigh the benefits of each option now. The Ragnarok is one of the most powerful weapons in the game. It boosts nearly every attribute, rendering the wielder a real force to be reckoned with. It can also cast Flare randomly whenever it is swung. Also, if you bet the Ragnarok at the Coliseum and win the fight, you can obtain the Lightbringer, the most powerful sword in the game! The Ragnarok Esper, on the other hand, teaches Ultima, the most powerful spell in the game.

Personally, I'd go with the magicite, but that's only because I love blasting foes away with Ultima.

Leave the weapon shop and head up the steps to the right of the relic shop. There is another house here that you should unlock, Inside, you will find a man in the bed. Talk to him to receive a Cursed Shield. He will vaguely

suggest that if the curse on the shield were lifted, it could become the finest shield in the world.

* NOTE: Fight 256 battles with the Cursed Shield equipped and it will turn into the Paladin's Shield, the strongest shield in the game! Since the Cursed Shield comes with a variety of debuffs attached, consider fighting in areas where monsters are generally weaker and easier to kill.

Now, make your way to the Narshe Mines. You can access it by heading to Arvis's House, located near the northeast end of town. The door is already unlocked, so you can just walk in. The house is empty. Leave through the back door and walk west across the bridge to find the entrance to the mines.

* NOTE: If you happened to leave the chests here back earlier in the game (as per my instructions), you can open them now to find a Guard Bracelet, Elixir, and Ribbon.

Once inside, go in a generally northwest direction. Cross the wooden bridge. There will be a chest on the raised rock platform here. Next, go across the wooden bridge to the west. Be sure to open the chest at the opposite end before proceeding further up. Follow the right path up the staircase. Go through the first opening you come to. You'll find yourself in a familiar room. Remember, this was the location of that annoying light puzzle at the very beginning of the game. Ah, memories.

Continue through the opening at the north end of this cavern. In here, you'll find an old friend, Mog. He'll express his surprise at seeing your whole party actually alive! Mog will also mention a yeti creature who is hiding somewhere in these mines. Perhaps he could be of some use?

Inspect the wall that Mog was originally staring at to find the Molulu's Charm. This relic, which can only be equipped on Mog, will actually prevent any random encounters from attacking you! Needless to say, this relic can be abused to your heart's content.

Move over to the west side of this cavern to find a chest along the wall. This one (if it is unopened) will hold a Ribbon. With that, you can leave the mines and return to the Falcon. In order to recruit Mog's yeti friend, you will need Mog to be in your party. Change up your party as you see fit, with Mog in one of the spots, and head back into Narshe.

Consider equipping the Molulu's Charm to prevent any random encounters from bugging you. This time, go through the center of Narshe and head as far north as possible. Eventually, you'll reach another segment of the Narshe Mines. In this cavern, go through the opening on the right at the intersection of the mine cart tracks. This is completely off-topic - interestingly enough, the machinery in these mines is still functioning, and the lanterns are still lit. Hmm?

Follow the mine tracks to a staircase. From here, just follow the linear path outside, across a bridge, back into the mines, back outside, and finally to the location of the multi-party battle against Kefka way earlier in this game. Make sure your party is healed up here, for there is an Ice Dragon wandering the grounds...

BOSS : ICE DRAGON ~
O-----O

Equipment resistant to ice will help tremendously in this battle.
The Ice Dragon likes to throw around Blizzara/Blizzaga spells quite

Return to the first room and fall through one of the pits again. On this level, head all the way to the upper-right region of the cavern. There is a staircase here. Ignore the first switch and hit the second across the wooden bridge. You will fall into what appears to be a dwelling of some sort. Heal your party before examining the skull on a stick. Your party will discover what appears to be magicite in the eye socket. Remove it to obtain the Midgardsormr (Honestly, what is with these horrid Esper translations?) Esper.

Your larceny just so happens to attract the attention of a yeti...

BOSS : YETI ~

O-----O

Umaro has a variety of ice-based attacks, including Snowstorm and Avalanche. None of them, however, are particularly threatening. You can quickly defeat him by casting strong fire-based magic. If you are fast, the Yeti should go down in no time at all. This is a very easy fight, no matter what point in the game you fight him in.

After the fight, talk to the defeated yeti, and Mog will order Umaro to join the party. With Umaro in your party, leave by simply walking up the steps to find a hole in the cliff. Once your party lands outside, you can make your way back to the Falcon. More adventures await!

[=====]

5.16. Completing the Party ~~~~~ [5016]

[=====]

"I'll fight! I'll make this world a place where life can flourish,
and children can grow up in peace!"

The segments covered in this section include:

- Recruit Terra.
- Recruit Gogo.
- Fight Earth Dragon.
- Complete Cultists' Tower.

Return to Mobliz, where Terra is still looking over the orphaned children. Prior to this point, she had refused to join the party - perhaps she has reconsidered...

The children in the house will tell you that Katarin has gone missing. Terra and Duane aren't here either, so leave the underground dwelling and check the house to the lower-left. In here, you'll find Duane. Apparently, Katarin is pregnant! Notice the dog as it goes behind the bookcase. Follow it to a secret passage beneath the house.

Down here, you'll find Terra and Katarin. Before anyone can say much, Humbaba makes his presence known. Before you head outside, check the pot for a Hi-Ether. Terra doesn't have the strength to fight so it's up to you to fend off the monster once and for all. Leave the house and confront the monster directly!

BOSS : HUMBABA ~

O-----O

This fight with Humbaba differs little from the first time. It still retains many of the magic spells, in addition to Solar Plexus, which is a powerful physical attack, and 1000 Needles, which inflicts 1000 HP damage regardless of defense. Humbaba's magic can easily be

averted by using Celes' Runic ability. Alternatively, you can cast Reflect on your party to send its magic back but Humbaba absorbs lightning, so that may not be the most effective strategy. Shell is also helpful because it negates some of the magic damage. Fight back by casting Bio as often as possible because Humbaba is weak to poison. It shouldn't take too many castings of that to bring its HP down. Eventually, it'll use Humbaba Breath to blow away two of your units. Terra will join at this point. The rest of the battle is essentially the same. Use the same strategy as before and bring down Humbaba once and for all.

After the fight, the children will run out to find Terra in her Esper form. Terra will, at long last, join your party, leaving the care of the children in the hands of Duane and Katarin.

And with that, the party is complete... uh not quite. There is actually one final secret character who you can find. To find him/her (yes, his/her gender is ambiguous), get back on the Falcon and fly to the northeast corner of the world map. There, you should find a peculiar triangular island.

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-----|           Triangle Island           |=-----  
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Once you've landed, walk around until you encounter a Zone Eater enemy. You can defend, but don't do anything else! Eventually, it'll use Inhale on all of your units. Let it do this until no one remains. Your party will end up inside Zone Eater's Belly.

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-----|           Zone Eater's Belly           |=-----  
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Well, bet you didn't expect anything like this! Notice the light at the north end of this cave (or belly, I should say). If you ever want to return to the surface, this is the way out.

Head south and go into the next room. Here, walk over on to the wooden bridges to the left. There are some weird men running around (maybe they're just lost, angry travelers?) who will knock you off if you run into them. Let them do that the first time to land in a cavern below. Open up the two chests here for a Hi-Ether and Red Jacket. Then, step on the switch nearby to lower the rock blocking the exit staircase.

Once you're back on the first floor, attempt to cross the bridges again. This time, don't let the men touch you (How wrong did that sound?). There are two chests near the middle of the set of bridges. The one on the left holds a Genji Armor and the one on the right holds a Magical Brush. Try to collect these without getting knocked off. If you do, you can always climb back up the same way. Near the end of the bridges is a Fake Mustache in a chest. You will have to use the lower-left bridge to reach it though. When you've collected all the treasures, go down the stairs at the other end.

Use the save point here before continuing. There's a huge falling ceiling in the next room. Before attempting to get through it, wait for it to fall and notice the holes. These are the only safe spots (obviously) you can stand. If you get crushed, it's game over automatically, so try to cross carefully. A bit further to the west is a chest containing a Zephyr Cape. Standing in front of this chest puts you in a safe spot, so wait for the ceiling to fall before attempting to go for the next chest, which contains a Hero's Ring. Again, the

area in front of this chest is safe ground. Notice the hole further to the west and run over to it quickly before the ceiling falls again.

There is another chest further to the west. Run to it and open it for a Pinwheel. Then, quickly run south to escape the ceiling before it falls. Once you've gotten past it, exit through the opening in the wall. In this next cavern, you will see a whole bunch of opened chests in between gaps in the bridges. Use these chests as a means to cross the breaks. Hop over the first one and then jump north across two chests. Follow the wooden bridge until you are standing directly above the floor switch on the island. Then, jump to the platform and step on the switch. This will form a bridge to your right that you can use to jump back on to the wooden bridge. Follow it across the first gap. This time, jump further to the west and snag the contents of the chest (Thunder Shield). With the treasure collected, follow the same path as before, ignoring the switch this time, to land in front of the exit door.

At last, you will find Gogo the Mimic! This character, straight from Final Fantasy V, is capable of imitating your units' abilities!

Leave the Zone Eater's Belly (you can cast Teleport to quickly get out of there) and board the Falcon. Fly over to the Opera House, which is located a bit to the south of Jidoor, on the southwestern continent.

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                Opera House                |-----  
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Inside, the receptionist will tell you go find the Impresario, who can be found on the balcony seats overlooking the stage. It's the same seats where the rest of the party watched Celes' performance earlier in the game. Pacing madly, the Impresario will tell you of a dragon sitting right in the middle of his stage. This looks like a job for you! Go to the room at the upper-right corner and hit the third switch from the left. You know what to do...

BOSS : EARTH DRAGON ~
O-----O

As its name suggests, this dragon uses earth-based attacks primarily. Quake, Magnitude 8, and Landslide are among the various abilities it can use, in addition to standard physical attacks and Honed Tusk, an attack that deals moderate to heavy damage to a single unit. If you cast Float on your units, you can avoid almost all of the Earth Dragon's attacks since Float negates any earth-based attacks. In this status, you can essentially attack the Earth Dragon with impunity. Though Honed Tusk and standard attacks will still hit, those can easily be remedied by healing whenever necessary. However, the Earth Dragon can use 50 G's to remove any of these buffs, so be prepared to recast Float should the situation arise. The Earth Dragon is weak to wind and water. Take advantage of these weaknesses to finish the battle quickly.

With the defeat of the Earth Dragon, you should now have three dragons remaining. That wraps it up for the Opera House.

Return to the Falcon and fly back to Solitary Island, which is the tiny landmass at the southwest corner of the world map. Here, return to the shore where you originally collected fish for Cid to eat. There should now be a piece of magicite laying on the beach. This is the Quetzalli Esper, which teaches Hastega and Slowga, both very useful spells to master.

There is one final dungeon you can go through before Kefka's Tower. Remember

where you picked up Strago? It was that odd tower surrounded by rock - clearly impossible to get to without an airship. At this point, your party should be at a high enough level to tackle this dungeon without much trouble. Before you head over there, make sure you stock up on MP-restoring items. You will need them! Also, MAKE SURE that you have both the Reflect and Reraise spells mastered!

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-----|          Cultists' Tower          |=-----  
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Start making your way up the rusty stairs towards the top of the tower. This whole place is fairly linear, and there aren't really too many places you can get lost in. However, you can only use magic and items. You heard me right: fight commands and other skills cannot be used here. Therefore, any relics that conserve MP and/or boost magic attack can be helpful here.

The lower levels contain weaker monsters. Be wary of the Level 20 Magics - they all start with reflect status. Deal with this by reducing their MP to 0. Most monsters here will be killed automatically when you bring down their MP, so Osmose is quite useful. Note that Rasp, on the other hand, won't be effective against Level 20 Magics because they'll just reflect it. Alternatively, you can cast Reflect on one of your units and cast offensive magic against the reflected unit. This will damage the Level 20 Magics because they can't reflect magic that's been already reflected. Get it?

As you climb the tower, the monsters gradually get harder (the Level # Magic starts getting higher). After a bit of climbing, you will reach a door. Head inside to find a chest containing a Safety Bit. Note that there are Level 90 Magics in here so move with caution. Level 90 Magics, too, automatically start with reflect status. After collecting the treasure, inspect the wall to the right of the chest. There's a hidden switch here that will open up a door one floor below. Go back outside and descend one set of stairs. Go through the new door here and open the chest for an Air Anchor, another tool for Edgar. With that collected, leave and continue to climb the tower into the next screen.

Expect to fight stronger enemies around here. Most of them have more powerful spells that can be quite potent. A few of them are capable of inflicting various status ailments on your party as well, so be prepared to cast Esuna whenever necessary. Eventually, you will reach another door on the way up. Inside, you will find a Genji Shield. Unfortunately, there's no secret hidden switch here. Leave the room and continue up the tower.

In the next segment, you will meet some Level 70 Magics. These also have reflect status, so deal with them the same way you took care of the Level 20/90 Magics. When you reach a door, heal up your party before entering. Inside is a dragon guarding a chest. Quickly open the chest for a Kagenui. Then, engage the Holy Dragon.

BOSS : HOLY DRAGON ~

O-----O

Even though this fight takes place in a tower where only magic is allowed, the Holy Dragon is very easy to take down. The Holy Dragon is capable of casting Holy and Dispel. Use your own strongest attacks to take it down before it can even move. It has very low HP, so it can't take much punishment. Unfortunately, it has no weaknesses for you to exploit.

Your reward for defeating it is a Holy Lance. With that, two dragons remain. Both can be found inside Kefka's Tower. Leave the room and continue your

journey up to the top of the Cultists' Tower.

The next door you cross will lead to a chest containing Force Armor. From here, it's a brief climb to the top of the tower. Inside the room on the roof is a chest containing Soul of Thamasa, a special relic that allows you to cast twice per turn! However, as you try to leave, the Cultists surround you...

BOSS : MAGIC MASTER ~

O-----O

The Magic Master is capable of casting Thundaga, Blizzaga, Firaga, and all of the weaker versions of those elemental spells. In addition, he may rarely cast Death. Every time you attack him with elemental magic, he'll use Barrier Change to randomly switch his elemental weaknesses and immunities. Upon defeating him, he will use one final Ultima spell, which can easily kill your entire party if you aren't prepared.

There is a very easy way to deal with this fight, but it requires the spells Reraise and Reflect. At the very start, immediately cast Reraise on one of your units. Then, cast Reflect on all of your units. Reflect essentially makes you immune to all of the Magic Master's regular spells. His attacks will just bounce off of you and reflect back to him, dealing heavy damage. If you just have your entire party wait, you can defeat the Magic Master without even attacking (though it may take a while)! You can, of course, expedite the process by casting offensive magic against him while waiting. Note that reflect status wears off over time, so recast when necessary. The important thing is to make sure that one of your units is always in reraise status because at the end, the Magic Master will unleash Ultima, which goes through the reflect barrier and deals unforgivable damage. However, the unit who you casted Reraise on will survive, meaning the battle is still won.

In the event that you don't have both Reraise and Reflect, you may be in for a bit of a challenge. The Magic Master's magic attack is ridiculously high, so you will need Shell to help negate some of the damage. Even if you do manage to get the Magic Master's HP down, surviving Ultima can very well be your downfall. Without Reraise, the only ways to survive Ultima are to either maintain high enough HP so that Ultima doesn't kill you outright OR to have a character in jump status (which can only be achieved through the Quetzalli Esper). The HP necessary to survive Ultima exceeds 5500 HP, so unless your characters are very overleveled, I highly doubt you can brave through a casting of Ultima.

Defeating the Magic Master will dispel the cultists from the area, allowing you to make the journey back down.

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5.17. Preparations ~~~~~ [5017]
[-----]

"Hey, that's quite a rare sword you've got there...
I think... I'll take that sword for my own!"

The segments covered in this section include:

- Obtain Cactuar Esper.
- Obtain Gilgamesh Esper.

- Obtain Leviathan Esper.
- Recommended preparations for Kefka's Tower.

Take the Falcon to the town of Maranda. If you weren't already aware, the desert by Maranda is home to Cactuars. These monsters, although boasting high evade, are easy to defeat. They also net you 10 AP points upon defeat! This is clearly a great place to level up magics.

A new addition in this GBA re-release of Final Fantasy VI is a new Cactuar Esper, an homage to these running Caryophyllales that frequent the desert by Maranda. In order to get it, you must fight at least ten Cactuars in order to make a new monster appear. This "giant" Cactuar (for lack of better term) will appear somewhere in the western section of the desert, so just keep running around until you can find it. Some words of caution: Gigantuar is a difficult cactus to take down, so make sure your party is strong enough.

BOSS : GIGANTUAR ~

O-----O

This huge Cactuar is a tough one to take down because it'll use 1000 Needles almost EVERY SINGLE turn. This attack deals 1000 HP damage regardless of defense or status (though jump status can avoid it). For that reason, you will need to have one or two units stand aside to heal your party at all times. However, the pain doesn't end there. It can also use Knockdown, which deals extremely heavy damage to a single unit in the range of 4000-7000 HP.

Even if your characters are at 9999 HP, 1000 Needles is still deadly because Gigantuar will often use it in quick succession! If you aren't diligent in your healing, your units may fall before you even know it. Use your strongest attacks to deal as much damage as possible. Sabin's Phantom Rush is excellent here because it knocks off so much HP (approximately four to six uses of Phantom Rush will kill Gigantuar). Regular fight attacks won't be too effective because, like regular Cactuars, Gigantuar boasts high evade stats. Anyway, when you have almost depleted Gigantuar's HP, be sure to heal your entire party to full health! As soon as its HP is gone, it will fire off TEN successive 1000 Needle attacks. This final attack can easily catch your party off guard if you weren't prepared to take 10000 HP damage!

Note that using Dragoon Boots and Jump can help to avoid Gigantuar's endless barrage of 1000 Needles. This is especially useful at the end of the battle - simply have one unit in jump status while Gigantuar fires off his final barrage to avoid it completely. Jump can be abused over the course of the entire battle.

Defeating Gigantuar will net you a Cactuar Esper. This excellent relic comes with a Speed +2 bonus, the highest speed bonus in the game! It also teaches Hastega, an excellent buff that increases the speed of all allies.

Next, head over to the Auction House in Jidoor. If you recall, I noted earlier in the guide that a sword called Excalipoor can be attained through this auction for a whopping 500000 Gil! It may take a while to come up. You'll probably pull your hair out due to how many 1/1200 scale model airships (and imps, fully robotic might I add!) will pop up, but it will show eventually.

With the Excalipoor, head over to the Coliseum, which is located on the northwest continent. Make sure you save your game beforehand because it's imperative that you successfully complete the next few battles or else you lose the Excalipoor forever (along with something far more important).

When you are ready, wager the Excalipoor. Choose a combatant to face the weak Onion Dasher and defeat it. Upon taking it down, you will receive a Merit Award relic. With that, a mysterious voice will decide to steal that rare sword for himself...

BOSS : GILGAMESH ~

O-----O

So this a Gilgamesh, a renowned treasure hunter that rivals even Locke! He is a tough boss to take down. His physical attack is very strong, so cast Protect on your entire party to buff up defenses. In addition to that, expect to be hit by numerous Lores, including 1000 Needles, Aero, and Aqua Breath. If Strago is in your party, he can learn these Lores if he hasn't already. Gilgamesh will also throw various weapons at you for very heavy damage, and he can even use Jump to attack you from above!

Set off one or two units for healing and reviving duties. Reraise is useful here because many of Gilgamesh's attacks can overpower your weaker units. Maintain a constant Protect barrier to increase your defenses against his attacks. Gilgamesh isn't very fast, so you have plenty of time to buff up your units. Unfortunately, Gilgamesh himself doesn't have any weaknesses you can exploit, so you will have to slowly wear away his HP with conventional means. Utilize your strongest attacks to finish the battle as quickly as possible. Sabin's Phantom Rush is excellent because it deals 6000+ HP damage. Ultima and other powerful spells work wonders as well.

* NOTE: You can steal a Genji Shield or a Genji Glove off of Gilgamesh. This guy is absolutely loaded with Genji equipment, and will drop either a Genji Helm or Genji Armor upon defeat.

Defeating him will net you the Gilgamesh Esper, in addition to one of two possible Genji armors. The Gilgamesh Esper teaches Valor, which raises the attack power of each ally's next attack. This is an excellent buff spell and should definitely be mastered.

Now, there is one final Esper to collect before moving on. This one luckily won't take as long as the previous two to find. To get it, you will have to fight a water beast. Head over to either South Figaro or Nikeah and take the ferry. Along the way, you will encounter the Leviathan!

* NOTE: If you neglected to get Mog's Water Harmony dance back in the World of Balance, this next boss fight is your ONLY other opportunity to attain it.

BOSS : LEVIATHAN ~

O-----O

This water-beast will give you trouble with its wide range of water-based attacks. Most of them damage your entire party, so be prepared to take those hits. The Leviathan often casts Tsunami twice in quick succession, making that its most dangerous ability. Be wary of Entangle as well, which inflicts slow status. Clear it with Esuna because you can't afford to have units lagging behind. The Leviathan seems to often use Entangle as a counterattack after one of your units hits it. There's not much else to say here. Use your strongest possible abilities and spells to take it down.

After defeating Leviathan, it will come flying into the ferry as magicite. The Leviathan Esper teaches Flood, the most powerful water-based spell in the

game! Really, there definitely needed to be more powerful water-based spells apart from Strago's Lores. Oh, if you're looking for your precious Falcon, just take the ferry back to where you started. Did I really need to explain that?

That wraps it up for literally everything you can do prior to Kefka's Tower. Now all that remains is the preparation for the final fight. You need to have a total of twelve units prepared for the final dungeon because it will prompt you to form three parties of four.

There are, of course, ways to expedite the leveling process.

- LEVELING EXP: There is a forest west of Narshe and to the north of the Veldt. This is the ideal place to level up because you'll face Tyrannosaurs, which give 8800 EXP total, and Brachiosauruses, which give a huge 14396 EXP total! As an added bonus, you can steal Ribbons from Brachiosauruses, and Brachiosauruses drop Celestriads. However, there is a catch - Brachiosauruses are capable of casting Ultima and are overall very powerful monsters. Make sure you have some units strong enough to fight them. If you find that they're too tough for you, the monsters just outside the forest are weaker and give comparable EXP.
- LEVELING AP: Head to the Cactuar desert by Maranda. The Cactuaries there give 10 AP each. The more common enemy is the Slagworm though, which gives 5 AP. Still, it's not a bad deal!

There's no limit as to how much you choose to level. Level 99 would certainly be perfect. However, anywhere above level 50 should be fine for the most part.

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[=====]  
5.18. The Culmination* ~~~~~ [5018]  
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"Why do people cling to life, knowing that they must someday die?"

Before you head to Kefka's Tower, stock up on as many restorative items as you can possibly hold. Cost should not be an issue at this point since you've probably been fighting so many monsters in preparation.

Kefka's Tower is located on the south-center island. It's impossible to miss - just look for the huge tower situated in the middle of a spiral of rock. When you fly the Falcon over it and attempt to land, you will be prompted to form three parties of four. Pick out your twelve strongest units, distributing them evenly over the three parties, and jump in...

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-----|          Kefka's Tower          |-----  
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Notice the crane next to your starting position - it can be used to leave Kefka's Tower for any reason. For now, go down the conveyor belt and follow the path. Grab the Hypno Crown from the chest and go through the orange door. In the next area, go down the conveyor belt and continue to another door. This one will lead you into the tower itself.

As you proceed, you'll encounter another chest. Open it for Setzer's Fixed Dice weapon. Then, continue to the exit. Again, you should find yourself back outside. Head down the steps here and go through the door at the end. This is a dead end for your first party, so switch over to your second party.

With your second group, head down the steps nearby and go through the door. In the next area, go up the steps. Don't miss the chest at the upper-left corner containing a Minerva Bustier! After getting that, go down the other set of stairs and through the upper door. In here is a chest containing a Pinwheel. Backtrack to the previous area and proceed through the lower door. You should arrive in a jail cell. It should be noted that inside the castle, the enemies get much harder, so don't let your guard down.

In the jail cell to the far left is the fearsome Ultima Buster. It's not a mandatory fight, but defeating it will net you a save point. Heal up and engage.

BOSS : ULTIMA BUSTER ~

O-----O

The Ultima Buster is a fearsome beast to behold. Its list of abilities include all of the "-aga" elemental spells, Flare, Quake, Northern Star (ice damage with a chance of freezing), Tsunami, and Ultima. Pay very close attention to when it flashes - on the third or fourth flash, it'll unleash Ultima for massive damage! Furthermore, the Ultima Buster has resistance to poison, wind, holy, earth, and water, effectively negating a few powerful spells and rendering certain weapons completely useless in this battle.

Shell is absolutely necessary here. Cast it over your entire party to reduce damage from magic spells. Runic is not very effective here because a few of the Ultima Buster's spells bypass it. It's much better to have Celes either heal the party or cast powerful magic of her own. Ultima Buster's Quake spell can be averted by casting Float on your party, and his other ice-based attacks can be absorbed by wearing the proper equipment (Ice Shields, etc.). Unfortunately, there's not much you can do to deal with its other attacks except to heal as often as possible.

Sabin should definitely be pulling off Phantom Rush every turn. For the fighters, Valor really helps to boost damage. Cast Hastega if possible to churn out more attacks per turn. Dish out as much damage as possible, casting your most potent magics and using your strongest attacks.

Use a Tent at the save point to replenish your wounded units and save your game. Then, leave the jail cell and exit through the door on the lower wall. The door apparently leads to nothing, and your party will fall to a platform below. Continue south and follow the path as it leads up to another door. The next area holds a collection of pipes. Go up through the pipe to the left. You will subsequently be dumped back outside in a new section. Nearby is a chest with a Force Shield.

Go down the conveyor belt to the right. At the fork, take the path leading down and to the left. At the end will be a chest with Force Armor. Now, backtrack to the fork. Go through the door on the left to find yourself in the same room as the first party. Give them a helping hand by stepping on the green switch to move the platform. Then, snag the contents of the chest (yes, a Ribbon!) before leaving. Once back outside, head through the door on the right. Follow the linear path until you encounter another dragon. Heal your party and prepare yourself for a fight. Since this is the Gold Dragon you are fight against, equipment resistant to lightning would be best!

BOSS : GOLD DRAGON ~

O-----O

This dragon has an affinity for lightning, so equipment that absorbs

said element would be perfect here. Expect to be hit consistently with Thundaga and another powerful lightning attack, Gigavolt. The Gold Dragon, of course, absorbs lightning-based attacks. It is weak to water though, so take advantage of it the best you can. Strago's Tsunami and Aqua Breath Lores are very useful here, as is the Flood spell.

You will be rewarded with a Crystal Orb following its demise. The Gold Dragon's defeat should now leave you with one final dragon remaining. Not to worry, for it can be encountered later in this same tower.

Head up the stairs at the upper-left corner of this room and continue to a large room with two green switches at its north end. Step on the left green switch and change to your third party.

Now in control of the third group, go down the conveyor belt and continue until you find a chest containing a Red Cap. After taking that, go through the nearby door, following the path through the cavern. You should then find yourself back inside the tower. Continue along the catwalk and open the chest up ahead for a Nutkin Suit. Further to the right is another chest with a Gauntlet. Now backtrack through the cavern until you are back outside. Head east and proceed down the path to another door at the south end. Head right on through.

Once inside the tower again, open the nearby chest for a Hero's Ring. Now, note the spinning gear nearby. Stand so that you are directly below it and attempt to walk south into the wall. You'll end up finding a secret passage. As you progress further south, continually hold down the left button on the directional pad until you find a path. From here it's just a simple matter of following it to a chest. It contains the legendary Aegis Shield. Once you have it, return to the stairs that you originally came from. Make your way north to a conveyor belt. Jump on to it and let it carry you deeper into the facility. In the room you land in, use a Tent at the save point because as soon as you attempt to descend the staircase to the left, you'll face Inferno/Ketu/Rahu!

BOSS : INFERNO/KETU/RAHU ~

O-----O

This boss consists of three distinct segments. Inferno is the primary body that needs to be destroyed in order to defeat the boss. The two outlying arms are Ketu (right arm) and Rahu (left arm). The right arm, Ketu, can use Metal Cutter, which deals moderate damage to the target. The left arm, Rahu, is capable of using Rapier. Neither of the arms are particularly dangerous, and they will be regenerated when destroyed, so it's best to just ignore them and focus primarily on Inferno.

When all three arms are alive however, Inferno can use Delta Attack, which inflicts stone status on a single unit. Should only one arm be alive, then Inferno can cast Meteor. Lastly, if neither of the arms are alive, then Inferno will cast Magitek Barrier on itself, which can easily be cleared by casting Dispel. Without its two arms, Inferno is hardly a threat. It can use Thundara, Atomic Wave, Shockwave, or Gigabolt. Inferno is weak to lightning-based attacks, so abuse those to take him down quickly.

Save your game before continuing down the steps. Then, leave through the door. After passing through a cavern, you will end up back outside by a conveyor belt. Head down the non-moving steps (if you look closely, it's actually a broken conveyor belt) and open the chest for a Megalixir. Once you have that, continue to the southwest, where you'll notice a treasure chest with a

sparkling dot on it. Examine it to repair a staircase further to the left - this will allow your other party to continue later on. Now, head up the conveyor belt to the right and open the chest for a Rainbow Brush. Grab it and then make your way back around to the chest with the sparkling dot. Go through the door here. Then, continue along the linear path, and you will encounter the eighth and final dragon!

BOSS : SKULL DRAGON ~

O-----O

The Skull Dragon is undead-based, but restorative spells don't actually damage it (unfortunately, you can't just Phoenix Down it to death). It often casts Doom and Disaster to inflict status ailments on you. Disaster is particularly annoying since it comes attached with a multitude of debuffs. Be prepared to use Esuna to remove debuffs attached with Disaster. Revive any fallen members to Doom as soon as they die. Apart from these spells though, Skull Dragon is not very powerful. Occasionally, he will use Will o' the Wisp, dealing fire damage. Use fire and holy-based attacks in this battle to bring it down quickly.

With the defeat of the Skull Dragon, you will receive a Muscle Belt and the Crusader Esper (assuming you've followed this walkthrough and defeated all the previous dragons already). Also, a stone tablet left behind will direct you to the Dragon's Horn. This is in reference to the Dragon's Den, a challenging dungeon you can choose to tackle right now if you'd like. However, you will still have a chance after completing the game, so I'd suggest you finish Kefka's Tower first since you're already so far in.

Now, go up the staircase at the upper-right corner of the room and continue until you reach the green switch opposite your second party. Step on the switch to open the door in the middle. If it doesn't, check to make sure your second party is stepping on the left switch. With the door open, switch to your first party.

As party one, Proceed down the path which was brought down by your other group and leave through the opening. This next corridor is reminiscent of the Magitek Research Facility. Perhaps some segments of the old Imperial city, Vector, were reused to form sections of Kefka's Tower? The broken tubes only stand as testaments to the struggle of the Espers and the atrocities committed by the Empire under Gestahl and Kefka... Anyway, continue through this hall. Eventually, you'll find yourself back outside. Climb the staircase that was repaired thanks to your other party. Collect the Pinwheel from the chest to the left. Then, go down the other path through the door.

You will find yourself in the same room as your other two parties, except on the middle path. Continue through the open door to find three more switches. Choose either of the two outlying switches and step on it. A barrier will close behind you, preventing you from going back. Before stepping on this switch, head south through the door. You will emerge overlooking the party below. Switch to that party and move them off of their switch. Then, revert back to the first party and drop the weight on to the switch. With that task done, return to the switch and step on it.

Now, change to the party that you just moved off of the switch. Head south a little bit to find that the railing blocking the staircase has disappeared! Climb on to the middle platform and follow the same path the first party took. This time, pick the side switch that is unoccupied at the moment. Again, the railing will form behind you as soon as you pass it. Repeat the same process as the first party with the weight. Move your last party off of the switch and drop the weight on it to remove the railing on the other side of the middle

path.

Follow the same procedure as the last party by heading on to the middle platform and going through the door. Step on this middle switch, and a path will form. Before proceeding, head back south to find that a new switch has formed in place of the middle pathway. Step on this switch to open up two more doors to the side. These will become important later on. For now, return to the room with the three switches and continue up the staircase. Be sure to heal yourself right now because just ahead is Guardian!

BOSS : GUARDIAN ~

O-----O

Guardian has a unique method of attack. What it does is it loads up the battle programs of various bosses you've fought in the past. It is easy to tell which it is using because the name of the program will flash across the top of the screen. If you understand what abilities each program includes, then this battle should be a relative breeze.

Guardian will always start with its DEFAULT BATTLE PROGRAM. The attacks in this phase include Magitek Laser, Missile, and Atomic Rays. All of these abilities deal moderate to heavy damage. Between all of its phases, this is its most common phase, and it will often emerge in between the other programs. Luckily, it's not very tough to deal with. Use this phase whenever it comes up as an opportunity to heal and buff your units.

Next, it will activate its ULTROS BATTLE PROGRAM. As you might have expected, it'll start with Tentacle, which still isn't a powerful attack. If necessary, heal right after it uses Tentacle before attempting to fight. The rest of the moves in this phase include Ink, which damages and inflicts blind status, and Entwine, which inflicts slow status on all of your units. Make sure that you clear any status ailments with Esuna before it switches programs.

The DADALUMA BATTLE PROGRAM is a pretty dangerous one. Expect to be hit with Shockwave for moderate damage. In this phase, the Guardian can throw weapons at you for very heavy damage. However, it also wastes a few turns using items on itself that recover such little HP that the effect is negligible. When it does this, take advantage of the free turns to heal and revive any units that have fallen. The final ability that Guardian will use in this phase is Magitek Barrier - clear it with Dispel.

The AIR FORCE BATTLE PROGRAM is a difficult program to deal with. The attacks in this phase include Diffractive Laser, Magitek Laser, and Launcher. Out of all of them, Launcher is the most powerful attack - it deals heavy damage to all. You won't have much time to heal though because Guardian will soon start the count down for Wave Cannon, a devastating attack that may leave some of your units dead if their HP was reduced previously.

Finally, the ULTIMA BATTLE PROGRAM has the Guardian casting high-level spells. It can cast Flare, Meteor, or Flare Star. Strangely enough, it doesn't cast Ultima. Flare can be blocked with Runic, but you'll have no such luck with the other two spells. This is by far the most difficult phase, but if you've been hitting Guardian with all you've got, then it shouldn't even have survived to this program. After it completes the ULTIMA BATTLE PROGRAM, Guardian will revert back to the start.

As you can see, the programs seem to gradually increase in difficulty as the battle wears on. For that reason, you should throw all you've got at Guardian early in the battle to defeat it before it can even initiate its later phases. Guardian is weak to lightning and water-based attacks. Its HP is high, but with the effort of your entire party, you should be able to defeat it pretty quickly.

Utilize the save point that appears before proceeding. In the cave, ignore the conveyor belt and leave through the door on the left. When you are back outside, scan the bottom wall for a hidden chest containing a Ribbon. With that collected, continue up the staircase to the right to find the first of the Warring Triad statues: Demon!

BOSS : DEMON ~

O-----O

Demon uses many fire-based attacks, so equipment resistant to said element would prove to be useful here. He often uses Firaga, Flare Star, and Southern Cross, all of which deal fire damage, in addition to Meteor. However, his most dangerous technique is Blaster, which inflicts instant death. It is easy to predict when he will use this ability though, for he will always cast Stop on the unit he plans to target prior to using Blaster. You can read ahead of him by casting Arise before he even uses the Blaster (or if the targeted unit is equipped with a Safety Bit, then there's no need to even worry)!

Demon's weakness is poison, meaning Bio will deal extra damage. Do not hesitate to use stronger spells and abilities if you find that Bio just isn't doing enough damage. All of his spells deal heavy damage, so have a unit ready to heal and revive whenever the situation arises.

You will receive a Radiant Lance as a reward, in addition to another save point. After the fight, fall through the hole and step on the switch in the cavern. There's nothing else to do for now, so change to the party that's currently standing on the left switch back in the other room.

With this party, head south and leave through the door. Then, go through the other door that the previous party unlocked before. Continue along the linear path, making sure that the party is healed up in preparation for another boss fight. Next in line is Fiend, another one of the Warring Triad.

BOSS : FIEND ~

O-----O

Equipment resistant to ice can be helpful because Fiend utilizes many ice-based attacks. They include Absolute Zero, Blizzaga, and Northern Cross. You will also have to deal with the possibility of freeze. Should that happen, use a fire-based attack on the frozen unit to thaw him or her out. Fiend's most powerful attack is Fiendish Rage, which inflicts devastating physical damage to a single unit. He will always use Targeting prior to using Fiendish Rage, so you will know for sure when he's prepared to bring the pain. Occasionally, he will also use Reverse Polarity to switch front-row units to back-row and vice versa. This is irritating because you'll have to manually set the units in position again (or you can choose to just leave them as they are if formation doesn't matter to you). Force Field is a move that changes Fiend's elemental resistances. Pay attention to the text when it shows to know exactly what his new resistance is.

Cast Protect on your entire party to defend against Fiendish Rage. Shell can reduce damage from some of his ice magic as well. After dealing enough damage to Fiend, he will begin to glow and form an aura (gaining haste, reflect, and evade up bonuses). Clear these buffs by casting Dispel on him. Fiend is weak to holy-based attacks, so casting Holy would be a good idea. Likewise, holy-based weapons are effective as well. Hit Fiend with your strongest attacks until he falls.

A Mutsunokami is the reward for defeating Fiend. Once the statue disappears, a save point will take its place. Utilize it before going through the pipe. You will find yourself in the same area as your other party again. Step on this switch (this party should be on the left) before switching to your final party.

Repeat the same process as the previous party. Head south, go through the other door, and continue until you reach the third and last of the Warring Triad. Before you fight her though, make sure that at least one of your units is equipped with a Safety Bit or Memento Ring.

BOSS : GODDESS ~

O-----O

Although Goddess is not as physically powerful as the other three statues of the Warring Triad, she is the by far the most difficult. Her abilities inflict annoying status ailments on units. Among her abilities is Entice, which inflicts charm status on a unit. Lullaby inflicts sleep status to one side, and Overture forces the targeted unit to defend for her, taking your own physical damage in the process. Cloudy Heaven inflicts what appears to be doom status on all units, but it actually turns them into zombies! This can only be blocked by wearing relics that prevent instant death (Safety Bit, etc.). Be prepared to use Holy Waters immediately after to get rid of the zombie status. Goddess can also cast Thundaga, Flash Rain, and Quasar. All are standard magic spells that deal heavy damage. A Shell barrier would be helpful.

Attack only with magic spells or other abilities. Just refrain from using the standard attack command. If Goddess has any of your units held with Overture, dealing damage to her through magic spells won't cause your own unit to take damage. Entice can be particularly annoying as well. It is usually best to just kill off the charmed unit and revive. This is not an easy mission by any stretch of the mind. Unfortunately, you will have to just contend with Goddess's ailment-inducing abilities.

The almighty Excalibur is the reward for beating this final statue. With that, utilize the save point. Continue through the door and step on the final switch to be taken to the top of the tower... to find Kefka at last.

Watch the final scene that commences here. Prior to the final battle, you will be prompted to order your units in preparation for the boss fight. The first four units on the list will start the battle. If a unit is killed in battle without being revived immediately, the next person on the list will take the fallen one's place. Ideally, you will want to put your top four units in the first four spots, but it's entirely your call. Start the battle when you are ready!

* NOTE: It is possible to steal a Ragnarok (from Lady) and an Ultima Weapon (from Fiend) on the third round of this final fight. If you want to get an extra Ragnarok (or obtain your first if you opted for the Ragnarok Esper previously), then bring in Locke or Gogo to steal. It's

always good to have another Ultima Weapon as well.

BOSS : SHORT ARM/LONG ARM/VISAGE ~

O-----O

This first battle pits you against three distinct sections. They are not named in the battle, but they can be targeted separately. The Short Arm is the arm on the right (from your perspective), and the Long Arm is the arm on the left. The Visage is obviously the face.

Begin with the Short Arm first since it has the least HP. This section isn't difficult to defeat at all. Expect to be hit with physical attacks for the most part. At times, it may cast Razor Gale to deal moderate wind damage. The Short Arm is weak to water, so use water-elemental spells to your advantage. It should not take more than two turns to defeat this first arm. The Long Arm is just as easy to beat as the Short Arm. It mostly use physical attacks, though it can sometimes throw in a Shockwave as well. Defeat it quickly. Note that it is weak to wind-based attacks.

Finally, you can focus on the Visage. The face can sometimes cast Reverse Polarity to switch up your front-row and back-row units to the opposite formation. Other than that, it is not much of a threat. Sapping Strike inflicts sap status and Dread Gaze inflicts stone status. Visage is weak to fire-based attacks. Keep in mind that upon defeat, the Visage will use Quake. You can avoid this by casting Float on your party before dealing the final blow.

BOSS : TIGER/MACHINE/MAGIC/POWER ~

O-----O

Tiger is the tiger head. Machine is the complex-looking contraption just to the upper-left of the Tiger's head. Magic is the figure facing left with his hand point in the same direction. Lastly, Power is the nude blue figure sitting on top of the Tiger's head.

Start the fight by targeting Tiger. It can use a variety of powerful spells including Southern Cross, Flare Star, and Northern Cross. Luckily for you, it's so slow that it probably won't even have enough time to attack once if you focus your strongest abilities against it at the beginning. The Tiger is weak to ice-based attacks, so make use of Blizzaga.

Next, I'd suggest you go after the Machine, which is the primary offensive section of this fight. Expect to be attacked with numerous abilities that hit for heavy damage, including Atomic Rays, Diffractive Laser, and Gravity Bomb (deals 50% HP damage). It can also use the dreaded Delta Attack to petrify its target. Be sure to rid any affected units of stone status immediately. Absolute Zero can potentially freeze targets - cast fire-based magic on frozen units to thaw them out. The Machine has the least amount of HP among the other four sections, and it is weak to lightning.

Magic, as its name suggests, casts magic. Its spell list contains all of the black magic elemental spells (including the "-aga" spells), offensive magic, various debuff spells, and buff spells. It is capable of casting Haste and Reflect, among other boosters, on the other sections. In addition, it can afflict you with some irritating status ailments such as silence, poison, and sleep status. Magic is weak to earth-based attacks.

Lastly, Power is the least threatening section overall. For the

majority of the battle, it will just hit you with physical attacks. However, upon defeat, Power will unleash his 10-Hit Combo, which consists of ten consecutive strikes. Though it may sound brutal, it's actually not very dangerous at all. Most of the hits in the 10-Hit Combo end up missing. Those that do hit deal pathetic damage.

BOSS : LADY/REST ~

O-----O

Prioritize Lady first. If Rest dies before she does, she will cast Arise on Rest to revive him to full HP. She doesn't have very much HP. However, she does absorb every single element, meaning you'll either have to resort to non-elemental spells or attack physically. Whatever the case, you will need to defeat her quickly to prevent her from using White Wind to heal herself back to full health.

Rest, on the other hand, can be very tough to deal with. His magic spells include Tornado, which deals heavy wind damage to all units, Meltdown, Flare Star, Meteor, and Trine. Trine inflicts blind status and silence status, so use Esuna should any of your units be affected. Unfortunately, there's not much you can do to avoid his spells (Runic only blocks Tornado and Meltdown), though Shell can help to negate some of the damage. Upon death, Rest can cast Repose to instantly kill one of your units. Cast Reraise on all of your units prior to killing Rest for that reason.

FINAL BOSS : KEFKA ~

O-----O

Well, this is the final battle! Kefka will start off with Heartless Angel, which automatically reduces every character's HP down to one. Spend the first turn or two casting Curaga over the entire party to bring everyone back to full HP. Also, put up a Protect and Shell barrier. Cast Hastega over your party as well.

Kefka is rather unforgiving in this fight. (Why shouldn't he be? This is the final battle after all.) His abilities include the three elemental "-aga" spells, all of which can be blocked with Runic. Hyperdrive and Havoc Wing are both powerful attacks to watch out for - they can deal excessive damage to a single target. Trine can inflict blind and silence status. Also, Kefka will also use Heartless Angel again and again to bring your units back down to 1 HP. Vengeance is essentially a dispel spell that removes all the positive buffs you have casted. Follow up whenever he uses Vengeance by recasting the buffs.

About halfway through the fight, Kefka will say, "The end draws near..." Immediately following that, he will use Forsaken, which deals extremely heavy damage to all units. Heal and revive as necessary and resume the fight. From this point on, Kefka can cast Meteor and Ultima. A strong Shell barrier is imperative here. Keep throwing your strongest attacks against Kefka, and he will eventually die.

Congratulations, you've defeated Kefka and brought peace and justice back to the world! Enjoy your well-deserved ending (it is truly an excellent ending).

Don't rest just yet. There still remains the Dragon's Den and Soul Shrine to tackle. Are you up for the challenge?

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+-----+
                6. Extra Dungeons                [6000]
+-----+
=====

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Final Fantasy VI Advance comes with two extra dungeons (although one of them shouldn't really count as a dungeon because it's just a series of 128 battles... 128 FREAKING BATTLES).

Both can be unlocked late in the game (after defeating all eight of the dragons). It's recommended that you finish the game first before actually attempting these dungeons because they are quite challenging. Even experienced players might run into some trouble against a few of those ridiculously over-buffed monsters.

For that reason, optimal equipment and high levels, along with a complete library of magic spells and a crapload of Phoenix Downs (along with every other restorative item under the sun), are highly recommended before attempting to tackle these dungeons.

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+-----+
                6.1. Dragon's Den                [6100]
+-----+

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- Coming Soon -

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+-----+
                6.2. Soul Shrine                [6200]
+-----+

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- Coming Soon -

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+-----+
                7. Equipment Listing            [7000]
+-----+
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Below is a list of all the equipment that you will come across throughout Final Fantasy VI. Weapons consists of all swords, staves, etc. Shields consist of all forms of hand-held shields. Headwear is made up of all helmets and hats. Body Armor includes any form of clothes or plating on the body. Finally, Gloves include platings or gloves worn on the hand.

Note that Umario cannot equip ANYTHING (except some specific items). He therefore won't be included in the 'Equip' segment under each piece of weapon/armor/etc.

* NOTE: Damage Type is the element of the weapon (if no affiliation, then it is neutral); Runic is whether or not weapon can be used with Runic; Two-handed is whether or not weapon can be wielded with two hands; Bushido is whether or not weapon can be used with Bushido techniques.

* NOTE: Equipment marked with an asterisk can only be obtained in the Dragon's Den/Soul Shrine.

Dagger ~

=====

Attack	: 26	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Knife

Attributes: N/A

Description: Light and well-balanced dagger.

Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog,
Gogo

Mythril Knife ~

=====

Attack	: 30	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Knife

Attributes: N/A

Description: Sturdy adventurer's knife forged from pure mythril.

Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog,
Gogo

Main Gauche ~

=====

Attack	: 59	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Knife

Attributes: Speed +4

Description: Short dagger that sometimes parries enemy attacks.

Equip: Locke

Air Knife ~

=====

Attack	: 76	Damage Type	: Wind
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Knife

Attributes: N/A

Description: Knife imbued with the power of wind.

Equip: Locke, Strago, Relm, Gogo

Thief's Knife ~

=====

Attack	: 88	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 10		

Type: Knife

Attributes: Speed +3

Description: Knife that sometimes steals from an enemy.

Equip: Locke, Shadow

Assassin's Dagger ~

=====

Attack	: 106	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Knife

Attributes: Speed +3, Magic +2

Description: Blade that may randomly dispatch an enemy in one hit.

Equip: Locke, Shadow

Man-Eater ~

=====

Attack	: 146	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 10		

Type: Knife

Attributes: N/A

Description: Dagger that is especially effective against humanoids.

Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Gogo

Swordbreaker ~

=====

Attack	: 164	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 30	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Knife

Attributes: N/A

Description: Shortsword that sometimes deflects enemy attacks.

Equip: Locke, Shadow, Strago, Relm, Gogo

Gladius ~

=====

Attack : 204 Damage Type : Holy
Defense : 0 Runic : Yes
Evasion : 10 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Knife

Attributes: N/A

Description: Blessed dagger with the power to smite evil foes.

Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog,
Gogo

Valiant Knife ~

=====

Attack : 145 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 10 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Knife

Attributes: N/A

Description: Knife that grows in power as its wielder's HP dwindles.

Equip: Locke

Zwill Crossblade * ~

=====

Attack : 220 Damage Type : Wind
Defense : 0 Runic : Yes
Evasion : 30 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 20

Type: Knife

Attributes: Strength +3, Speed +7, Stamina +3

Description: Twin-bladed dagger sought by a legendary adventurer.

Equip: Locke

Mythril Sword ~

=====

Attack : 38 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword

Attributes: N/A

Description: Simple sword forged from mythril.

Equip: Terra, Locke, Edgar, Celes

Great Sword ~

=====

Attack : 54 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes

M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword
Attributes: N/A
Description: Thick, broad-bladed sword.

Equip: Terra, Edgar, Celes

Rune Blade ~

=====

Attack : 55 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 10 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword
Attributes: N/A
Description: Sword that draws MP from its wielder to deal criticals.

Equip: Terra, Edgar, Celes

Flametongue ~

=====

Attack : 108 Damage Type : Fire
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword
Attributes: Magic +2
Description: Sword that may cast Fire upon striking an enemy.

Equip: Terra, Locke, Edgar, Celes

Icebrand ~

=====

Attack : 108 Damage Type : Ice
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword
Attributes: Magic +2
Description: Sword that may cast Blizzard upon striking an enemy.

Equip: Terra, Locke, Edgar, Celes

Thunder Blade ~

=====

Attack : 108 Damage Type : Lightning
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword

Attributes: Magic +2

Description: Sword that may cast Thunder upon striking an enemy.

Equip: Terra, Locke, Edgar, Celes

Bastard Sword ~

=====

Attack	: 98	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Sword with a long, narrow blade made for thrusting.

Equip: Terra, Edgar, Celes

Stone Blade ~

=====

Attack	: 117	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Sword that may cast Break upon striking an enemy.

Equip: Terra, Edgar, Celes

Blood Sword ~

=====

Attack	: 121	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Sword that absorbs HP from its victims.

Equip: Terra, Locke, Edgar, Celes

Enhancer ~

=====

Attack	: 135	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 20		

Type: Sword

Attributes: Magic +7

Description: Sword that boosts its wielder's magic.

Equip: Terra, Edgar, Celes

Crystal Sword ~

=====

Attack	: 167	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Glittering blade cut from an enormous crystal shard.

Equip: Terra, Edgar, Celes

Falchion ~

=====

Attack	: 176	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Single-edged sword that sometimes blocks attacks.

Equip: Terra, Locke, Edgar, Celes

Soul Sabre ~

=====

Attack	: 125	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Drains MP and may cast Death upon striking an enemy.

Equip: Terra, Locke, Edgar, Celes

Organyx ~

=====

Attack	: 182	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword

Attributes: N/A

Description: Organic blade that uses MP to deal criticals. May break.

Equip: Terra, Edgar, Celes

Excalibur ~

=====

Attack	: 217	Damage Type	: Holy
--------	-------	-------------	--------

Defense : 0 Runic : Yes
Evasion : 20 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword

Attributes: Strength +2, Speed +2, Stamina +1, Magic +1

Description: Legendary holy sword.

Equip: Terra, Locke, Edgar, Celes

Zantetsuken ~

=====

Attack : 208 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword

Attributes: N/A

Description: May randomly dispatch an enemy in one hit.

Equip: Terra, Cyan, Edgar, Celes

Ragnarok ~

=====

Attack : 255 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 30 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 30

Type: Sword

Attributes: Strength +7, Speed +3, Stamina +7, Magic +7

Description: Sword that may cast Flare upon striking an enemy.

Equip: Terra, Locke, Edgar, Celes

Lightbringer ~

=====

Attack : 255 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 50 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 50

Type: Sword

Attributes: Strength +7, Speed +7, Stamina +7, Magic +7

Description: Legendary sword of the heavens. Randomly casts Holy.

Equip: Terra, Locke, Edgar, Celes

Ultima Weapon ~

=====

Attack : ??? Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Sword
Attributes: N/A
Description: May randomly dispatch an enemy in one hit.

Equip: Terra, Locke, Edgar, Celes

* NOTE: The Ultima Weapon's attack is determined solely by the amount of HP the wielder has. The higher the HP, the higher the damage.

Apocalypse * ~

=====

Attack	: 250	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 20	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 20		

Type: Sword
Attributes: Strength +7, Magic +7
Description: Mighty blade forged in a bygone era.

Equip: Terra

Save The Queen * ~

=====

Attack	: 240	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 40	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 40		

Type: Sword
Attributes: Speed +4, Stamina +3, Magic +7
Description: Treasured sword of a renowned general.

Equip: Celes

Excalipoor ~

=====

Attack	: 1	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Sword
Attributes: N/A
Description: Legendary holy sword...?

Equip: Terra, Locke, Edgar, Celes

* NOTE: This fake holy sword can be traded in the Coliseum to fight Gilgamesh for the Gilgamesh Esper.

Mythril Spear ~

=====

Attack	: 70	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes

M. Def : 0 Bushido : No
M. Eva : 0

Type: Spear
Attributes: N/A
Description: Simple spear forged from mythril.

Equip: Edgar, Mog

Trident ~

=====

Attack : 93 Damage Type : Water
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Spear
Attributes: N/A
Description: Three-pronged military spear.

Equip: Edgar, Mog

Heavy Lance ~

=====

Attack : 112 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Spear
Attributes: N/A
Description: Heavy lance used primarily by mounted soldiers.

Equip: Edgar, Mog

Partisan ~

=====

Attack : 150 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Spear
Attributes: N/A
Description: Ornated spear with a twin-headed axe blade on its head.

Equip: Edgar, Mog

Holy Lance ~

=====

Attack : 194 Damage Type : Holy
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Spear

Attributes: Magic +3

Description: Lance that may cast Holy upon striking an enemy.

Equip: Edgar, Mog

Golden Spear ~

=====

Attack	: 139	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Spear

Attributes: N/A

Description: Decorative spear with a golden tip.

Equip: Edgar, Mog

Radiant Lance ~

=====

Attack	: 227	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Spear

Attributes: Strength +3, Speed +2, Stamina +1, Magic +3

Description: Mighty spear that glows with an inner light.

Equip: Edgar, Mog

Impartisan ~

=====

Attack	: 253	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Spear

Attributes: N/A

Description: Crude, crescent-tipped fishing spear used by imps.

Equip: All

Longinus * ~

=====

Attack	: 235	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Spear

Attributes: Strength +7, Speed +3, Stamina +3

Description: Legendary spear said to hold sway over the world.

Equip: Edgar

Gungnir * ~

=====

Attack	: 240	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Spear

Attributes: Stamina +7, Magic +7

Description: Legendary lance of the gods.

Equip: Mog

Kunai ~

=====

Attack	: 82	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Ninja Knife

Attributes: N/A

Description: Basic, straight-bladed ninja dagger.

Equip: Shadow

Kodachi ~

=====

Attack	: 93	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Ninja Knife

Attributes: N/A

Description: Lightweight ninja sword with a medium-length blade.

Equip: Shadow

Sakura ~

=====

Attack	: 112	Damage Type	: Wind
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Ninja Knife

Attributes: N/A

Description: Ninja sword imbued with the power of wind.

Equip: Shadow

Sasuke ~

=====

Attack	: 121	Damage Type	: Neutral
--------	-------	-------------	-----------

Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ninja Knife

Attributes: N/A

Description: Blade thought to have belonged to a famous ninja.

Equip: Shadow

Ichigeki ~

=====

Attack : 190 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ninja Knife

Attributes: N/A

Description: May randomly dispatch an enemy in one hit.

Equip: Shadow

Kagenui ~

=====

Attack : 220 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ninja Knife

Attributes: N/A

Description: Ninja sword that may cast Stop upon striking an enemy.

Equip: Shadow

Oborozuki ~

=====

Attack : 225 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 50 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 10

Type: Ninja Knife

Attributes: Strength +7, Speed +7

Description: Ninja blade that shines silver like the moon.

Equip: Shadow

Ashura ~

=====

Attack : 57 Damage Type : Neutral
Defense : 0 Runic : Yes
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : Yes
M. Eva : 0

Type: Katana
Attributes: N/A
Description: Katana named for an avatar of war.

Equip: Cyan

Kotetsu ~

=====

Attack	: 66	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana
Attributes: N/A
Description: Modest katana designed for ease of use.

Equip: Cyan

Kiku-ichimonji ~

=====

Attack	: 81	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana
Attributes: N/A
Description: Elegant katana with a chrysanthemum scabbard motif.

Equip: Cyan

Kazekiri ~

=====

Attack	: 101	Damage Type	: Wind
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana
Attributes: N/A
Description: May invoke a razor gale upon striking an enemy.

Equip: Cyan

Murasame ~

=====

Attack	: 110	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 10	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana
Attributes: N/A
Description: Dancing blade that helps deflect enemy attacks.

Equip: Cyan

Masamune ~

=====

Attack	: 162	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana

Attributes: N/A

Description: Masterfully made katana.

Equip: Cyan

Murakumo ~

=====

Attack	: 199	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana

Attributes: N/A

Description: Ancient Doman blade lost during the War of the Magi.

Equip: Cyan

Mutsunokami ~

=====

Attack	: 215	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 20	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana

Attributes: N/A

Description: Mysterious katana that sometimes deflects enemy attacks.

Equip: Cyan

Zanmato * ~

=====

Attack	: 245	Damage Type	: Holy
Defense	: 0	Runic	: Yes
Evasion	: 30	Two-handed	: Yes
M. Def	: 0	Bushido	: Yes
M. Eva	: 0		

Type: Katana

Attributes: Strength +7, Stamina +7

Description: Legendary katana tempered in the depths of the earth.

Equip: Cyan

Healing Rod ~

=====

Attack	: 200	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Rod

Attributes: N/A

Description: Rod that restores HP to whomever it taps.

Equip: Strago, Relm, Gogo

Mythril Rod ~

=====

Attack	: 60	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Rod

Attributes: Magic +2

Description: Plain rod forged from mythril.

Equip: Strago, Relm, Gogo

Flame Rod ~

=====

Attack	: 79	Damage Type	: Fire
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Rod

Attributes: N/A

Description: Rod containing the power of Fira.

Equip: Strago, Relm, Gogo

Ice Rod ~

=====

Attack	: 79	Damage Type	: Ice
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Rod

Attributes: N/A

Description: Rod containing the power of Blizzara.

Equip: Strago, Relm, Gogo

Thunder Rod ~

=====

Attack	: 79	Damage Type	: Lightning
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes

M. Def : 0 Bushido : No
M. Eva : 0

Type: Rod
Attributes: N/A
Description: Rod containing the power of Thundara.

Equip: Strago, Relm, Gogo

Poison Rod ~

=====

Attack : 86 Damage Type : Poison
Defense : 0 Runic : No
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Rod
Attributes: N/A
Description: Rod containing the power of Poison.

Equip: Strago, Relm, Gogo

Holy Rod ~

=====

Attack : 124 Damage Type : Holy
Defense : 0 Runic : No
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Rod
Attributes: N/A
Description: Rod containing the power of Holy.

Equip: Strago, Relm, Gogo

Gravity Rod ~

=====

Attack : 120 Damage Type : Earth
Defense : 0 Runic : No
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Rod
Attributes: N/A
Description: Rod containing the power of Graviga.

Equip: Strago, Relm, Gogo

Punisher ~

=====

Attack : 111 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Rod

Attributes: N/A

Description: Rod that draws MP from its wielder to deal criticals.

Equip: Strago, Relm, Gogo

Magus Rod ~

=====

Attack	: 168	Damage Type	: Neutral
Defense	: 0	Runic	: Yes
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 30		

Type: Rod

Attributes: Magic +7

Description: Rod that boosts its wielder's magic.

Equip: Strago, Relm, Gogo

Stardust Rod * ~

=====

Attack	: 180	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Rod

Attributes: Stamina +4, Magic +7

Description: Legendary rod tipped with a swirling orb of stardust.

Equip: Strago

Chocobo Brush ~

=====

Attack	: 60	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Brush

Attributes: Magic +1

Description: Vintage paintbrush.

Equip: Relm

Da Vinci Brush ~

=====

Attack	: 100	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Brush

Attributes: Speed +1, Magic +1

Description: Standard artist's paintbrush

Equip: Relm

Magical Brush ~

=====

Attack	: 130	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Brush

Attributes: Speed +1, Stamina +1, Magic +1

Description: Paintbrush that enhances the user's abilities.

Equip: Relm

Rainbow Brush ~

=====

Attack	: 146	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Brush

Attributes: Strength +1, Speed +2, Stamina +1, Magic +2

Description: Paintbrush with a beautifully patterned handle.

Equip: Relm

Angel Brush * ~

=====

Attack	: 170	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Brush

Attributes: Speed +7, Magic +7

Description: Mysterious brush made from an angel's quill.

Equip: Relm

Chain Flail ~

=====

Attack	: 86	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Blunt Weapon

Attributes: N/A

Description: Spiked steel ball connected by chain to a handle.

Equip: Terra, Celes, Strago, Relm, Gogo

Moonring Blade ~

=====

Attack	: 95	Damage Type	: Neutral
--------	------	-------------	-----------

Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ranged

Attributes: N/A

Description: Steel throwing ring with a sharpened outer edge.

Equip: Locke

Morning Star ~

=====

Attack : 109 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : Yes
M. Def : 0 Bushido : No
M. Eva : 0

Type: Blunt Weapon

Attributes: N/A

Description: Weapon with a heavy, steel ball at the end of its chain.

Equip: Terra, Celes, Strago, Relm, Gogo

Boomerang ~

=====

Attack : 102 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ranged

Attributes: N/A

Description: Curved, wooden throwing weapon.

Equip: Locke

Rising Sun ~

=====

Attack : 117 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ranged

Attributes: N/A

Description: Steel throwing ring with a serrated outer edge.

Equip: Locke

Hawkeye ~

=====

Attack : 111 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Ranged
Attributes: N/A
Description: Versatile weapon that can be swung or thrown.

Equip: Locke

Bone Club ~

=====

Attack	: 151	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Blunt Weapon
Attributes: N/A
Description: Bone club covered in beautiful engravings.

Equip: Umaro

Sniper ~

=====

Attack	: 172	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Ranged
Attributes: N/A
Description: Throwing weapon that can also be held and swung.

Equip: Locke

Wing Edge ~

=====

Attack	: 198	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Ranged
Attributes: Strength +7, Speed +7, Stamina +1, Magic +2
Description: Boomerang that may dispatch an enemy in one hit.

Equip: Locke

Scorpion Tail * ~

=====

Attack	: 225	Damage Type	: Poison
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: Yes
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Blunt Weapon
Attributes: Strength +4, Speed +4, Stamina +4, Magic +4
Description: Flail shaped like a stinger and enchanted with Bio.

Equip: Gogo

Cards ~

=====

Attack	: 104	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Deck of playing cards sporting the mark of a casino.

Equip: Setzer

Darts ~

=====

Attack	: 114	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Darts modified for use as weapons.

Equip: Setzer

Death Tarot ~

=====

Attack	: 187	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Cards that may cast Death upon striking an enemy.

Equip: Setzer

Viper Darts ~

=====

Attack	: 133	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Darts that may randomly dispatch an enemy in one hit.

Equip: Setzer

Dice ~

====

Attack	: ???	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Pair of dice that deal more damage the higher they roll.

Equip: Setzer

* NOTE: With Dice, the numbers you roll are multiplied together to determine the damage.

Fixed Dice ~

=====

Attack	: ???	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: N/A

Description: Trio of dice that deal more damage the higher they roll.

Equip: Setzer

* NOTE: Works the same as Dice, except Fixed Dice typically deal more damage per roll.

Final Trump * ~

=====

Attack	: 215	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Gambling Paraphernalia

Attributes: Strength +3, Speed +4, Stamina +4

Description: Legendary gambler's lucky deck.

Equip: Setzer

Metal Knuckles ~

=====

Attack	: 55	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Claw

Attributes: N/A

Description: Iron Knuckles that put extra weight behind a punch.

Equip: Sabin

Mythril Claws ~

=====

Attack	: 65	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Claw

Attributes: N/A

Description: Mythril fighting claws.

Equip: Sabin

Kaiser Knuckles ~

=====

Attack	: 83	Damage Type	: Holy
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Claw

Attributes: N/A

Description: Set of spiked knuckles imbued with holy might.

Equip: Sabin

Venom Claws ~

=====

Attack	: 95	Damage Type	: Poison
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Claw

Attributes: N/A

Description: Claws that may cast Poison upon striking an enemy.

Equip: Sabin

Burning Fist ~

=====

Attack	: 122	Damage Type	: Fire
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Claw

Attributes: N/A

Description: Knuckles that may cast Fire upon striking an enemy.

Equip: Sabin

Dragon Claws ~

=====

Attack	: 188	Damage Type	: Holy
--------	-------	-------------	--------

Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Claw
Attributes: Strength +2, Magic +1
Description: Claws infused with holy power.

Equip: Sabin

Tigerfang ~

=====

Attack : 215 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Claw
Attributes: Strength +3, Speed +2, Stamina +2, Magic +3
Description: Long, incredibly sharp fighting claws.

Equip: Sabin

Godhand * ~

=====

Attack : 220 Damage Type : Holy
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Claw
Attributes: Strength +7, Speed +3, Stamina +7
Description: Legendary fighting knuckles imbued with holy might.

Equip: Sabin

Shuriken ~

=====

Attack : 86 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Throwing Star
Attributes: N/A
Description: Four-pointed ninja throwing star.

Equip: Shadow (single use with Throw command)

Fuma Shuriken ~

=====

Attack : 132 Damage Type : Neutral
Defense : 0 Runic : No
Evasion : 0 Two-handed : No
M. Def : 0 Bushido : No
M. Eva : 0

Type: Throwing Star
Attributes: N/A
Description: Five-pointed ninja throwing star.

Equip: Shadow (single use with Throw command)

Pinwheel ~

=====

Attack	: 190	Damage Type	: Neutral
Defense	: 0	Runic	: No
Evasion	: 0	Two-handed	: No
M. Def	: 0	Bushido	: No
M. Eva	: 0		

Type: Throwing Star
Attributes: N/A
Description: Pinwheel with sharp, cutting blades.

Equip: Shadow (single use with Throw command)

+-----+	
7.2. Shields	[7200]
+-----+	
+-----+	
7.3. Headwear	[7300]
+-----+	
+-----+	
7.4. Body Armor	[7400]
+-----+	
=====	
+-----+	
8. Relic Listing	[8000]
+-----+	
=====	

Relics are special objects that can be equipped on characters to cast a special effect. There are relics that can block status ailments, cast boosters on the equipped characters, lower MP use, etc. Some Relics can be acquired in shops whereas others can only be found in treasure chests or stolen off of monsters.

[-----]	
=====	
+-----+	
9. Magic Spells	[9000]
+-----+	
=====	

Magic spells in Final Fantasy VI can be learned through the use of Espers. As you progress through the game, you'll come across a number of different Espers. Every Esper has a list of spells that any character equipped with it can learn. As your character obtains more and more magic points, he or she will gradually learn the skill. The speed at which a character learns a magic spell is determined by the x[insert number value here] next to each spell. The amount of magic points you obtain in a battle is multiplied by the number

and compounded into the spell. When you obtain 100 magic points (after compounding), the spell is mastered and you can use it in battle.

For example, if you're trying to master the spell Regen using the Seraph Esper (Regen Learn Rate = x10), you would need to obtain 10 magic points in all (from various battles) before you can master it because $10 \times 10 = 100$. More powerful skills, such as Meltdown and Firaga, typically have lower learn rates. A skill such as Meltdown (Meltdown Learn Rate = x1) would require a hefty 100 magic points to master because $1 \times 100 = 100$. It's really not that hard to understand. Really!

Two characters, Terra and Celes, can learn some magic spells as they level up. However, to make them more effective spell casters, you're going to need a more diverse library of spells.

```
[-----]
*=====*
+-----+
          10. Esper Listing                [10000]
+-----+
*=====*
```

Espers act as summons in Final Fantasy VI. They can only be used once per battle and ONLY by the character it is equipped on. In addition to being very powerful in that respect, Espers are used to teach magic spells. Some of them are even attributed with stat bonuses (such as Strength +1, Speed +1) that are compounded onto the equipped character's stats every level-up.

```
[-----]
*=====*
+-----+
          11. Shop Listing                 [11000]
+-----+
*=====*
```

Below are all the shops found throughout the Final Fantasy VI world. For equipment-specific information, refer to the Equipment Listing section. For relic-specific information, refer to the Relic Listing section.

Because shops differ between the World of Balance and the World of Ruin, shops for the towns that exist in both WoB and WoR will be listed separate.

Note that Umaro cannot equip ANYTHING (except some specific relics and a weapon). He therefore won't be included in the 'Equip' segment under each piece of weapon/armor/etc.

```
+-----+
          11.1. Weapon Shops              [11100]
+-----+
```

--- World of Balance ---

Figaro Tool Shop

@=====@

+ Auto Crossbow -- Strikes all enemies with crossbow bolts.

Cost: 250 Gil

Equip: Edgar

- + Noiseblaster -- Confuses all enemies with a blast of sound.
Cost: 500 Gil
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.
Cost: 750 Gil
Equip: Edgar
- * Flash -- Inflicts darkness on all enemies with a brilliant flash.
Cost: 1000 Gil
Equip: Edgar
- * Drill * -- Penetrates an enemy's armor to deal severe damage.
Cost: 3000 Gil
Equip: Edgar

* - Only becomes available after the recruitment of Cyan and Gau.

South Figaro Weapon Shop

@=====

- + Dagger -- Light and well-balanced dagger.
Cost: 150 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog, Gogo
- + Mythril Knife -- Sturdy adventurer's knife forged from mythril.
Cost: 300 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog, Gogo
- + Mythril Sword -- Simple sword forged from mythril.
Cost: 450 Gil
Equip: Terra, Locke, Edgar, Celes
- + Great Sword -- Thick, broad-bladed sword.
Cost: 800 Gil
Equip: Terra, Edgar, Celes
- + Noiseblaster -- Confuses all enemies with a blast of sound.
Cost: 500 Gil
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.
Cost: 750 Gil
Equip: Edgar

Mobliz Weapon Shop

@=====

- + Mythril Knife -- Sturdy adventurer's knife forged from mythril.
Cost: 300 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer, Mog, Gogo
- + Mythril Sword -- Simple sword forged from mythril.
Cost: 450 Gil
Equip: Terra, Locke, Edgar, Celes
- + Mythril Claws -- Mythril fighting claws.
Cost: 800 Gil
Equip: Sabin
- + Kotetsu -- Modest katana designed for ease of use.
Cost: 800 Gil
Equip: Cyan

Nikeah Weapon Shop

@=====

- + Mythril Claws -- Mythril fighting claws.
Cost: 800 Gil
Equip: Sabin
- + Kotetsu -- Modest katana designed for ease of use.

Cost: 800 Gil
Equip: Cyan
+ Mythril Spear -- Simple spear forged from mythril.
Cost: 800 Gil
Equip: Edgar, Mog

Narshe Weapon Shop

@=====

+ Great Sword -- Thick, broad-bladed sword.
Cost: 800 Gil
Equip: Terra, Edgar, Celes
+ Mythril Claws -- Mythril fighting claws.
Cost: 800 Gil
Equip: Sabin
+ Kotetsu -- Modest katana designed for ease of use.
Cost: 800 Gil
Equip: Cyan
+ Mythril Spear -- Simple spear forged from mythril.
Cost: 800 Gil
Equip: Edgar, Mog
+ Air Knife -- Knife imbued with the power of wind.
Cost: 950 Gil
Equip: Locke, Strago, Relm, Gogo
+ Chain Flail -- Spiked steel ball connected by chain to a handle.
Cost: 2000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
+ Moonring Blade -- Steel throwing ring with a sharpened outer edge.
Cost: 2500 Gil
Equip: Locke

Kohlingen Weapon Shop

@=====

+ Air Knife -- Knife imbued with the power of wind.
Cost: 950 Gil
Equip: Locke, Strago, Relm, Gogo
+ Chain Flail -- Spiked steel ball connected by chain to a handle.
Cost: 2000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
+ Moonring Blade -- Steel throwing ring with a sharpened outer edge.
Cost: 2500 Gil
Equip: Locke
+ Shuriken -- Four-pointed ninja throwing star.
Cost: 30 Gil
Equip: Shadow (use with Throw command)
+ Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
+ Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
+ Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
+ Invisibility Scroll -- Grants invisibility when thrown.
Cost: 200 Gil
Equip: Shadow (use with Throw command)

Jidoor Weapon Shop

@=====

+ Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.

- Cost: 1200 Gil
- Equip: Cyan
- + Kaiser Knuckles -- Set of spiked knuckles imbued with holy might.
- Cost: 1000 Gil
- Equip: Sabin
- + Kodachi -- Lightweight ninja sword with a medium-length blade.
- Cost: 1200 Gil
- Equip: Shadow
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.
- Cost: 2500 Gil
- Equip: Locke
- + Flame Scroll -- Deals fire damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)
- + Shadow Scroll -- Creates illusionary images of the thrower.
- Cost: 400 Gil
- Equip: Shadow (use with Throw command)

Albrook Weapon Shop

@=====

- + Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.
- Cost: 1200 Gil
- Equip: Cyan
- + Venom Claws -- Claws that may cast Poison upon striking an enemy.
- Cost: 2500 Gil
- Equip: Sabin
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.
- Cost: 3000 Gil
- Equip: Terra, Edgar, Celes
- + Sakura -- Ninja sword imbued with the power of wind.
- Cost: 3200 Gil
- Equip: Shadow
- + Shuriken -- Four-pointed ninja throwing star.
- Cost: 30 Gil
- Equip: Shadow (use with Throw command)
- + Flame Scroll -- Deals fire damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
- Cost: 500 Gil
- Equip: Shadow (use with Throw command)

Tzen Weapon Shop

@=====

- + Air Knife -- Knife imbued with the power of wind.
- Cost: 950 Gil
- Equip: Locke, Strago, Relm, Gogo
- + Bastard Sword -- Sword with long, narrow blade made for thrusting.
- Cost: 3000 Gil
- Equip: Terra, Edgar, Celes
- + Moonring Blade -- Steel throwing ring with a sharpened outer edge.

Cost: 2500 Gil
Equip: Locke
+ Boomerang -- Curved, wooden throwing weapon.
Cost: 4500 Gil
Equip: Locke

Maranda Weapon Shop

@=====

+ Mythril Spear -- Simple spear forged from mythril.
Cost: 800 Gil
Equip: Edgar, Mog
+ Trident -- Three-pronged military spear.
Cost: 1700 Gil
Equip: Edgar, Mog
+ Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
+ Bastard Sword -- Sword with long, narrow blade made for thrusting.
Cost: 3000 Gil
Equip: Terra, Edgar, Celes
+ Boomerang -- Curved, wooden throwing weapon.
Cost: 4500 Gil
Equip: Locke

Vector Weapon Shop

@=====

+ Kiku-ichimonji -- Elegant katana with chrysanthemum scabbard motif.
Cost: 1200 Gil
Equip: Cyan
+ Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
+ Bastard Sword -- Sword with long, narrow blade made for thrusting.
Cost: 3000 Gil
Equip: Terra, Edgar, Celes
+ Sakura -- Ninja sword imbued with the power of wind.
Cost: 3200 Gil
Equip: Shadow

Narshe Weapon Shop *

@=====

+ Poison Rod -- Rod containing the power of Poison.
Cost: 1500 Gil
Equip: Relm, Strago, Gogo
+ Trident -- Three-pronged military spear.
Cost: 1700 Gil
Equip: Edgar, Mog
+ Venom Claws -- Claws that may cast Poison upon striking an enemy.
Cost: 2500 Gil
Equip: Sabin
+ Morning Star -- Weapon with heavy, steel ball at the end of chain.
Cost: 5000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
+ Hawkeye -- Versatile weapon that can be swung or thrown.
Cost: 6000 Gil
Equip: Locke
+ Sakura -- Ninja sword imbued with the power of wind.
Cost: 3200 Gil
Equip: Shadow

- * - New items become available after infiltrating the Magitek Research Facility.

Thamasa Weapon Shop

@=====

- + Mythril Rod -- Plain rod forged from mythril.
Cost: 500 Gil
Equip: Relm, Strago, Gogo
- + Flame Rod -- Rod containing the power of Fira.
Cost: 3000 Gil
Equip: Relm, Strago, Gogo
- + Ice Rod -- Rod containing the power of Blizzara.
Cost: 3000 Gil
Equip: Relm, Strago, Gogo
- + Thunder Rod -- Rod containing the power of Thundara.
Cost: 3000 Gil
Equip: Relm, Strago, Gogo
- + Morning Star -- Weapon with heavy, steel ball at the end of chain.
Cost: 5000 Gil
Equip: Terra, Celes, Relm, Strago, Gogo
- + Hawkeye -- Versatile weapon that can be swung or thrown.
Cost: 6000 Gil
Equip: Locke
- + Heavy Lance -- Heavy lance used primarily by mounted soldiers.
Cost: 10000 Gil
Equip: Edgar, Mog
- + Darts -- Darts modified for use as weapons.
Cost: 10000 Gil
Equip: Setzer

--- World of Ruin ---

Albrook Weapon Shop

@=====

- + Flametongue -- Sword that may cast Fire upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Icebrand -- Sword that may cast Blizzard upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Thunder Blade -- Sword that may cast Thunder upon striking enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes

Nikeah Weapon Shop

@=====

- + Rune Blade -- Sword that draws MP From wielder to deal criticals.
Cost: 7500 Gil
Equip: Terra, Edgar, Celes
- + Flametongue -- Sword that may cast Fire upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Icebrand -- Sword that may cast Blizzard upon striking an enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Thunder Blade -- Sword that may cast Thunder upon striking enemy.
Cost: 7000 Gil
Equip: Terra, Locke, Edgar, Celes

- + Enhancer -- Sword that boosts its wielder's magic.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes

South Figaro Weapon Shop

@=====

- + Trident -- Three-pronged military spear.
Cost: 1700 Gil
Equip: Edgar, Mog
- + Heavy Lance -- Heavy lance used primarily by mounted soldiers.
Cost: 10000 Gil
Equip: Edgar, Mog
- + Enhancer -- Sword that boosts its wielder's magic.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes
- + Golden Spear -- Decorative spear with a golden tip.
Cost: 12000 Gil
Equip: Edgar, Mog

Figaro Tool Shop

@=====

- + Auto Crossbow -- Strikes all enemies with crossbow bolts.
Cost: 250 Gil
Equip: Edgar
- + Noiseblaster -- Confuses all enemies with a blast of sound.
Cost: 500 Gil
Equip: Edgar
- + Bioblaster -- Deals poison damage and sap status to all enemies.
Cost: 750 Gil
Equip: Edgar
- + Flash -- Inflicts darkness on all enemies with a brilliant flash.
Cost: 1000 Gil
Equip: Edgar
- + Debilitator -- Assigns an enemy a random elemental weakness.
Cost: 5000 Gil
Equip: Edgar
- + Drill -- Penetrates an enemy's armor to deal severe damage.
Cost: 3000 Gil
Equip: Edgar

Kohlingen Weapon Shop

@=====

- + Darts -- Darts modified for use as weapons.
Cost: 10000 Gil
Equip: Setzer
- + Dice -- Pair of dice that deal more damage the higher they roll.
Cost: 5000 Gil
Equip: Setzer
- + Viper Darts -- Darts that may randomly dispatch enemy in one hit.
Cost: 13000 Gil
Equip: Setzer
- + Golden Spear -- Decorative spear with a golden tip.
Cost: 12000 Gil
Equip: Edgar, Mog

Maranda Weapon Shop

@=====

- + Gravity Rod -- Rod containing the power of Graviga.
Cost: 13000 Gil
Equip: Setzer, Relm, Gogo

- + Swordbreaker -- Shortsword that sometimes deflects enemy attacks.
Cost: 16000 Gil
Equip: Locke, Shadow, Strago, Relm, Gogo
- + Falchion -- Single-edged sword that soemtimes blocks attacks.
Cost: 17000 Gil
Equip: Terra, Locke, Edgar, Celes
- + Flame Scroll -- Deals fire damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Water Scroll - Deals water damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Lightning Scroll -- Deals lightning damage to all enemies.
Cost: 500 Gil
Equip: Shadow (use with Throw command)
- + Invisibility Scroll -- Grants invisibility when thrown.
Cost: 200 Gil
Equip: Shadow (use with Throw command)
- + Shadow Scroll -- Creates illusionary images of the thrower.
Cost: 400 Gil
Equip: Shadow (use with Throw command)

Thamasa Weapon Shop

@=====

- + Da Vinci Brush -- Standard artist's paintbrush.
Cost: 7000 Gil
Equip: Relm
- + Gravity Rod -- Rod containing the power of Graviga.
Cost: 13000 Gil
Equip: Strago, Relm, Gogo
- + Holy Rod -- Rod containing the power of Holy.
Cost: 12000 Gil
Equip: Strago, Relm, Gogo
- + Viper Darts -- Darts that may random dispatch an enemy in one hit.
Cost: 13000 Gil
Equip: Setzer
- + Golden Spear -- Decorative spear with a golden tip.
Cost: 12000 Gil
Equip: Edgar, Mog
- + Man-Eater -- Dagger that is especially effective against humanoids.
Cost: 11000 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Setzer, Relm, Setzer
- + Shuriken -- Four-pointed ninja throwing star.
Cost: 30 Gil
Equip: Shadow (use with Throw command)
- + Fuma Shuriken -- Five-pointed ninja throwing star.
Cost: 500 Gil
Equip: Shadow (use with Throw command)

Jidoor Weapon Shop

@=====

- + Man-Eater -- Dagger that is especially effective against humanoids.
Cost: 11000 Gil
Equip: Terra, Locke, Shadow, Edgar, Celes, Strago, Relm, Setzer
- + Partisan -- Ornate spear with a twin-headed axe blade on its head.
Cost: 13000 Gil
Equip: Edgar, Mog
- + Crystal Sword -- Glittering blade cute from enormous crystal shard.
Cost: 15000 Gil
Equip: Terra, Edgar, Celes

- + Sniper -- Throwing weapon that can also be held and swung.
Cost: 15000 Gil
Equip: Locke

+-----+
11.2. Armor Shops [11200]
+-----+

--- World of Balance ---

South Figaro Armor Shop

@=====

- + Buckler -- Light and simple shield.
Cost: 200 Gil
Equip: All
- + Heavy Shield -- Large, sturdy shield made of steel.
Cost: 400 Gil
Equip: Terra, Locke, Edgar, Cyan, Celes
- + Hairband -- Female's hairband.
Cost: 150 Gil
Equip: Terra, Celes, Relm
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.
Cost: 250 Gil
Equip: All
- + Cotton Robe -- Multilayered cotton robe.
Cost: 200 Gil
Equip: Terra, Celes, Relm, Gogo
- + Kenpo Gi -- Martial arts uniform that offers excellent mobility.
Cost: 250 Gil
Equip: Locke, Sabin, Shadow, Gau

Mobliz Armor Shop

@=====

- + Buckler -- Light and simple shield.
Cost: 200 Gil
Equip: All
- + Heavy Shield -- Large, sturdy shield made of steel.
Cost: 400 Gil
Equip: Terra, Locke, Edgar, Cyan, Celes
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.
Cost: 250 Gil
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.
Cost: 800 Gil
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.
Cost: 1000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau

Nikeah Armor Shop

@=====

- + Heavy Shield -- Large, sturdy shield made of steel.
Cost: 400 Gil
Equip: Terra, Locke, Edgar, Cyan, Celes
- + Plumed Hat -- Silk hat adorned with a flashy chocobo plume.
Cost: 250 Gil

- Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.
Cost: 800 Gil
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.
Cost: 1000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Kenpo Gi -- Martial arts uniform that offers excellent mobility.
Cost: 250 Gil
Equip: Locke, Sabin, Shadow, Gau
- + Silk Robe -- Simple, lightweight silken robe.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Iron Armor -- Suit of heavy iron armor.
Cost: 700 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Narshe Armor Shop

@=====

- + Mythril Shield -- Lightweight shield forged from mythril.
Cost: 1200 Gil
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.
Cost: 800 Gil
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Iron Helm -- Heavy iron helm.
Cost: 1000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Silk Robe -- Simple, lightweight silken robe.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Iron Armor -- Suit of heavy iron armor.
Cost: 700 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Kohlingen Armor Shop

@=====

- + Mythril Shield -- Lightweight shield forged from mythril.
Cost: 1200 Gil
Equip: All
- + Magus Hat -- Conical hat made from cloth with magical properties.
Cost: 600 Gil
Equip: Terra, Celes, Strago, Relm, Mog, Gogo
- + Bandana -- Durable bandana woven from behemoth hair.
Cost: 800 Gil
Equip: Terra, Locke, Sabin, Celes, Gau, Relm
- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Iron Helm -- Heavy iron helm.
Cost: 1000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer, Gau
- + Silk Robe -- Simple, lightweight silken robe.
Cost: 600 Gil

Equip: Terra, Celes, Strago, Relm, Mog, Gogo
+ Iron Armor -- Suit of heavy iron armor.
Cost: 700 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Jidoor Armor Shop

@=====

+ Mythril Shield -- Lightweight shield forged from mythril.
Cost: 1200 Gil
Equip: All
+ Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
+ Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
+ Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
+ White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Albrook Armor Shop

@=====

+ Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
+ Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
+ Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
+ Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
+ White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Tzen Armor Shop

@=====

+ Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
+ Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
+ Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
+ Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
+ White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Maranda Armor Shop

@=====

- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
- + Mythril Mail -- Dazzling plate mail forged entirely from mythril.
Cost: 3500 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Vector Armor Shop

@=====

- + Twist Headband -- Headband often worn by martial artists.
Cost: 1600 Gil
Equip: Locke, Cyan, Shadow, Sabin, Mog, Gau
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Vest -- Incredibly lightweight mythril vest.
Cost: 1200 Gil
Equip: All
- + Ninja Gear -- Ninja clothing from a faraway land.
Cost: 1100 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + White Dress -- White dress that boosts the wearer's magic.
Cost: 2200 Gil
Equip: Terra, Celes, Relm

Narshe Armor Shop *

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Tiara -- Female's tiara that provides a boost to magic.
Cost: 3000 Gil
Equip: Terra, Celes, Relm
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Mythril Mail -- Dazzling plate mail forged entirely from mythril.
Cost: 3500 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil

Equip: Locke, Cyan, Shadow, Sabin, Gau

- * - New items become available after infiltrating the Magitek Research Facility.

Thamasa Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Tiger Mask -- Mask shaped like a roaring tiger's head.
Cost: 2500 Gil
Equip: Sabin, Gau
- + Tiara -- Female's tiara that provides a boost to magic.
Cost: 3000 Gil
Equip: Terra, Celes, Relm
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Mystery Veil -- Female dancer's veil.
Cost: 5500 Gil
Equip: Terra, Celes, Relm
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil
Equip: Locke, Cyan, Shadow, Sabin, Gau
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau, Strago, Relm, Gogo
- + Golden Armor -- Gold armor emblazoned with rearing unicorn.
Cost: 10000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer, Mog

--- World of Ruin ---

Albrook Armor Shop

@=====

- + Golden Shield -- Brilliant shield made of solid gold.
Cost: 2500 Gil
Equip: Terra, Edgar, Cyan, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Mythril Helm -- Light but strong helm forged from mythril.
Cost: 2000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Celes, Setzer, Gau
- + Golden Helm -- Tough, steel helm plated with brilliant gold.
Cost: 4000 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog
- + Golden Armor -- Gold armor emblazoned with rearing unicorn.
Cost: 10000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer, Mog

Nikeah Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.
Cost: 3500 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.
Cost: 8000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau,
Strago, Relm, Gogo
- + Power Sash -- Sash that strengthens the wearer.
Cost: 5000 Gil
Equip: Locke, Cyan, Shadow, Sabin, Gau
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer,
Mog, Gau, Gogo

South Figaro Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.
Cost: 3500 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.
Cost: 8000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Gaia Gear -- Clothing that absorbs earth damage.
Cost: 6000 Gil
Equip: Terra, Locke, Shadow, Sabin, Celes, Setzer, Mog, Gau,
Strago, Relm, Gogo
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer,
Mog, Gau, Gogo
- + Diamond Armor -- Brilliant suit of diamond-plated armor.
Cost: 15000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer

Kohlingen Armor Shop

@=====

- + Diamond Shield -- Baroque shield with large inlaid diamonds.
Cost: 3500 Gil
Equip: Terra, Cyan, Edgar, Celes, Mog, Setzer
- + Priest's Miter -- Hat that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil
Equip: All
- + Green Beret -- Cap that provides a 12.5% bonus to maximum MP.
Cost: 3000 Gil

- Equip: All
- + Diamond Helm -- Helm studded with diamonds of exceptional hardness.
Cost: 8000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer, Mog, Gau, Gogo
- + Diamond Armor -- Brilliant suit of diamond-plated armor.
Cost: 15000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer

Maranda Armor Shop

@=====

- + Crystal Shield -- Glimmering shield cut from enormous crystal.
Cost: 7000 Gil
Equip: Terra, Cyan, Edgar, Celes, Setzer
- + Crystal Helm -- Helm constructed of fused crystal shards.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes, Setzer
- + Oath Veil -- White bridal veil.
Cost: 9000 Gil
Equip: Terra, Celes, Relm
- + Black Garb -- Solid black clothing from a distant land.
Cost: 13000 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo
- + Magus Robe -- Remnant from the age when magic still flourished.
Cost: 13000 Gil
Equip: Strago, Relm, Gogo
- + Crystal Mail -- Resplendent suit of crystal plate mail.
Cost: 17000 Gil
Equip: Terra, Locke, Cyan, Edgar, Celes, Setzer

Thamasa Armor Shop

@=====

- + Mystery Veil -- Female dancer's veil.
Cost: 5500 Gil
Equip: Terra, Celes, Relm
- + Circlet -- Metal band that boosts the wearer's attributes.
Cost: 7000 Gil
Equip: All
- + Black Cowl -- Solid black hood from a distant land.
Cost: 7500 Gil
Equip: Locke, Shadow, Sabin, Mog, Gau, Gogo
- + Luminous Robe -- Robe that shines with a mysterious inner light.
Cost: 11000 Gil
Equip: Strago, Relm
- + Diamond Vest -- Breastplate with large diamonds set in its surface.
Cost: 12000 Gil
Equip: Terra, Locke, Cyan, Shadow, Edgar, Sabin, Celes, Setzer, Mog, Gau, Gogo

Jidoor Armor Shop

@=====

- + Circlet -- Metal band that boosts the wearer's attributes.
Cost: 7000 Gil
Equip: All
- + Black Cowl -- Solid black hood from a distant land.
Cost: 7500 Gil
Equip: Locke, Shadow, Sabin, Mog, Gau, Gogo

- + Crystal Helm -- Helm constructed of fused crystal shards.
Cost: 10000 Gil
Equip: Terra, Edgar, Celes, Setzer
- + Black Garb -- Solid black clothing from a distant land.
Cost: 13000 Gil
Equip: Locke, Shadow, Sabin, Setzer, Gau, Gogo

-----+
11.3. Relic Shops [11300]
-----+

--- World of Balance ---

South Figaro Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil
- + Silver Spectacles -- Prevents darkness.
Cost: 500 Gil
- + Star Pendant -- Prevents poison.
Cost: 500 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil

Mobliz Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil
- + White Cape -- Flowing white cape. Prevents imp and silence.
Cost: 5000 Gil

Nikeah Relic Shop

@=====

- + Silver Spectacles -- Silver-rimmed spectacles. Prevents darkness.
Cost: 500 Gil
- + White Cape -- Flowing white cape. Prevents imp and silence.
Cost: 5000 Gil
- + Star Pendant -- Star-shaped pendant. Prevents poison.
Cost: 500 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.
Cost: 1500 Gil

Narshe Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.
Cost: 1500 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.
Cost: 700 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil

Jidoor Relic Shop

@=====

- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.
Cost: 700 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil

Albrook Relic Shop

@=====

- + Silver Spectacles -- Prevents darkness.
Cost: 500 Gil
- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil

Tzen Relic Shop

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil

Narshe Relic Shop *

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil

* - New items become available after infiltrating the Magitek Research Facility.

Thamasa Relic Shop

@=====

- + Earring -- Boosts magic. Effect increases when worn in pairs.

- Cost: 5000 Gil
- + Sniper Eye -- Ensures that physical attacks never miss.
Cost: 3000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Black Belt -- Wearer will sometimes counter physical attacks.
Cost: 5000 Gil
- + Dragoon Boots -- Changes the Attack command to Jump.
Cost: 9000 Gil
- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil

--- World of Ruin ---

Albrook Relic Shop

@=====

- + Sprint Shoes -- Doubles walking speed.
Cost: 1500 Gil
- + Gigas Glove -- Boosts the wearer's physical attack power.
Cost: 5000 Gil
- + Earring -- Boosts magic. Effect increases when worn in pairs.
Cost: 5000 Gil
- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Mythril Glove -- Casts Protect when wearer is critically wounded.
Cost: 700 Gil
- + Knight's Code -- Causes bearer to cover critically wounded allies.
Cost: 1000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil

Nikeah Relic Shop

@=====

- + White Cape -- Flowing white silk cape. Prevents imp and silence.
Cost: 5000 Gil
- + Angel Ring -- Casts Regen on the wearer.
Cost: 8000 Gil
- + Zephyr Cape -- Boosts evasion and magic evasion.
Cost: 7000 Gil
- + Gale Hairpin -- Increases the frequency of preemptive strikes.
Cost: 8000 Gil
- + Hyper Wrist -- Boosts the wearer's strength.
Cost: 8000 Gil
- + Prayer Beads -- Beads used in meditation. Boosts evasion.
Cost: 4000 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil
- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil

South Figaro Relic Shop

@=====

- + Silver Spectacles -- Silver-rimmed spectacles. Prevents darkness.
Cost: 500 Gil

- + Star Pendant -- Star-shaped pendant. Prevents poison.
Cost: 500 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.
Cost: 1500 Gil
- + Amulet -- Prevents poison, darkness, and zombie.
Cost: 5000 Gil
- + Hermes Sandals -- Casts Haste on the wearer.
Cost: 7000 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Angel Ring -- Casts Regen on the wearer.
Cost: 8000 Gil
- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil

Thamasa Relic Shop

@=====

- + Barrier Ring -- Casts Shell when the wearer is critically wounded.
Cost: 500 Gil
- + Fairy Ring -- Ring with fairy magic. Prevents poison and darkness.
Cost: 1500 Gil
- + Reflect Ring -- Casts Reflect on the wearer.
Cost: 6000 Gil
- + Jeweled Ring -- Prevents petrification.
Cost: 1000 Gil
- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil
- + Protect Ring -- Casts Protect on the wearer.
Cost: 5000 Gil
- + Peace Ring -- Prevents berserk and confusion.
Cost: 3000 Gil
- + Angel Ring -- Casts Regen on the wearer.
Cost: 8000 Gil

Jidoor Relic Shop

@=====

- + Princess Ring -- Casts Protect and Shell when critically wounded.
Cost: 3000 Gil
- + Protect Ring -- Casts Protect on the wearer.
Cost: 5000 Gil
- + Gigas Glove -- Boosts the wearer's physical attack power.
Cost: 5000 Gil
- + Angel Wings -- Casts Float on the wearer.
Cost: 6300 Gil

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*=====*
+-----+
                12. Boss Listing                [12000]
+-----+
*=====*

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Below are the main bosses of Final Fantasy VI. They are listed in the order which you would engage them in the main walkthrough. For stat-specific information on each boss, refer to the Bestiary and search for the boss name.

* NOTE: Probable spoilers below. Read ahead with caution.

[-----]

Ymir -- 1600 HP ~

=====

Location: Narshe Mines

Description: Ymir is the first boss you'll meet in Final Fantasy VI. Being so, it doesn't really put up much of a fight. Make sure that you attack only the head. Hit the shell and Ymir will counter attack with a rather devastating blow. Put briefly, just make sure that you hit ONLY the head! Ymir will occasionally retract its head back into its shell (it'll let out an obnoxious "Grawwwk" before it does so). Avoid stacking your attacks and you'll avoid accidentally hitting the shell when that happens. Don't worry about Ymir's own attacks. It is capable of using Slime, which slows down a target. Really though, the only way you can lose this fight is if you get hit with a counter attack.

Vargas -- 11600 HP ~

=====

Location: Mt. Kolts

Description: The first thing you'll want to do would be to eliminate his two Ipoohs. Simply have Terra rip them apart with her Fire spell and Edgar use Auto Crossbow every turn. Locke is pretty much useless in this fight. Try to do this quickly because Vargas will be constantly laying down damaging attacks. Don't hesitate to heal with Cure or whatever Potions you have. Once the Ipoohs are taken care of, concentrate all attacks on Vargas himself. At this point, try to keep your units' HP above 75 at all times to avoid being KO'd in a single turn. Hold out until Sabin arrives and just let loose until a prompt explaining Blitzes comes up. Just pull off Raging Fist once to bring down Vargas.

Ultros Pt. 1 -- 3000 HP ~

=====

Location: Lethe River

Description: Ultros is a real pain to defeat. His Tentacle attack deals heavy damage to the character it hits. Ultros is weak to Fire - have Terra use that spell every turn until she runs out of MP. Let Edgar fire away with Auto Crossbow. Sabin can just use Raging Fist over and over again while Banon just sits in the back, using Pray. It's very important that you revive any units fallen to Tentacle immediately. When there's no need for Banon's Pray, just have him defend. Keep him alive during this battle (because if you don't... well it's kinda game over). Eventually, Ultros will fall back in the water.

Phantom Forest -- 1900 HP ~

=====

Location: Phantom Forest

Description: The Phantom Train has a few dangerous attacks. Acid Rain is a pretty devastating attack that deals 100+ HP damage to all party members. Be especially careful of the Diabolic Whistle, which can inflict a random status ailment on its target. Be sure to heal whenever your units' HP drops too low. It's best to have Cyan to heal

because his Fang attack deals the lowest damage between Sabin's Raging Fist and Shadow's Shurikens. However, if Shadow does not have any Shurikens, then have him heal. The actual battle itself isn't too tough. A few rounds of attacks should quickly bring the Phantom Train down. If you want to get it done the easy way though, simply use a Phoenix Down to instantly defeat the Phantom Train.

Dadaluma -- 3270 HP ~

=====

Location: Zozo

Description: This dude is pretty easy to defeat. Dadaluma has a few somewhat strong attacks, but most of them won't deal enough damage to significantly hinder your party. The one attack, however, that you do want to watch out for is Dagger. Unless you somehow buffed up your characters to 600+ HP, Dagger is an instant kill attack. Just be prepared to use a Phoenix Down should one of your units fall in that instance. Also note that he'll occasionally summon two Iron Fist goons to assist him. Try to eliminate them as soon as they appear because they can be an annoyance. You should be able to quickly defeat Dadaluma using Edgar's Chainsaw and Sabin's Aura Cannon. Just have everyone else attack normally and heal whenever necessary.

Ultros Pt. 2 -- 2550 HP ~

=====

Location: Opera House

Description: The good thing about this battle is fact that you have Ultros locked in a pincer pattern. Therefore, he can't hit your entire party with his dreaded Tentacle attack anymore. That will be his most damaging attack - it's capable of dealing a couple hundred HP points of damage to one side of your party. Ultros can also cast spells that inflict various status ailments (he usually does this after splashing around the stage a bit), but you should defeat him before he even gets a chance to use them. Simply zap him with Thunder and use the Ramuh Esper if possible. Have Edgar use his strongest Tool (Drill or Chainsaw) and let Sabin use Aura Cannon. Everyone else can just attack.

Ifrit/Shiva -- 3300 HP/3000 HP ~

=====

Location: Magitek Factory

Description: The two Espers will rotate back and forth, so you won't be fighting both of them at the same time. Out of the two of them, Ifrit is more powerful, though both aren't exceedingly difficult to defeat. Ifrit is fire-based, and will frequently cast Fire/Fira on your party. Shiva, on the other hand, is ice-based, and will cast Blizzard/Blizzara on your party. You can easily negate these spells by having Celes use Runic every single turn. As for your other units, just have them use their strongest, NON-MAGIC attack. Any sort of magic-based attack (this includes Sabin's Aura Cannon) will be useless. Also, avoid using fire-based attacks on Ifrit and ice-based attacks on Shiva because they'll just

absorb the damage. With the help of Celes' Runic, the battle will prove to be quite easy.

Number 024 -- 4777 HP ~

=====

Location: Magitek Research Facility

Description: This pushover should barely pose a challenge. He is quite fast, but he uses nothing except for physical attacks. Using Sabin's strongest Blitz and Edgar's Chainsaw should defeat Number 024 before he even gets any of your characters into a critical state. As always though, heal if any of your units are in any danger of dying. Occasionally, Number 024 will use Barrier Change, which alters his elemental resistance. Unless you're relying on magic (which you really should not be), this won't affect your attack pattern in the slightest.

Number 128 -- 3276 HP ~

=====

Location: Magitek Research Facility

Description: Number 128 is made up of three body parts. The Right Blade and Left Blade are situated on the thing's side. They don't really serve much of a purpose except to attack you every once in a while. Number 128's primary attack is just a slash that deals pretty pathetic damage. Occasionally, he will use Blood Feast, which drains a slight bit of HP. To defeat him, just use your strongest attacks. He can also use Net, which inflicts stop status on its target, and Haste, which speeds up his speed. Edgar's Chainsaw and Drill are very effective. Sabin should use his strongest Blitz. Everyone else can just use regular attacks until the creature falls.

Crane -- 1800 HP/2300 HP ~

=====

Location: Blackjack (after leaving Vector)

Description: The two Cranes have your party stuck in a pincer pattern, but the battle is still ridiculously easy. The Cranes will mostly attack you physically for a good portion of the battle. Occasionally, they will use some elemental magic spells such as Fira and Thundara. Use Edgar's Drill or Chain and have Sabin use Aura Cannon. Setzer should use his slots skill. Any other characters can just attack.

Flame Eater -- 8400 HP ~

=====

Location: Burning House (Thamasa)

Description: The Flame Eater is a huge fireball with a load of fire-based spells at its disposal. For that reason, any fire-resistant equipment would be very useful in this battle. Occasionally, the Flame Eater will summon four Balloons. Whenever this happens, use Strago's Aqua Breath to quickly get rid of the group. Ice-based attacks that affect the entire enemy party would work too, should Aqua Breath not be available. As for the Flame Eater itself, any ice-based attacks would be super-effective against it. Avoid casting any fire-

based spells on it for obvious reasons. If you take advantage of its elemental weakness, the Flame Eater should go down in no time. But pay attention for when it casts Reflect on itself. At this point, stop casting any spells and switch to physical attacks.

Alternatively, you can use Dispel to rid it of reflect status. Remember, be prepared to heal when necessary. Getting hit with Fira over and over again can be devastating, especially if your magic defense is less than adequate.

Ultros Pt. 3 -- 22000 HP ~

=====

Location: Esper Caves

Description: This third fight against Ultros differs little from previous engagements. The key attack to watch out for is Tentacle, which can easily deal damage in the 300-400 HP range. Ultros can also use a few new moves: Stone, which consists of him throwing a rock at you (with a chance at confusion) and Hailstone, which is a somewhat powerful attack that deals damage in the 200 range. As always, lightning-based attacks would be most effective in this battle. Ultros may cast Protect on himself, so you might have to rely on magic spells for a good segment of the battle. Be sure to heal after Ultros has used Tentacle to keep your units alive. When Relm jumps in, have her use Sketch to finish the battle.

Ultros/Chupon -- 17000 HP/10000 HP ~

O-----O

Location: To Floating Continent

Description: The battle begins with your party facing against Ultros alone. This first segment is pretty easy to get through. Pound Ultros with your strongest attacks. Sabin's Aura Cannon will do quite nicely here. If Mog is in your party, then use Wind Rhapsody and leave him with that. As for the spellcasters, roast Ultros with their most powerful fire attacks. After beating him around a little bit, Ultros will bring in his (even uglier) friend, Typhon. Fungahhh!!! Unlike Ultros, Typhon is weak to ice. Before you focus on him though, finish Ultros off first. Once he's down, you can begin concentrating on Typhon. He is even less of a challenge than Ultros is. However, you should watch out for his Fireball attack, which deals just about the same amount of damage as Tentacle. When you've defeated Typhon, he will use Snort on your entire party.

Air Force -- 8000 HP ~

=====

Location: To Floating Continent

Description: The Air Force is comprised of three different parts. The primary section is called the Air Force. This is the main part of the ship, and the only part you need to destroy in order to finish the fight. Be wary of its Wave Cannon attack, a weapon that takes five rounds to fully charge up. When it hits, it deals massive damage, so be prepared to heal if it's coming up. The Missile Bay can use Launcher, which fires a stream of rockets at

your party. Between the three units on the Air Force, this part is the least threatening. Lastly, the Laser Gun is really the most dangerous. It can use Diffractive Laser and Atomic Rays, both powerful attacks that can affect your entire party. Focus your strongest attacks on the Laser Gun first before moving on to the main body.

Every part is weak to lightning-based attacks, so take advantage of that. Once the Laser Gun is destroyed, move on to the remaining two pieces. Over the course of the battle, the Air Force may summon a Bit, a tiny little ball thing that absorbs all magic. If you're relying on Thundara and other lightning-based spells, you'll need to destroy the Bit in order to continue using magic. The Bit isn't strong at all, so it should not be a problem. Anyway, just eliminate the Air Force (main body) to finish it off.

Ultima Weapon -- 24000 HP ~

=====

Location: Floating Continent

Description: This battle is tough. Ultima Weapon has a load of powerful skills at his disposal. Hell, even his physical attack deals damage in the 500 HP range. Ultima Weapon has a tendency to use Flare, a spell that can take huge chunks out of your HP. Make sure you have a unit set aside specifically for healing and reviving fallen party members. This unit should be someone with fairly high MP, such as Terra. If Celes is in your party, have her use Runic every turn. It's not guaranteed to block all damage, but it will prevent Ultima Weapon from spamming Flare repeatedly. Towards the end of the battle, Ultima Weapon will begin using Flare Star, a buffed up version of Flare. This spell, however, requires a separate turn to charge up, so be prepared when this indication shows up.

As for your units, just use their strongest abilities, for Ultima Weapon has no weakness that you can exploit. Sabin should repeatedly use Aura Cannon. Edgar should use Drill/Chainsaw, and Mog should use his Earth Blues dance (this dance will also negate Ultima Weapon's Quake spell on Mog). Have Shadow throw Shurikens. Keep this up until the Ultima Weapon is defeated.

Nelapa -- 2800 HP ~

=====

Location: Floating Continent

Description: There is nothing hard about this battle, except for the fact that Nelapa condemns your party right at the start. You should be able to defeat Nelapa within a single turn. Avoid casting magic though, because he has reflect status.

--- World of Ruin ---

Humbaba Pt. 1 -- ??? HP ~

=====

Location: Mobliz

Description: Humbaba is fairly powerful - it has a number of spells available at its disposal. Almost all of them can be absorbed through Celes Runic ability, so it's recommended that you use that skill every turn. However, it'll often use physical attacks as well, including the strong Solar Plexus move and 1000 Needles (which deals 1000 HP damage regardless of defense). For that reason, you'll want to keep all of your units with a good amount of HP at all times. Be prepared to heal when necessary. In terms of weaknesses, Humbaba is particularly susceptible to poison, so use Bio as much as possible. Keep up your attacks, and Humbaba will flee after taking enough damage. Don't worry, you might just so happen to see him again.

Tentacle -- 7000 HP/5000 HP/6000 HP/4000 HP ~

=====

Location: Figaro Castle

Description: There are four Tentacles in this battle. Each one has its own individual elemental resistance. The upper-left Tentacle absorbs earth-based attacks; the upper-right Tentacle absorbs lightning-based attacks; the lower-left Tentacle absorbs ice-based attacks; and the lower-right Tentacle absorbs fire-based attacks. If that's too much to remember, then don't bother using magic spells. The Tentacles use Stun very often to inflict slow status. The Tentacles can also use Grab, which takes hold of one unit and grips that particular unit temporarily, sapping HP. The gripped unit cannot act while in a Tentacle's clutches. To prevent the four Tentacles from constantly grabbing and incapacitating your units, do your best to focus all of your attacks on one Tentacle at a time. The individual Tentacles don't have all that much HP, so they will fall rapidly.

Dullahan -- 23450 HP ~

=====

Location: Darill's Tomb

Description: Dullahan's abilities are mostly ice-based, so be prepared to eat a few Blizzagas. Also, he is capable of casting Lv.? Holy, a spell that picks a random number and attacks any unit with a level divisible by that number. Since you have no control over that, be prepared to recover anytime he casts it. Because Dullahan is weak to weak to fire, cast any fire-based spells available. Have Celes use Runic to negate any spells that Dullahan attempts to throw at you. As for Sabin, let him use his most powerful Blitz. Rising Phoenix will be most effective in this case because it's fire-based.

Storm Dragon -- 42000 HP ~

=====

Location: Mt. Zozo

Description: The Storm Dragon is very tough. It's element is wind, meaning all wind-based attacks against it will be absorbed. Since most of its attacks are wind-based, it would be smart to bring in any equipment that absorbs

or negates wind damage (Paladin Shield, Thunder Shield). The Storm Dragon's attacks are powerful and can often hit your entire party for well over 1000 HP damage. Wind Slash and Aero are particularly devastating. Be prepared to heal immediately after the Storm Dragon uses these abilities. As for its other attacks, they are not as dangerous, but can still pose a threat. Leaf Swirl is essentially a weaker version of Wind Slash.

You will have to fight defensively here. Set aside one or two units specifically for healing and reviving fallen team members. As for everyone else, use their strongest possible attacks. Note that the Storm Dragon has a weakness to lightning-based attacks, so exploit that with your spellcasters. This is a very difficult fight, but with the right strategy, it can be defeated.

Curlax/Laragorn/Moebius -- 15000 HP/10000 HP/12500 HP ~

=====

Location: Dreamscape

Description: Each of the Dream Stooges has his own distinct role. The first one, Curlax (the floating pink kid) is the primary debuffer and healer. Out of all of them, he should be your first target because he can inflict various restrictive status ailments on your party. Among them are Silence, Stop, and Slow. He can also use White Wind, which replenishes the enemy party's HP to full, and Arise, which revives a teammate. As for Laragorn, he doesn't really do much except attack and cast black magic. I'd suggest leaving him for last. Moebius is the primary buffer - he can cast Haste, Protect, and Shell. It's recommended that you focus on only one Stooge at a time because when all three are alive, they can use Delta Attack, an unblockable (unless equipped with relics that block it) ability that petrifies a unit. None of them have a lot of HP, so the fight should not be too difficult.

Wrex soul -- 23066 HP ~

=====

Location: Dreamscape

Description: Wrex soul doesn't play fair. At the beginning of the battle, he will possess one of your units. The idea here is to kill off each of your characters until Wrex soul is revealed. The process is random, so you will never know exactly which one of your characters is possessed. At the same time, you will have to deal with Wrex soul's annoying Soul Saver lackeys. They are weak and easy to defeat, but they will regenerate within the same turn. For that reason, there's no point in even trying to defeat them. The Soul Savers will both use high-level black magic spells, so be prepared to heal when necessary. When Wrex soul appears, pound him with your strongest attacks. He is weak to ice-based magic, so use that to your advantage! Wrex soul will use Thundaga primarily, so equipment that absorbs lightning-based attacks would be a good bet (even though that leaves you susceptible to the Soul Saver's magic, they are too weak to even pose a threat). After some time, Wrex soul will again use Fury and possess one of your

units to start the process all over again.

Alternatively, a much easier and cheaper strategy would be to simply cast Banish on the two Soul Savers until they both disappear. Even though you don't actually fight Wrexssoul, the game will consider it a victory when both Soul Savers have been defeated.

Behemoth King -- 19000 HP/19000 HP ~

=====

Location: Cave on the Veldt

Description: This battle is actually in two parts. After defeating the first Behemoth King, an undead Behemoth King will ambush you from behind! Neither of them are particularly difficult to defeat though. The first Behemoth King will use mostly ice-based attacks such as Blizzara and Blizzaga. It will rarely use Meteor and Holy, but be prepared to take some damage should it cast them. All of these spells can be blocked by Celes' Runic ability, but it also employs physical attacks often, so don't expect Runic to be able to save your butt every time. The Behemoth King is weak to fire-based attacks, so use them to deal extra damage. As for the second Behemoth King, the strategy does not really change much. It does acquire a new attack, Sleeping Gas, which obviously inflicts sleep status. Since it is undead, restorative spells will deal damage. In fact, casting Raise on it will kill it instantly!

Blue Dragon -- 26900 HP ~

=====

Location: Ancient Castle

Description: The Blue Dragon is water-based, so all water spells against it will be absorbed. By the same token, the Blue Dragon is logically weak to lightning-based attacks! It is capable of using a wide variety of water-based attacks, which include Aqua Breath, Tsunami, and Flash Rain. All are strong attacks that can easily kill your units if you let your guard down. Casting Shell on your party to negate some of the damage would be a good idea. Be wary of Acid Rain as well - it has a chance of inflicting poison status on your party. Though it boasts some strong attacks, the Blue Dragon is not remarkably difficult to defeat. As stated before, lightning-based attacks can make the battle go much more quickly.

Chadarnook -- 56000 HP ~

=====

Location: Owzer's Mansion

Description: This is an irritating fight for a few reasons. First of all, you cannot attack the woman form, only the demon form. Chadarnook will flip flop between these two forms, so you will have to take extra care not to hit the woman. If you do, Chadarnook will counterattack with Poltergeist. She can also use Last Kiss, which inflicts doom status, and Entice, which charms! Since you cannot attack the woman form, you're powerless to stop these attacks, so be sure to take active measures to quickly cleanse affected units of any status

ailments through Esuna or similar abilities, and have someone ready to use a Phoenix Down or cast Raise whenever someone falls to doom status. Otherwise, just take the time to heal and cast buffs on your party. Then, when Chadarnook switches to demon form, you can go on the offensive.

The demon form has some powerful lightning magic. Equipment that is resistant to lightning-based attacks would be well-suited here. Cast Shell to raise magic resistance if you find his Thundaga skill to be too powerful. Chadarnook is weak to fire-based attacks, so hit him as many times with Firaga as possible. He absorbs water-based attacks, so avoid using those by any means. Have everyone use their strongest attacks while he remains in his demon form. However, do not stack attacks because he may switch back to woman form while you are in the middle of a chain!

Hidon -- 25000 HP ~

=====

Location: Ebot's Rock

Description: Hidon comes with four Erebus lackeys. They will be pretty annoying, so deal with them first before moving on to Hidon. They are all very weak and should go down within a few turns. Be careful though - the Erebus can use Zombie Claw to inflict zombie status. Should that happen, get the Holy Water out! As for Hidon itself, expect mostly poison-based attacks. This includes Bio and (obviously) Poison. It may be a good idea to wear equipment resistant to poison, but it is not really necessary, for Hidon can be taken down pretty quickly. Since Hidon is undead, any curative spell will deal damage. Raise will instantly kill it, so use that spell if you want to get the battle done quickly. Otherwise, just focus all of your strongest attacks on it until it falls.

Red Dragon -- 30000 HP ~

=====

Location: Phoenix Cave

Description: Expect loads and loads of fire-based spells from the Red Dragon. You can easily negate most of its attacks by equipping armor that resists fire (Flame Shield, Ice Shield, etc.). Expect to be hit by high-level fire spells including Firaga. Also be wary of Flare and Southern Cross, both extremely powerful spells that can knock off tons of HP. If Celes is in your party, Runic would be extremely effective here. As for everyone else, try to hit the Red Dragon with water and ice-based attacks. Avoid using fire for obvious reasons.

Ice Dragon -- 24400 HP ~

=====

Location: Narshe Cliffs

Description: Equipment resistant to ice will help tremendously in this battle. The Ice Dragon likes to throw around Blizzara/Blizzaga spells quite often. In addition, you will want to be wary of Absolute Zero and Northern Cross, both dangerous attacks. The latter spell also

has the ability to inflict freeze status - you can get rid of this by using a fire-based attack on the affected unit. Consider casting Shell on your party to negate some of the damage of the Ice Dragon's spells. Fight back with fire-based attacks if possible for some boosted damage. Other than that, there's not much to say. The Ice Dragon has very low HP, so defeating it should not take long.

Valigarmanda -- 30000 HP ~

=====

Location: Narshe Cliffs

Description: Honestly, I don't know why the translator chose to change this Esper's name. Tritoch just sounded so much cooler.

Anyway, this Esper is ice-based, meaning fire spells deal extra damage. Be prepared to be hit by Blizzaga quite often. Equipment that is immune to ice-based attacks would be useful here. It also likes to cast Rasp often for MP damage. The reason this is irritating is because Valigarmanda's high defense will render your physical attacks useless, meaning you'll have to rely on magic and abilities, such as Sabin's Blitz or Edgar's Tools. Rasp can really hinder your ability to cast spells. If Celes is in your party, use her Runic ability to negate most of Valigarmanda's magic. Another ability you should be wary of is Freezing Dust, which inflicts freeze status. In the event that one of your units is turned into an ice cube, simply cast fire magic to thaw him/her.

Yeti -- 17200 HP ~

=====

Location: Yeti's Cave

Description: Umarmo has a variety of ice-based attacks, including Snowstorm and Avalanche. None of them, however, are particularly threatening. You can quickly defeat him by casting strong fire-based magic. If you are fast, the Yeti should go down in no time at all. This is a very easy fight, no matter what point in the game you fight him in.

Humbaba -- 26000 HP ~

=====

Location: Mobliz

Description: This fight with Humbaba differs little from the first time. It still retains many of the magic spells, in addition to Solar Plexus, which is a powerful physical attack, and 1000 Needles, which inflicts 1000 HP damage regardless of defense. Humbaba's magic can easily be averted by using Celes' Runic ability. Alternatively, you can cast Reflect on your party to send its magic back but Humbaba absorbs lightning, so that may not be the most effective strategy. Shell is also helpful because it negates some of the magic damage. Fight back by casting Bio as often as possible because Humbaba is weak to poison. It shouldn't take too many castings of that to bring its HP down. Eventually, it'll use Humbaba Breath to blow away two of your units. Terra

will join at this point. The rest of the battle is essentially the same. Use the same strategy as before and bring down Humbaba once and for all.

Earth Dragon -- 28500 HP ~

=====

Location: Opera House

Description: As its name suggests, this dragon uses earth-based attacks primarily. Quake, Magnitude 8, and Landslide are among the various abilities it can use, in addition to standard physical attacks and Honed Tusk, an attack that deals moderate to heavy damage to a single unit. If you cast Float on your units, you can avoid almost all of the Earth Dragon's attacks since Float negates any earth-based attacks. In this status, you can essentially attack the Earth Dragon with impunity. Though Honed Tusk and standard attacks will still hit, those can easily be remedied by healing whenever necessary. However, the Earth Dragon can use 50 G's to remove any of these buffs, so be prepared to recast Float should the situation arise. The Earth Dragon is weak to wind and water. Take advantage of these weaknesses to finish the battle quickly.

Holy Dragon -- 18500 HP ~

=====

Location: Cultists' Tower

Description: Even though this fight takes place in a tower where only magic is allowed, the Holy Dragon is very easy to take down. The Holy Dragon is capable of casting Holy and Dispel. Use your own strongest attacks to take it down before it can even move. It has very low HP, so it can't take much punishment. Unfortunately, it has no weaknesses for you to exploit.

Magic Master -- 50000 HP ~

=====

Location: Cultists' Tower

Description: The Magic Master is capable of casting Thundaga, Blizzaga, Firaga, and all of the weaker versions of those elemental spells. In addition, he may rarely cast Death. Every time you attack him with elemental magic, he'll use Barrier Change to randomly switch his elemental weaknesses and immunities. Upon defeating him, he will use one final Ultima spell, which can easily kill your entire party if you aren't prepared.

There is a very easy way to deal with this fight, but it requires the spells Reraise and Reflect. At the very start, immediately cast Reraise on one of your units. Then, cast Reflect on all of your units. Reflect essentially makes you immune to all of the Magic Master's regular spells. His attacks will just bounce off of you and reflect back to him, dealing heavy damage. If you just have your entire party wait, you can defeat the Magic Master without even attacking (though it may take a while)! You can, of course, expedite the process by casting offensive magic against him while waiting. Note that reflect status wears off over time, so recast when necessary. The important

thing is to make sure that one of your units is always in Reraise status because at the end, the Magic Master will unleash Ultima, which goes through the Reflect barrier and deals unforgivable damage. However, the unit who you casted Reraise on will survive, meaning the battle is still won.

In the event that you don't have both Reraise and Reflect, you may be in for a bit of a challenge. The Magic Master's magic attack is ridiculously high, so you will need Shell to help negate some of the damage. Even if you do manage to get the Magic Master's HP down, surviving Ultima can very well be your downfall. Without Reraise, the only ways to survive Ultima are to either maintain high enough HP so that Ultima doesn't kill you outright OR to have a character in Jump status (which can only be achieved through the Quetzalli Esper). The HP necessary to survive Ultima exceeds 5500 HP, so unless your characters are overleveled, I highly doubt you can brave through a casting of Ultima.

Gigantuar -- 30000 HP ~

=====

Location: Desert by Maranda

Description: This huge Cactuar is a tough one to take down because it'll use 1000 Needles almost EVERY SINGLE turn. This attack deals 1000 HP damage regardless of defense or status (though Jump status can avoid it). For that reason, you will need to have one or two units stand aside to heal your party at all times. However, the pain doesn't end there. It can also use Knockdown, which deals extremely heavy damage to a single unit in the range of 4000-7000 HP.

Even if your characters are at 9999 HP, 1000 Needles is still deadly because Gigantuar will often use it in quick succession! If you aren't diligent in your healing, your units may fall before you even know it. Use your strongest attacks to deal as much damage as possible. Sabin's Phantom Rush is excellent here because it knocks off so much HP (approximately four to six uses of Phantom Rush will kill Gigantuar). Regular fight attacks won't be too effective because, like regular Cactuars, Gigantuar boasts high evade stats. Anyway, when you have almost depleted Gigantuar's HP, be sure to heal your entire party to full health! As soon as its HP is gone, it will fire off TEN successive 1000 Needle attacks. This final attack can easily catch your party off guard if you weren't prepared to take 10000 HP damage!

Note that using Dragoon Boots and Jump can help to avoid Gigantuar's endless barrage of 1000 Needles. This is especially useful at the end of the battle - simply have one unit in Jump status while Gigantuar fires off his final barrage to avoid it completely. Jump can be abused over the course of the entire battle.

Gilgamesh -- 38000 HP ~

=====

Location: Coliseum

Description: So this a Gilgamesh, a renowned treasure hunter that rivals even Locke! He is a tough boss to take down. His physical attack is very strong, so cast Protect on your entire party to buff up defenses. In addition to that, expect to be hit by numerous Lores, including 1000 Needles, Aero, and Aqua Breath. If Strago is in your party, he can learn these Lores if he hasn't already. Gilgamesh will also throw various weapons at you for very heavy damage, and he can even use Jump to attack you from above!

Set off one or two units for healing and reviving duties. Reraise is useful here because many of Gilgamesh's attacks can overpower your weaker units. Maintain a constant Protect barrier to increase your defenses against his attacks. Gilgamesh isn't very fast, so you have plenty of time to buff up your units. Unfortunately, Gilgamesh himself doesn't have any weaknesses you can exploit, so you will have to slowly wear away his HP with conventional means. Utilize your strongest attacks to finish the battle as quickly as possible. Sabin's Phantom Rush is excellent because it deals 6000+ HP damage. Ultima and other powerful spells work wonders as well.

Leviathan -- 32000 HP ~

=====

Location: Ferry between South Figaro and Nikeah

Description: This water-beast will give you trouble with its wide range of water-based attacks. Most of them damage your entire party, so be prepared to take those hits. The Leviathan often casts Tsunami twice in quick succession, making that its most dangerous ability. Be wary of Entangle as well, which inflicts slow status. Clear it with Esuna because you can't afford to have units lagging behind. The Leviathan seems to often use Entangle as a counterattack after one of your units hits it. There's not much else to say here. Use your strongest possible abilities and spells to take it down.

Ultima Buster -- 55000 HP ~

=====

Location: Kefka's Tower

Description: The Ultima Buster is a fearsome beast to behold. Its list of abilities include all of the "-aga" elemental spells, Flare, Quake, Northern Star (ice damage with a chance of freezing), Tsunami, and Ultima. Pay very close attention to when it flashes - on the third or fourth flash, it'll unleash Ultima for massive damage! Furthermore, the Ultima Buster has resistance to poison, wind, holy, earth, and water, effectively negating a few powerful spells and rendering certain weapons completely useless in this battle.

Shell is absolutely necessary here. Cast it over your entire party to reduce damage from magic spells. Runic is not very effective here because a few of the Ultima Buster's spells bypass it. It's much better to have

Celes either heal the party or cast powerful magic of her own. Ultima Buster's Quake spell can be averted by casting Float on your party, and his other ice-based attacks can be absorbed by wearing the proper equipment (Ice Shields, etc.). Unfortunately, there's not much you can do to deal with its other attacks except to heal as often as possible.

Sabin should definitely be pulling off Phantom Rush every turn. For the fighters, Valor really helps to boost damage. Cast Hastega if possible to churn out more attacks per turn. Dish out as much damage as possible, casting your most potent magics and using your strongest attacks.

Gold Dragon -- 32400 HP ~

=====

Location: Kefka's Tower

Description: This dragon has an affinity for lightning, so equipment that absorbs said element would be perfect here. Expect to be hit consistently with Thundaga and another powerful lightning attack, Gigavolt. The Gold Dragon, of course, absorbs lightning-based attacks. It is weak to water though, so take advantage of it the best you can. Strago's Tsunami and Aqua Breath Lores are very useful here, as is the Flood spell.

Inferno/Ketu/Rahu -- 30800 HP/8000 HP/11000 HP ~

=====

Location: Kefka's Tower

Description: This boss consists of three distinct segments. Inferno is the primary body that needs to be destroyed in order to defeat the boss. The two outlying arms are Ketu (right arm) and Rahu (left arm). The right arm, Ketu, can use Metal Cutter, which deals moderate damage to the target. The left arm, Rahu, is capable of using Rapier. Neither of the arms are particularly dangerous, and they will be regenerated when destroyed, so it's best to just ignore them and focus primarily on Inferno.

When all three arms are alive however, Inferno can use Delta Attack, which inflicts stone status on a single unit. Should only one arm be alive, then Inferno can cast Meteor. Lastly, if neither of the arms are alive, then Inferno will cast Magitek Barrier on itself, which can easily be cleared by casting Dispel. Without its two arms, Inferno is hardly a threat. It can use Thundara, Atomic Wave, Shockwave, or Gigabolt. Inferno is weak to lightning-based attacks, so abuse those to take him down quickly.

Skull Dragon -- 32800 HP ~

=====

Location: Kefka's Tower

Description: The Skull Dragon is undead-based, but restorative spells don't actually damage it (unfortunately, you can't just "Phoenix Down" it to death). It often casts Doom and Disaster to inflict status ailments on you. Disaster is particularly annoying since it comes

attached with a multitude of debuffs. Be prepared to use Esuna to remove debuffs attached with Disaster. Revive any fallen members to Doom as soon as they die. Apart from these spells though, Skull Dragon is not very powerful. Occasionally, he will use Will o' the Wisp, dealing fire damage. Use fire and holy-based attacks in this battle to bring it down quickly.

Guardian -- 60000 HP ~

=====

Location: Kefka's Tower

Description: Guardian has a unique method of attack. What it does is it loads up the battle programs of various bosses you've fought in the past. It is easy to tell which it is using because the name of the program will flash across the top of the screen. If you understand what abilities each program includes, then this battle should be a relative breeze.

Guardian will always start with its DEFAULT BATTLE PROGRAM. The attacks in this phase include Magitek Laser, Missile, and Atomic Rays. All of these abilities deal moderate to heavy damage. Between all of its phases, this is its most common phase, and it will often emerge in between the other programs. Luckily, it's not very tough to deal with. Use this phase whenever it comes up as an opportunity to heal and buff your units.

Next, it will activate its ULTROS BATTLE PROGRAM. As you might have expected, it'll start with Tentacle, which still isn't a powerful attack. If necessary, heal right after it uses Tentacle before attempting to fight. The rest of the moves in this phase include Ink, which damages and inflicts blind status, and Entwine, which inflicts slow status on all of your units. Make sure that you clear any status ailments with Esuna before it switches programs.

The DADALUMA BATTLE PROGRAM is a pretty dangerous one. Expect to be hit with Shockwave for moderate damage. In this phase, the Guardian can throw weapons at you for very heavy damage. However, it also wastes a few turns using items on itself that recover such little HP that the effect is negligible. When it does this, take advantage of the free turns to heal and revive any units that have fallen. The final ability that Guardian will use in this phase is Magitek Barrier - clear it with Dispel.

The AIR FORCE BATTLE PROGRAM is a difficult program to deal with. The attacks in this phase include Diffractive Laser, Magitek Laser, and Launcher. Out of all of them, Launcher is the most powerful attack - it deals heavy damage to all. You won't have much time to heal though because Guardian will soon start the count down for Wave Cannon, a devastating attack that may leave some of your units dead if their HP was reduced previously.

Finally, the ULTIMA BATTLE PROGRAM has the Guardian casting high-level spells. It can cast Flare, Meteor, or Flare Star. Strangely enough, it doesn't cast Ultima. Flare can be blocked with Runic, but you'll have no such luck with the other two spells. This is by far the most difficult phase, but if you've been hitting Guardian with all you've got, then it shouldn't even have survived to this program. After it completes the ULTIMA BATTLE PROGRAM, Guardian will revert back to the start.

As you can see, the programs seem to gradually increase in difficulty as the battle wears on. For that reason, you should throw all you've got at Guardian early in the battle to defeat it before it can even initiate its later phases. Guardian is weak to lightning and water-based attacks. Its HP is high, but with the effort of your entire party, you should be able to defeat it pretty quickly.

Demon -- 58000 HP ~

=====

Location: Kefka's Tower

Description: Demon uses many fire-based attacks, so equipment resistant to said element would prove to be useful here. He often uses Firaga, Flare Star, and Southern Cross, all of which deal fire damage, in addition to Meteor. However, his most dangerous technique is Blaster, which inflicts instant death. It is easy to predict when he will use this ability though, for he will always cast Stop on the unit he plans to target prior to using Blaster. You can read ahead of him by casting Arise before he even uses the Blaster (or if the targeted unit is equipped with a Safety Bit, then there's no need to even worry)!

Demon's weakness is poison, meaning Bio will deal extra damage. Do not hesitate to use stronger spells and abilities if you find that Bio just isn't doing enough damage. All of his spells deal heavy damage, so have a unit ready to heal and revive whenever the situation arises.

Fiend -- 63000 HP ~

=====

Location: Kefka's Tower

Description: Equipment resistant to ice can be helpful because Fiend utilizes many ice-based attacks. They include Absolute Zero, Blizzaga, and Northern Cross. You will also have to deal with the possibility of freeze. Should that happen, use a fire-based attack on the frozen unit to thaw him or her out. Fiend's most powerful attack is Fiendish Rage, which inflicts devastating physical damage to a single unit. He will always use Targeting prior to using Fiendish Rage, so you will know for sure when he's prepared to bring the pain. Occasionally, he will also use Reverse Polarity to switch front-row units to back-row and vice versa. This is irritating because you'll have to manually set the units in position again (or you can choose to just leave them as

they are if formation doesn't matter to you). Force Field is a move that changes Fiend's elemental resistances. Pay attention to the text when it shows to know exactly what his new resistance is.

Cast Protect on your entire party to defend against Fiendish Rage. Shell can reduce damage from some of his ice magic as well. After dealing enough damage to Fiend, he will begin to glow and form an aura (gaining haste, reflect, and evade up bonuses). Clear these buffs by casting Dispel on him. Fiend is weak to holy-based attacks, so casting Holy would be a good idea. Likewise, holy-based weapons are effective as well. Hit Fiend with your strongest attacks until he falls.

Goddess -- 44000 HP ~

=====

Location: Kefka's Tower

Description: Although Goddess is not as physically powerful as the other three statues of the Warring Triad, she is the by far the most difficult. Her abilities inflict annoying status ailments on units. Among her abilities is Entice, which inflicts charm status on a unit. Lullaby inflicts sleep status to one side, and Overture forces the targeted unit to defend for her, taking your own physical damage in the process. Cloudy Heaven inflicts what appears to be doom status on all units, but it actually turns them into zombies! This can only be blocked by wearing relics that prevent instant death (Safety Bit, etc.). Be prepared to use Holy Waters immediately after to get rid of the zombie status. Goddess can also cast Thundaga, Flash Rain, and Quasar. All are standard magic spells that deal heavy damage. A Shell barrier would be helpful.

Attack only with magic spells or other abilities. Just refrain from using the standard attack command. If Goddess has any of your units held with Overture, dealing damage to her through magic spells won't cause your own unit to take damage. Entice can be particularly annoying as well. It is usually best to just kill off the charmed unit and revive. This is not an easy mission by any stretch of the mind. Unfortunately, you will have to just contend with Goddess's ailment-inducing abilities.

Short Arm/Long Arm/Visage -- 27000 HP/33000 HP/30000 HP ~

=====

Location: Kefka's Tower

Description: This first battle pits you against three distinct sections. They are not named in the battle, but they can be targeted separately. The Short Arm is the arm on the right (from your perspective), and the Long Arm is the arm on the left. The Visage is obviously the face.

Begin with the Short Arm first since it has the least HP. This section isn't difficult to defeat at all. Expect to be hit with physical attacks for the most part. At times, it may cast Razor Gale to deal moderate wind damage. The Short Arm is weak to water, so use

water-elemental spells to your advantage. It should not take more than two turns to defeat this first arm. The Long Arm is just as easy to beat as the Short Arm. It mostly use physical attacks, though it can sometimes throw in a Shockwave as well. Defeat it quickly. Note that it is weak to wind-based attacks.

Finally, you can focus on the Visage. The face can sometimes cast Reverse Polarity to switch up your front-row and back-row units to the opposite formation. Other than that, it is not much of a threat. Sapping Strike inflicts sap status and Dread Gaze inflicts stone status. Visage is weak to fire-based attacks. Keep in mind that upon defeat, the Visage will use Quake. You can avoid this by casting Float on your party before dealing the final blow.

Tiger/Machine/Magic/Power -- 30000 HP/24000 HP/41000 HP/28000 HP ~

Location: Kefka's Tower

Description: Tiger is the tiger head. Machine is the complex-looking contraption just to the upper-left of the Tiger's head. Magic is the figure facing left with his hand point in the same direction. Lastly, Power is the nude blue figure sitting on top of the Tiger's head.

Start the fight by targeting Tiger. It can use a variety of powerful spells including Southern Cross, Flare Star, and Northern Cross. Luckily for you, it's so slow that it probably won't even have enough time to attack once if you focus your strongest abilities against it at the beginning. The Tiger is weak to ice-based attacks, so make use of Blizzaga.

Next, I'd suggest you go after the Machine, which is the primary offensive section of this fight. Expect to be attacked with numerous abilities that hit for heavy damage, including Atomic Rays, Diffractive Laser, and Gravity Bomb (deals 50% HP damage). It can also use the dreaded Delta Attack to petrify its target. Be sure to rid any affected units of stone status immediately. Absolute Zero can potentially freeze targets - cast fire-based magic on frozen units to thaw them out. The Machine has the least amount of HP among the other four sections, and it is weak to lightning.

Magic, as its name suggests, casts magic. Its spell list contains all of the black magic elemental spells (including the "-aga" spells), offensive magic, various debuff spells, and buff spells. It is capable of casting Haste and Reflect, among other boosters, on the other sections. In addition, it can afflict you with some irritating status ailments such as silence, poison, and sleep status. Magic is weak to earth-based attacks.

Lastly, Power is the least threatening section overall. For the majority of the battle, it will just hit you with physical attacks. However, upon defeat, Power will unleash his 10-Hit Combo, which consists of ten

consecutive strikes. Though it may sound brutal, it's actually not very dangerous at all. Most of the hits in the 10-Hit Combo end up missing. Those that do hit deal pathetic damage.

Lady/Rest -- 9999 HP/40000 HP ~

=====

Location: Kefka's Tower

Description: Prioritize Lady first. If Rest dies before she does, she will cast Arise on Rest to revive him to full HP. She doesn't have very much HP. However, she does absorb every single element, meaning you'll either have to resort to non-elemental spells or attack physically. Whatever the case, you will need to defeat her quickly to prevent her from using White Wind to heal herself back to full health.

Rest, on the other hand, can be very tough to deal with. His magic spells include Tornado, which deals heavy wind damage to all units, Meltdown, Flare Star, Meteor, and Trine. Trine inflicts blind status and silence status, so use Esuna should any of your units be affected. Unfortunately, there's not much you can do to avoid his spells (Runic only blocks Tornado and Meltdown), though Shell can help to negate some of the damage. Upon death, Rest can cast Repose to instantly kill one of your units. Cast Reraise on all of your units prior to killing Rest for that reason.

Kefka -- 65000 HP ~

=====

Location: Kefka's Tower

Description: Well, this is the final battle! Kefka will start off with Heartless Angel, which automatically reduces every character's HP down to one. Spend the first turn or two casting Curaga over the entire party to bring everyone back to full HP. Also, put up a Protect and Shell barrier. Cast Hastega over your party as well.

Kefka is rather unforgiving in this fight. (Why shouldn't he be? This is the final battle after all.) His abilities include the three elemental "-aga" spells, all of which can be blocked with Runic. Hyperdrive and Havoc Wing are both powerful attacks to watch out for - they can deal excessive damage to a single target. Trine can inflict blind and silence status. Also, Kefka will also use Heartless Angel again and again to bring your units back down to 1 HP. Vengeance is essentially a dispel spell that removes all the positive buffs you have casted. Follow up whenever he uses Vengeance by recasting the buffs.

About halfway through the fight, Kefka will say, "The end draws near..." Immediately following that, he will use Forsaken, which deals extremely heavy damage to all units. Heal and revive as necessary and resume the fight. From this point on, Kefka can cast Meteor and Ultima. A strong Shell barrier is imperative here. Keep throwing your strongest attacks against Kefka, and he will eventually die.

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*=====*
+-----+
          13. Bestiary                      [13000]
+-----+
*=====*

```

To find the bestiary in the game, go the menu screen in-game and select Config. There's an option that allows you to view to Bestiary. Alternatively, you can just select Bestiary from the main game menu.

All of the entries are numbered for easy reference. The numbers here correspond with the game's numbers.

* NOTE: Possible spoilers below. Read ahead with caution.

```
[-----]
```

[001] Guard ~

=====

```

    [Steal]: Hi-Potion, Potion
    [Drops]: Potion
Level..... 5
HP ..... 40
MP ..... 15
Attack ..... 16
Defense ..... 100
Evasion ..... 0
Magic ..... 6
Magic Defense ..... 140
Magic Evasion ..... 0
Gil ..... 48
EXP ..... 48

```

[002] Silver Lobo ~

=====

```

    [Steal]: Potion
    [Drops]: Potion
Level..... 5
HP ..... 27
MP ..... 5
Attack ..... 20
Defense ..... 80
Evasion ..... 0
Magic ..... 3
Magic Defense ..... 120
Magic Evasion ..... 0
Gil ..... 30
EXP ..... 37

```

[003] Megalodoth ~

=====

```

    [Steal]: Hi-Potion, Potion
    [Drops]: Potion
Level..... 1
HP ..... 115
MP ..... 30
Attack ..... 110
Defense ..... 75
Evasion ..... 0

```


Magic 0
Magic Defense 160
Magic Evasion 0
Gil 90
EXP 50

[004] Wererat ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 4
HP 24
MP 0
Attack 13
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 22
EXP 21

[005] Spritzer ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 5
HP 15
MP 0
Attack 13
Defense 95
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 29
EXP 23

[006] Bandit ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 5
HP 35
MP 0
Attack 19
Defense 90
Evasion 0
Magic 10
Magic Defense 120
Magic Evasion 0
Gil 25
EXP 25

[007] Leaf Bunny ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 5
HP 33

MP	0
Attack	13
Defense	60
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	45
EXP	24

[008] Darkwind ~

=====

[Steal]:	Potion
[Drops]:	---
Level.....	5
HP	34
MP	0
Attack	13
Defense	55
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	41
EXP	28

[009] Sand Ray ~

=====

[Steal]:	Antidote
[Drops]:	Antidote
Level.....	6
HP	67
MP	10
Attack	20
Defense	110
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	54
EXP	41

[010] Alacran ~

=====

[Steal]:	Potion
[Drops]:	Potion
Level.....	6
HP	87
MP	15
Attack	20
Defense	80
Evasion	0
Magic	10
Magic Defense	135
Magic Evasion	0
Gil	94
EXP	37

[011] Foper ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 7
HP 119
MP 10
Attack 13
Defense 100
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 80
EXP 53

[012] Hornet ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 6
HP 92
MP 0
Attack 16
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 64
EXP 48

[013] Urok ~

=====

[Steal]: Remedy, Potion
[Drops]: ---
Level..... 7
HP 122
MP 0
Attack 13
Defense 45
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 120
EXP 71

[014] Belmodar ~

=====

[Steal]: Mythril Claws, Potion
[Drops]: Hi-Potion
Level..... 8
HP 232
MP 100
Attack 25
Defense 100
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 186

EXP 246

[015] Unseelie ~

=====

[Steal]: Buckler, Potion
[Drops]: ---
Level..... 8
HP 132
MP 100
Attack 15
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 256
EXP 53

[016] Mu ~

=====

[Steal]: Potion, Antidote
[Drops]: ---
Level..... 7
HP 119
MP 100
Attack 11
Defense 100
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 80
EXP 59

[017] Zaghrem ~

=====

[Steal]: Bandana
[Drops]: Potion
Level..... 9
HP 137
MP 100
Attack 14
Defense 100
Evasion 0
Magic 10
Magic Defense 70
Magic Evasion 0
Gil 84
EXP 79

[018] Trillium ~

=====

[Steal]: Remedy, Potion
[Drops]: ---
Level..... 9
HP 147
MP 100
Attack 13
Defense 102
Evasion 0

Magic	10
Magic Defense	170
Magic Evasion	0
Gil	134
EXP	97

[019] Gorgias ~

=====

[Steal]: Hi-Potion, Potion	
[Drops]: Gold Needle	
Level.....	10
HP	270
MP	100
Attack	28
Defense	100
Evasion	0
Magic	10
Magic Defense	135
Magic Evasion	0
Gil	102
EXP	163

[020] Cirpius ~

=====

[Steal]: Potion, Antidote	
[Drops]: ---	
Level.....	10
HP	134
MP	100
Attack	13
Defense	80
Evasion	0
Magic	10
Magic Defense	110
Magic Evasion	0
Gil	102
EXP	82

[021] Lesser Lopros ~

=====

[Steal]: Main Gauche, Mythril Knife	
[Drops]: Hi-Potion	
Level.....	12
HP	380
MP	70
Attack	25
Defense	65
Evasion	0
Magic	10
Magic Defense	180
Magic Evasion	0
Gil	325
EXP	464

[022] Nautiloid ~

=====

[Steal]: Hi-Potion, Potion	
[Drops]: Eye Drops	
Level.....	11
HP	236

MP	100
Attack	18
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	173
EXP	216

[023] Exocite ~

=====

[Steal]: Mythril Claws, Potion

[Drops]: Potion

Level.....	11
HP	196
MP	100
Attack	19
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	153
EXP	162

[024] Heavy Armor ~

=====

[Steal]: Iron Helm, Potion

[Drops]: ---

Level.....	13
HP	495
MP	150
Attack	53
Defense	150
Evasion	0
Magic	11
Magic Defense	110
Magic Evasion	0
Gil	195
EXP	80

[025] Commander ~

=====

[Steal]: Potion

[Drops]: ---

Level.....	10
HP	102
MP	50
Attack	13
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	153
EXP	85

[026] Vector Hound ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 11
HP 166
MP 10
Attack 14
Defense 80
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 83
EXP 128

[027] Cartagra ~

=====

[Steal]: Potion, Antidote
[Drops]: ---
Level..... 12
HP 150
MP 20
Attack 11
Defense 90
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 135
EXP 105

[028] Acrophies ~

=====

[Steal]: Potion, Eye Drops
[Drops]: ---
Level..... 11
HP 145
MP 10
Attack 13
Defense 50
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 115
EXP 90

[029] Gold Bear ~

=====

[Steal]: Hi-Potion, Potion
[Drops]: Hi-Potion
Level..... 13
HP 275
MP 0
Attack 13
Defense 40
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 185

EXP 160

[030] Valeor ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 11
HP 180
MP 25
Attack 13
Defense 55
Evasion 0
Magic 10
Magic Defense 135
Magic Evasion 0
Gil 112
EXP 117

[031] Wild Rat ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 12
HP 160
MP 10
Attack 10
Defense 85
Evasion 0
Magic 10
Magic Defense 100
Magic Evasion 0
Gil 135
EXP 135

[032] Stray Cat ~

=====

[Steal]: Hi-Potion
[Drops]: Potion
Level..... 10
HP 156
MP 30
Attack 9
Defense 10
Evasion 0
Magic 10
Magic Defense 135
Magic Evasion 0
Gil 90
EXP 42

[033] Aepyornis ~

=====

[Steal]: Hi-Potion, Eye Drops
[Drops]: Hi-Potion
Level..... 11
HP 290
MP 30
Attack 12
Defense 80
Evasion 0

Magic 10
Magic Defense 150
Magic Evasion 0
Gil 135
EXP 108

[034] Nettlehopper ~

=====

[Steal]: Antidote
[Drops]: Hi-Potion
Level..... 11
HP 243
MP 80
Attack 10
Defense 50
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 145
EXP 89

[035] Chippirabbit ~

=====

[Steal]: Hi-Potion
[Drops]: Potion
Level..... 10
HP 135
MP 40
Attack 9
Defense 70
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 110
EXP 53

[036] Captain ~

=====

[Steal]: ---
[Drops]: Phoenix Down, Black Belt
Level..... 12
HP 456
MP 20
Attack 18
Defense 5
Evasion 0
Magic 10
Magic Defense 110
Magic Evasion 0
Gil 50
EXP 0

[037] Imperial Soldier ~

=====

[Steal]: Potion, Antidote
[Drops]: Potion
Level..... 11
HP 100

MP 15
Attack 12
Defense 80
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 48
EXP 0

[038] Templar ~

=====

[Steal]: Potion
[Drops]: Hi-Potion
Level..... 11
HP 205
MP 50
Attack 16
Defense 50
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 96
EXP 0

[039] Satellite ~

=====

[Steal]: X-Potion
[Drops]: Green Beret
Level..... 14
HP 1800
MP 250
Attack 20
Defense 120
Evasion 0
Magic 13
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[040] Ghost ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 10
HP 226
MP 70
Attack 1
Defense 105
Evasion 0
Magic 1
Magic Defense 150
Magic Evasion 0
Gil 75
EXP 48

[041] Poplium ~

=====

[Steal]: Hi-Potion
[Drops]: Potion
Level..... 11
HP 145
MP 25
Attack 13
Defense 55
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 55
EXP 55

[042] Cloud ~

=====

[Steal]: Hi-Potion
[Drops]: Potion
Level..... 12
HP 120
MP 100
Attack 5
Defense 110
Evasion 0
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 101
EXP 35

[043] Angel Whisper ~

=====

[Steal]: Hi-Potion
[Drops]: Gold Needle
Level..... 12
HP 230
MP 90
Attack 12
Defense 95
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 125
EXP 42

[044] Oversoul ~

=====

[Steal]: Hi-Potion
[Drops]: Holy Water, Green Cherry
Level..... 13
HP 390
MP 190
Attack 12
Defense 55
Evasion 0
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 228

EXP 65

[045] Bomb ~

=====

[Steal]: Hi-Potion, Potion

[Drops]: Hi-Potion

Level..... 8
HP 160
MP 50
Attack 10
Defense 90
Evasion 0
Magic 1
Magic Defense 150
Magic Evasion 0
Gil 80
EXP 35

[046] Living Dead ~

=====

[Steal]: ---

[Drops]: Hi-Potion

Level..... 12
HP 200
MP 84
Attack 10
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 135
EXP 34

[047] Apparition ~

=====

[Steal]: ---

[Drops]: Hyper Wrist

Level..... 19
HP 1500
MP 10000
Attack 15
Defense 120
Evasion 0
Magic 8
Magic Defense 180
Magic Evasion 0
Gil 0
EXP 0

[048] Siegfried ~

=====

[Steal]: ---

[Drops]: Green Cherry

Level..... 7
HP 100
MP 5
Attack 1
Defense 50
Evasion 0

Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1
EXP 0

[049] Opinicus Fish ~

=====

[Steal]: ---
[Drops]: Potion
Level..... 9
HP 10
MP 60
Attack 13
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[050] Anguiform ~

=====

[Steal]: Hi-Potion
[Drops]: Phoenix Down
Level..... 13
HP 315
MP 150
Attack 14
Defense 80
Evasion 0
Magic 6
Magic Defense 150
Magic Evasion 0
Gil 358
EXP 96

[051] Aspiran ~

=====

[Steal]: Potion
[Drops]: X-Potion
Level..... 12
HP 220
MP 330
Attack 2
Defense 100
Evasion 0
Magic 2
Magic Defense 150
Magic Evasion 0
Gil 115
EXP 48

[052] Actinian ~

=====

[Steal]: Hi-Potion
[Drops]: ---
Level..... 12
HP 230

MP	98
Attack	13
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	125
EXP	57

[053] Fidor ~

=====

[Steal]: Hi-Potion, Phoenix Down

[Drops]: ---

Level.....	13
HP	355
MP	80
Attack	25
Defense	55
Evasion	0
Magic	10
Magic Defense	170
Magic Evasion	0
Gil	180
EXP	160

[054] Corporal ~

=====

[Steal]: Mythril Sword, Potion

[Drops]: ---

Level.....	13
HP	255
MP	60
Attack	15
Defense	100
Evasion	0
Magic	10
Magic Defense	125
Magic Evasion	0
Gil	96
EXP	90

[055] Hunting Hound ~

=====

[Steal]: Hi-Potion

[Drops]: ---

Level.....	13
HP	285
MP	50
Attack	16
Defense	75
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	55
EXP	115

[056] Fossil Dragon ~

=====

[Steal]: Remedy, Holy Water
 [Drops]: ---
 Level..... 20
 HP 1399
 MP 219
 Attack 25
 Defense 100
 Evasion 0
 Magic 3
 Magic Defense 165
 Magic Evasion 0
 Gil 1870
 EXP 380

[057] Vulture ~

=====

[Steal]: Phoenix Down, Hi-Potion
 [Drops]: Phoenix Down
 Level..... 15
 HP 412
 MP 60
 Attack 13
 Defense 100
 Evasion 0
 Magic 10
 Magic Defense 155
 Magic Evasion 0
 Gil 485
 EXP 160

[058] Iron Fist ~

=====

[Steal]: Twist Headband, Potion
 [Drops]: Mythril Knife
 Level..... 15
 HP 333
 MP 65
 Attack 13
 Defense 75
 Evasion 0
 Magic 10
 Magic Defense 145
 Magic Evasion 0
 Gil 249
 EXP 144

[059] Bloodfang ~

=====

[Steal]: Potion
 [Drops]: Dried Meat
 Level..... 14
 HP 325
 MP 20
 Attack 13
 Defense 95
 Evasion 0
 Magic 10
 Magic Defense 150
 Magic Evasion 0
 Gil 185

EXP 135

[060] Rock Wasp ~

=====

[Steal]: Potion, Gold Needle

[Drops]: Gold Needle

Level..... 15
HP 290
MP 100
Attack 14
Defense 105
Evasion 0
Magic 10
Magic Defense 165
Magic Evasion 0
Gil 168
EXP 128

[061] Paraladia ~

=====

[Steal]: Remedy, Hi-Potion

[Drops]: ---

Level..... 15
HP 492
MP 100
Attack 13
Defense 125
Evasion 0
Magic 10
Magic Defense 125
Magic Evasion 0
Gil 365
EXP 219

[062] Harvester ~

=====

[Steal]: Dragoon Boots, Silver Spectacles

[Drops]: Barrier Ring

Level..... 16
HP 428
MP 85
Attack 13
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 314
EXP 219

[063] Hill Gigas ~

=====

[Steal]: Gigas Glove

[Drops]: ---

Level..... 16
HP 1200
MP 60
Attack 18
Defense 125
Evasion 0

Magic	5
Magic Defense	115
Magic Evasion	0
Gil	600
EXP	550

[064] Gobbledygook ~

=====

[Steal]: Phoenix Down, Eye Drops
[Drops]: ---
Level..... 15
HP 350
MP 20
Attack 13
Defense 85
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 126
EXP 104

[065] Veil Dancer ~

=====

[Steal]: Thief's Knife, Hi-Potion
[Drops]: ---
Level..... 15
HP 392
MP 120
Attack 13
Defense 115
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 296
EXP 224

[066] Stunner ~

=====

[Steal]: Hi-Potion
[Drops]: ---
Level..... 16
HP 299
MP 20
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 160
Magic Evasion 0
Gil 156
EXP 108

[067] Goetia ~

=====

[Steal]: Antidote, Hi-Potion
[Drops]: Hi-Potion
Level..... 16
HP 499

MP	40
Attack	20
Defense	120
Evasion	0
Magic	10
Magic Defense	190
Magic Evasion	0
Gil	235
EXP	145

[068] Litwor Chicken ~

=====

[Steal]:	Sleeping Bag, Potion
[Drops]:	---
Level.....	18
HP	545
MP	155
Attack	11
Defense	150
Evasion	0
Magic	3
Magic Defense	150
Magic Evasion	0
Gil	279
EXP	190

[069] Joker ~

=====

[Steal]:	Green Beret, Potion
[Drops]:	Mythril Rod
Level.....	17
HP	467
MP	90
Attack	13
Defense	125
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	320
EXP	194

[070] Don ~

=====

[Steal]:	Tiger Mask, Potion
[Drops]:	Hi-Potion
Level.....	17
HP	620
MP	10
Attack	14
Defense	135
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	345
EXP	255

[071] Wyvern ~

=====

[Steal]: Dragoon Boots, Potion
[Drops]: ---
Level..... 18
HP 892
MP 95
Attack 15
Defense 140
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 434
EXP 484

[072] Grasswyrn ~

=====

[Steal]: Antidote
[Drops]: Echo Screen
Level..... 17
HP 480
MP 20
Attack 13
Defense 115
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 234
EXP 278

[073] Grenade ~

=====

[Steal]: Flame Scroll
[Drops]: ---
Level..... 17
HP 3000
MP 500
Attack 13
Defense 0
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 500
EXP 190

[074] Bug ~

=====

[Steal]: Hi-Potion, Gold Needle
[Drops]: ---
Level..... 16
HP 310
MP 20
Attack 13
Defense 120
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 210

EXP 165

[075] Onion Knight ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 18
HP 250
MP 50
Attack 13
Defense 200
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 100
EXP 115

[076] Sergeant ~

=====

[Steal]: Mythril Vest, Tent
[Drops]: Tent
Level..... 18
HP 580
MP 35
Attack 13
Defense 210
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 273
EXP 252

[077] Belzecue ~

=====

[Steal]: Phoenix Down, Potion
[Drops]: ---
Level..... 19
HP 615
MP 45
Attack 13
Defense 220
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 343
EXP 228

[078] Proto Armor ~

=====

[Steal]: Mythril Mail, Hi-Potion
[Drops]: Bioblaster
Level..... 19
HP 670
MP 125
Attack 12
Defense 230
Evasion 0

Magic	7
Magic Defense	110
Magic Evasion	0
Gil	296
EXP	499

[079] Trapper ~

=====

[Steal]: Auto Crossbow	
[Drops]: ---	
Level.....	19
HP	555
MP	80
Attack	13
Defense	180
Evasion	0
Magic	10
Magic Defense	135
Magic Evasion	0
Gil	200
EXP	235

[080] Flan ~

=====

[Steal]: Magicite Shard, Potion	
[Drops]: ---	
Level.....	19
HP	255
MP	110
Attack	13
Defense	13
Evasion	0
Magic	10
Magic Defense	100
Magic Evasion	0
Gil	120
EXP	160

[081] General ~

=====

[Steal]: Mythril Shield, Potion	
[Drops]: Green Cherry	
Level.....	19
HP	650
MP	30
Attack	13
Defense	155
Evasion	0
Magic	10
Magic Defense	105
Magic Evasion	0
Gil	308
EXP	232

[082] Destroyer ~

=====

[Steal]: Flash	
[Drops]: ---	
Level.....	19
HP	800

MP	35
Attack	13
Defense	200
Evasion	0
Magic	10
Magic Defense	100
Magic Evasion	0
Gil	400
EXP	592

[083] Lenergia ~

=====

[Steal]: Hi-Potion, Green Cherry

[Drops]: ---

Level.....	19
HP	470
MP	63
Attack	13
Defense	170
Evasion	0
Magic	8
Magic Defense	120
Magic Evasion	0
Gil	250
EXP	438

[084] Magna Roder V.1 ~

=====

[Steal]: Shuriken, Lightning Scroll

[Drops]: Water Scroll

Level.....	19
HP	420
MP	100
Attack	12
Defense	25
Evasion	0
Magic	1
Magic Defense	140
Magic Evasion	0
Gil	277
EXP	232

[085] Magna Roder V.2 ~

=====

[Steal]: Shuriken, Lightning Scroll

[Drops]: Flame Scroll

Level.....	18
HP	250
MP	100
Attack	10
Defense	20
Evasion	0
Magic	1
Magic Defense	140
Magic Evasion	0
Gil	300
EXP	198

[086] Chaser ~

=====

[Steal]: Bioblaster
[Drops]: ---
Level..... 19
HP 1202
MP 140
Attack 13
Defense 200
Evasion 0
Magic 8
Magic Defense 150
Magic Evasion 0
Gil 380
EXP 691

[087] Outcast ~

=====

[Steal]: Amulet
[Drops]: Holy Water
Level..... 21
HP 1100
MP 50
Attack 18
Defense 110
Evasion 0
Magic 12
Magic Defense 150
Magic Evasion 0
Gil 442
EXP 740

[088] Provoker ~

=====

[Steal]: Hi-Potion, Holy Water
[Drops]: Holy Water
Level..... 20
HP 781
MP 60
Attack 17
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 300
EXP 415

[089] Zombie Dragon ~

=====

[Steal]: Hi-Potion, Phoenix Down
[Drops]: Phoenix Down
Level..... 21
HP 1991
MP 160
Attack 29
Defense 150
Evasion 0
Magic 10
Magic Defense 100
Magic Evasion 0
Gil 309

[090] Antares ~

=====

[Steal]: Hi-Potion, Antidote

[Drops]: Antidote

Level.....	20
HP	480
MP	15
Attack	20
Defense	120
Evasion	0
Magic	10
Magic Defense	130
Magic Evasion	0
Gil	270
EXP	290

[091] Lich ~

=====

[Steal]: Poison Rod, Green Cherry

[Drops]: Green Cherry

Level.....	20
HP	590
MP	90
Attack	1
Defense	50
Evasion	0
Magic	10
Magic Defense	190
Magic Evasion	0
Gil	350
EXP	374

[092] Imperial Elite ~

=====

[Steal]: Potion

[Drops]: Magicite Shard

Level.....	21
HP	700
MP	20
Attack	13
Defense	100
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	0
EXP	200

[093] Mega Armor ~

=====

[Steal]: Hi-Potion

[Drops]: ---

Level.....	21
HP	1000
MP	50
Attack	19
Defense	120
Evasion	0

Magic 10
Magic Defense 100
Magic Evasion 0
Gil 0
EXP 350

[094] Briareus ~

=====

[Steal]: Gaia Gear
[Drops]: Hi-Potion
Level..... 22
HP 750
MP 100
Attack 17
Defense 110
Evasion 0
Magic 10
Magic Defense 120
Magic Evasion 0
Gil 458
EXP 465

[095] Devourer ~

=====

[Steal]: Remedy, Hi-Potion
[Drops]: ---
Level..... 21
HP 420
MP 100
Attack 10
Defense 100
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 280
EXP 214

[096] Chimera ~

=====

[Steal]: Hyper Wrist
[Drops]: Golden Armor
Level..... 22
HP 2237
MP 100
Attack 25
Defense 100
Evasion 0
Magic 10
Magic Defense 110
Magic Evasion 0
Gil 760
EXP 1144

[097] Intangir ~

=====

[Steal]: Magicite Shard
[Drops]: Antidote
Level..... 26
HP 32000

MP	16000
Attack	25
Defense	150
Evasion	50
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	0
EXP	0

[098] Balloon ~

=====

[Steal]: Phoenix Down	
[Drops]: ---	
Level.....	22
HP	555
MP	80
Attack	11
Defense	20
Evasion	0
Magic	10
Magic Defense	130
Magic Evasion	0
Gil	300
EXP	369

[099] Bonnacon ~

=====

[Steal]: Hi-Potion	
[Drops]: ---	
Level.....	23
HP	505
MP	20
Attack	12
Defense	50
Evasion	0
Magic	10
Magic Defense	50
Magic Evasion	0
Gil	270
EXP	232

[100] Land Grillon ~

=====

[Steal]: Echo Screen	
[Drops]: Smoke Bomb	
Level.....	23
HP	977
MP	80
Attack	15
Defense	115
Evasion	0
Magic	10
Magic Defense	155
Magic Evasion	0
Gil	410
EXP	292

[101] Adamankary ~

=====

[Steal]: Golden Shield
 [Drops]: ---
 Level..... 24
 HP 1305
 MP 50
 Attack 22
 Defense 225
 Evasion 0
 Magic 10
 Magic Defense 45
 Magic Evasion 0
 Gil 189
 EXP 1450

[102] Mandrake ~

=====

[Steal]: Hi-Potion
 [Drops]: Remedy
 Level..... 23
 HP 1150
 MP 104
 Attack 16
 Defense 115
 Evasion 0
 Magic 10
 Magic Defense 125
 Magic Evasion 0
 Gil 450
 EXP 378

[103] Venobennu ~

=====

[Steal]: Antidote
 [Drops]: Phoenix Down
 Level..... 24
 HP 860
 MP 82
 Attack 16
 Defense 125
 Evasion 0
 Magic 10
 Magic Defense 150
 Magic Evasion 0
 Gil 525
 EXP 485

[104] Sky Armor ~

=====

[Steal]: Ether
 [Drops]: ---
 Level..... 24
 HP 900
 MP 170
 Attack 16
 Defense 150
 Evasion 0
 Magic 7
 Magic Defense 120
 Magic Evasion 0
 Gil 400

EXP 350

[105] Spitfire ~

=====

[Steal]: Elixir, Ether

[Drops]: Ether

Level..... 25
HP 1400
MP 180
Attack 17
Defense 155
Evasion 0
Magic 4
Magic Defense 130
Magic Evasion 0
Gil 300
EXP 550

[106] Brainpan ~

=====

[Steal]: Earring

[Drops]: ---

Level..... 25
HP 1300
MP 1000
Attack 24
Defense 120
Evasion 0
Magic 10
Magic Defense 110
Magic Evasion 0
Gil 600
EXP 550

[107] Misfit ~

=====

[Steal]: Alarm Earring

[Drops]: ---

Level..... 26
HP 1750
MP 140
Attack 26
Defense 105
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 786
EXP 750

[108] Apocrypha ~

=====

[Steal]: Angel Ring

[Drops]: ---

Level..... 26
HP 1900
MP 195
Attack 18
Defense 80
Evasion 0

Magic 10
Magic Defense 150
Magic Evasion 0
Gil 525
EXP 1200

[109] Dragon ~

=====

[Steal]: Genji Glove, Hi-Potion
[Drops]: ---
Level..... 29
HP 7000
MP 850
Attack 45
Defense 130
Evasion 40
Magic 10
Magic Defense 110
Magic Evasion 0
Gil 0
EXP 2931

[110] Platinum Dragon ~

=====

[Steal]: Dragoon Boots
[Drops]: ---
Level..... 26
HP 2802
MP 200
Attack 35
Defense 150
Evasion 0
Magic 10
Magic Defense 115
Magic Evasion 0
Gil 1300
EXP 895

[111] Behemoth ~

=====

[Steal]: Hermes Sandals
[Drops]: X-Potion
Level..... 28
HP 5800
MP 180
Attack 25
Defense 100
Evasion 0
Magic 7
Magic Defense 135
Magic Evasion 0
Gil 0
EXP 2055

[112] Ninja ~

=====

[Steal]: Angel Wings
[Drops]: Fuma Shuriken
Level..... 27
HP 1650

MP 130
Attack 22
Defense 135
Evasion 50
Magic 5
Magic Defense 140
Magic Evasion 0
Gil 520
EXP 694

[113] Naude ~

=====

[Steal]: ---
[Drops]: ---
Level..... 24
HP 3000
MP 195
Attack 11
Defense 115
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 0

[114] Fafnir ~

=====

[Steal]: Antidote
[Drops]: ---
Level..... 26
HP 1112
MP 130
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 456
EXP 459

[115] Killer Mantis ~

=====

[Steal]: Venom Claws
[Drops]: ---
Level..... 26
HP 1412
MP 110
Attack 16
Defense 115
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 756
EXP 559

[116] Peeper ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 23
HP 1
MP 19
Attack 7
Defense 5
Evasion 0
Magic 10
Magic Defense 5
Magic Evasion 0
Gil 0
EXP 2

[117] Murussu ~

=====

[Steal]: Hi-Potion
[Drops]: Remedy
Level..... 26
HP 1111
MP 60
Attack 13
Defense 140
Evasion 0
Magic 10
Magic Defense 80
Magic Evasion 0
Gil 356
EXP 321

[118] Gigantoad ~

=====

[Steal]: ---
[Drops]: Sleeping Bag
Level..... 26
HP 458
MP 20
Attack 11
Defense 100
Evasion 0
Magic 10
Magic Defense 130
Magic Evasion 0
Gil 340
EXP 235

[119] Land Ray ~

=====

[Steal]: Megalixir
[Drops]: ---
Level..... 23
HP 1
MP 18
Attack 6
Defense 5
Evasion 0
Magic 10
Magic Defense 5
Magic Evasion 0
Gil 0

EXP 1

[120] Luna Wolf ~

=====

[Steal]: Hi-Potion

[Drops]: ---

Level..... 26
HP 582
MP 25
Attack 13
Defense 155
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 247
EXP 308

[121] Black Dragon ~

=====

[Steal]: Holy Water

[Drops]: Tent

Level..... 26
HP 4000
MP 600
Attack 14
Defense 102
Evasion 0
Magic 10
Magic Defense 20
Magic Evasion 0
Gil 502
EXP 780

[122] Rukh ~

=====

[Steal]: ---

[Drops]: Echo Screen

Level..... 26
HP 850
MP 100
Attack 12
Defense 105
Evasion 0
Magic 10
Magic Defense 120
Magic Evasion 0
Gil 596
EXP 249

[123] Zokka ~

=====

[Steal]: Hi-Potion

[Drops]: Teleport Stone

Level..... 26
HP 305
MP 35
Attack 5
Defense 150
Evasion 0

Magic 5
Magic Defense 80
Magic Evasion 0
Gil 400
EXP 267

[124] Nightwalker ~

=====

[Steal]: X-Potion
[Drops]: ---
Level..... 26
HP 265
MP 190
Attack 9
Defense 140
Evasion 0
Magic 6
Magic Defense 115
Magic Evasion 0
Gil 491
EXP 258

[125] Scorpion ~

=====

[Steal]: Potion
[Drops]: Potion
Level..... 26
HP 290
MP 19
Attack 10
Defense 5
Evasion 0
Magic 9
Magic Defense 215
Magic Evasion 0
Gil 336
EXP 199

[126] Delta Beetle ~

=====

[Steal]: Potion
[Drops]: Sleeping Bag
Level..... 26
HP 612
MP 80
Attack 11
Defense 220
Evasion 0
Magic 10
Magic Defense 5
Magic Evasion 0
Gil 211
EXP 288

[127] Vampire Thorn ~

=====

[Steal]: Echo Screen
[Drops]: Smoke Bomb
Level..... 26
HP 12

MP	400
Attack	13
Defense	254
Evasion	0
Magic	10
Magic Defense	254
Magic Evasion	0
Gil	896
EXP	510

[128] Lizard ~

=====

[Steal]: Blood Sword	
[Drops]: Gold Needle	
Level.....	26
HP	1280
MP	70
Attack	14
Defense	102
Evasion	0
Magic	10
Magic Defense	153
Magic Evasion	0
Gil	356
EXP	297

[129] Devoahan ~

=====

[Steal]: Diamond Vest, Ether	
[Drops]: ---	
Level.....	26
HP	2252
MP	218
Attack	15
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	458
EXP	562

[131] Cancer ~

=====

[Steal]: Potion	
[Drops]: ---	
Level.....	26
HP	952
MP	100
Attack	15
Defense	110
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	576
EXP	360

[132] Oceanus ~

=====

[Steal]: Gaia Gear
[Drops]: Antidote
Level..... 27
HP 1700
MP 100
Attack 15
Defense 125
Evasion 0
Magic 9
Magic Defense 140
Magic Evasion 0
Gil 971
EXP 612

[133] Desert Hare ~

=====

[Steal]: Remedy
[Drops]: Hi-Potion
Level..... 26
HP 75
MP 200
Attack 7
Defense 100
Evasion 0
Magic 30
Magic Defense 100
Magic Evasion 0
Gil 0
EXP 0

[134] Humpty ~

=====

[Steal]: Green Cherry
[Drops]: ---
Level..... 27
HP 800
MP 100
Attack 8
Defense 145
Evasion 0
Magic 10
Magic Defense 135
Magic Evasion 0
Gil 326
EXP 421

[135] Cruller ~

=====

[Steal]: Potion
[Drops]: ---
Level..... 28
HP 1334
MP 100
Attack 11
Defense 110
Evasion 100
Magic 4
Magic Defense 70
Magic Evasion 0
Gil 797

EXP 419

[136] Dropper ~

=====

[Steal]: Ether
[Drops]: Ether
Level..... 27
HP 1000
MP 80
Attack 6
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 427
EXP 398

[137] Neck Hunter ~

=====

[Steal]: Black Cowl
[Drops]: Peace Ring
Level..... 28
HP 1334
MP 150
Attack 5
Defense 102
Evasion 0
Magic 10
Magic Defense 153
Magic Evasion 0
Gil 1330
EXP 588

[138] Dante ~

=====

[Steal]: Diamond Helm
[Drops]: Golden Shield
Level..... 28
HP 1945
MP 200
Attack 17
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 712
EXP 1150

[139] Bogy ~

=====

[Steal]: Hi-Potion
[Drops]: ---
Level..... 29
HP 1318
MP 100
Attack 15
Defense 102
Evasion 0

Magic	10
Magic Defense	153
Magic Evasion	0
Gil	1200
EXP	532

[140] Marchosias ~

=====

[Steal]: Phoenix Down	
[Drops]: ---	
Level.....	29
HP	1418
MP	100
Attack	19
Defense	102
Evasion	0
Magic	10
Magic Defense	153
Magic Evasion	0
Gil	909
EXP	449

[141] Deepeye ~

=====

[Steal]: Eye Drops	
[Drops]: ---	
Level.....	28
HP	1334
MP	100
Attack	14
Defense	100
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	485
EXP	385

[142] Mousse ~

=====

[Steal]: Magicite Shard	
[Drops]: ---	
Level.....	28
HP	900
MP	100
Attack	11
Defense	110
Evasion	0
Magic	10
Magic Defense	105
Magic Evasion	0
Gil	287
EXP	189

[143] Borghese ~

=====

[Steal]: Amulet	
[Drops]: Amulet, Holy Water	
Level.....	30
HP	1584

MP	250
Attack	45
Defense	105
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	716
EXP	510

[144] Malboro ~

=====

[Steal]: X-Potion	
[Drops]: Remedy, Holy Water	
Level.....	30
HP	2900
MP	980
Attack	20
Defense	95
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	2292
EXP	780

[145] Cloudwraiths ~

=====

[Steal]: Diamond Vest, Hi-Potion	
[Drops]: Amulet, Holy Water	
Level.....	29
HP	2058
MP	360
Attack	13
Defense	145
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	385
EXP	485

[146] Exoray ~

=====

[Steal]: ---	
[Drops]: Holy Water	
Level.....	29
HP	1200
MP	112
Attack	13
Defense	105
Evasion	0
Magic	10
Magic Defense	105
Magic Evasion	0
Gil	370
EXP	449

[147] Skeletal Horror ~

=====

[Steal]: Remedy
[Drops]: Holy Water
Level..... 30
HP 1584
MP 143
Attack 45
Defense 115
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 542
EXP 770

[148] Mugbear ~

=====

[Steal]: Thief's Bracer
[Drops]: ---
Level..... 34
HP 2409
MP 74
Attack 15
Defense 165
Evasion 110
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 2000
EXP 882

[149] Devil Fist ~

=====

[Steal]: Brigand's Glove
[Drops]: Air Knife
Level..... 34
HP 1749
MP 68
Attack 10
Defense 125
Evasion 120
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 2000
EXP 797

[150] Luridan ~

=====

[Steal]: Hi-Potion
[Drops]: ---
Level..... 34
HP 2079
MP 122
Attack 12
Defense 210
Evasion 25
Magic 10
Magic Defense 125
Magic Evasion 0
Gil 1000

EXP 707

[151] Punisher ~

=====

[Steal]: Bone Club, Rising Sun

[Drops]: ---

Level..... 35
HP 2191
MP 136
Attack 28
Defense 100
Evasion 115
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 3000
EXP 1242

[152] Glasya Labolas ~

=====

[Steal]: Muscle Belt, Hi-Potion

[Drops]: ---

Level..... 35
HP 4771
MP 590
Attack 23
Defense 150
Evasion 105
Magic 10
Magic Defense 145
Magic Evasion 10
Gil 2500
EXP 2953

[153] Gorgimera ~

=====

[Steal]: Golden Spear

[Drops]: ---

Level..... 36
HP 7191
MP 354
Attack 40
Defense 150
Evasion 0
Magic 15
Magic Defense 160
Magic Evasion 0
Gil 1889
EXP 4928

[154] Twinscythe ~

=====

[Steal]: Poison Rod

[Drops]: Poison Rod

Level..... 36
HP 2500
MP 187
Attack 21
Defense 125
Evasion 20

Magic 12
Magic Defense 140
Magic Evasion 0
Gil 726
EXP 1753

[155] Death Warden ~

=====

[Steal]: Hi-Potion, Potion
[Drops]: Tigerfang
Level..... 19
HP 8000
MP 8000
Attack 13
Defense 140
Evasion 0
Magic 55
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 0

[156] Misty ~

=====

[Steal]: Moogle Suit
[Drops]: ---
Level..... 37
HP 3580
MP 500
Attack 1
Defense 110
Evasion 20
Magic 8
Magic Defense 145
Magic Evasion 0
Gil 1260
EXP 1151

[157] Rafflesia ~

=====

[Steal]: Nutkin Suit
[Drops]: ---
Level..... 37
HP 2200
MP 305
Attack 13
Defense 110
Evasion 0
Magic 9
Magic Defense 140
Magic Evasion 0
Gil 767
EXP 872

[158] Still Life ~

=====

[Steal]: Fake Mustache
[Drops]: ---
Level..... 37
HP 4889

MP 390
Attack 13
Defense 150
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1574
EXP 2331

[159] Coeurl Cat ~

=====

[Steal]: Tabby Suit
[Drops]: ---
Level..... 36
HP 1115
MP 78
Attack 17
Defense 100
Evasion 10
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 416
EXP 701

[160] Crusher ~

=====

[Steal]: Super Ball
[Drops]: Super Ball
Level..... 36
HP 2095
MP 340
Attack 13
Defense 145
Evasion 0
Magic 5
Magic Defense 85
Magic Evasion 0
Gil 577
EXP 788

[161] Blade Dancer ~

=====

[Steal]: Moogle Ball
[Drops]: ---
Level..... 22
HP 2539
MP 100
Attack 1
Defense 60
Evasion 0
Magic 30
Magic Defense 170
Magic Evasion 0
Gil 769
EXP 1531

[162] Caladrius ~

=====

[Steal]: Chocobo Suit
[Drops]: ---
Level..... 36
HP 885
MP 87
Attack 14
Defense 100
Evasion 90
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 497
EXP 653

[163] Ouroboros ~

=====

[Steal]: Phoenix Down
[Drops]: Phoenix Down
Level..... 48
HP 50
MP 760
Attack 13
Defense 252
Evasion 0
Magic 10
Magic Defense 252
Magic Evasion 0
Gil 390
EXP 1780

[164] Face ~

=====

[Steal]: Phoenix Down
[Drops]: Phoenix Down
Level..... 47
HP 4550
MP 1700
Attack 11
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 890
EXP 2600

[165] Zeveak ~

=====

[Steal]: Phoenix Down
[Drops]: Phoenix Down
Level..... 47
HP 2077
MP 500
Attack 13
Defense 80
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 674

EXP 1620

[166] Seaflower ~

=====

[Steal]: Phoenix Down

[Drops]: Phoenix Down

Level..... 47
HP 4200
MP 200
Attack 13
Defense 135
Evasion 0
Magic 10
Magic Defense 100
Magic Evasion 0
Gil 670
EXP 1315

[167] Galyptes ~

=====

[Steal]: Celestriad, Phoenix Down

[Drops]: Phoenix Down

Level..... 49
HP 6013
MP 820
Attack 13
Defense 120
Evasion 30
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 906
EXP 2781

[168] Necromancer ~

=====

[Steal]: Phoenix Down

[Drops]: Holy Water

Level..... 48
HP 3525
MP 900
Attack 13
Defense 100
Evasion 0
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 791
EXP 1510

[169] Clymenus ~

=====

[Steal]: Phoenix Down

[Drops]: Phoenix Down

Level..... 49
HP 3815
MP 9900
Attack 13
Defense 120
Evasion 0

Magic 7
Magic Defense 165
Magic Evasion 0
Gil 826
EXP 1698

[170] Chaos Dragon ~

=====

[Steal]: Phoenix Down
[Drops]: Phoenix Down
Level..... 44
HP 9013
MP 1300
Attack 13
Defense 5
Evasion 0
Magic 10
Magic Defense 85
Magic Evasion 0
Gil 1000
EXP 4881

[171] Brachiosaur ~

=====

[Steal]: Ribbon
[Drops]: Celestriad
Level..... 77
HP 46050
MP 51420
Attack 55
Defense 190
Evasion 70
Magic 25
Magic Defense 145
Magic Evasion 50
Gil 0
EXP 14396

[172] Tyrannosaur ~

=====

[Steal]: Reed Cloak
[Drops]: Impartisan
Level..... 57
HP 12770
MP 420
Attack 33
Defense 125
Evasion 0
Magic 16
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 8800

[173] Tumbleweed ~

=====

[Steal]: Saucer
[Drops]: ---
Level..... 55
HP 6200

MP 600
Attack 10
Defense 120
Evasion 0
Magic 10
Magic Defense 90
Magic Evasion 0
Gil 1333
EXP 2554

[174] Leap Frog ~

=====

[Steal]: Pinwheel, Hi-Potion
[Drops]: ---
Level..... 52
HP 3511
MP 220
Attack 13
Defense 130
Evasion 0
Magic 7
Magic Defense 145
Magic Evasion 0
Gil 2600
EXP 1550

[175] Slagworm ~

=====

[Steal]: Remedy
[Drops]: ---
Level..... 49
HP 12018
MP 10500
Attack 54
Defense 130
Evasion 30
Magic 22
Magic Defense 60
Magic Evasion 0
Gil 10000
EXP 7524

[176] Cactuar ~

=====

[Steal]: Gold Needle
[Drops]: Gold Needle
Level..... 27
HP 3
MP 60000
Attack 1
Defense 255
Evasion 250
Magic 50
Magic Defense 255
Magic Evasion 250
Gil 10000
EXP 0

[177] Crawler ~

=====

[Steal]: Remedy
[Drops]: ---
Level..... 51
HP 3200
MP 620
Attack 13
Defense 115
Evasion 0
Magic 8
Magic Defense 150
Magic Evasion 0
Gil 1224
EXP 1456

[178] Sprinter ~

=====

[Steal]: ---
[Drops]: Reed Cloak
Level..... 53
HP 4500
MP 350
Attack 13
Defense 100
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1420
EXP 2293

[179] Basilisk ~

=====

[Steal]: Tortoise Shield
[Drops]: Tortoise Shield
Level..... 54
HP 5000
MP 1020
Attack 13
Defense 135
Evasion 10
Magic 10
Magic Defense 155
Magic Evasion 10
Gil 1120
EXP 2400

[180] Lycaon ~

=====

[Steal]: X-Potion
[Drops]: ---
Level..... 50
HP 250
MP 20
Attack 30
Defense 100
Evasion 50
Magic 10
Magic Defense 200
Magic Evasion 0
Gil 1524

EXP 1356

[181] Greater Mantis ~

=====

[Steal]: Impartisan
[Drops]: ---
Level..... 54
HP 4500
MP 420
Attack 180
Defense 145
Evasion 0
Magic 10
Magic Defense 100
Magic Evasion 0
Gil 501
EXP 4612

[182] Test Rider ~

=====

[Steal]: Partisan
[Drops]: Heavy Lance
Level..... 32
HP 3100
MP 220
Attack 27
Defense 135
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 520
EXP 1947

[183] Wizard ~

=====

[Steal]: Ice Rod, Thunder Rod
[Drops]: Flame Rod
Level..... 32
HP 1677
MP 200
Attack 13
Defense 50
Evasion 0
Magic 10
Magic Defense 160
Magic Evasion 0
Gil 388
EXP 587

[184] Lukhavi ~

=====

[Steal]: Hi-Potion, Potion
[Drops]: Hi-Potion
Level..... 32
HP 1877
MP 100
Attack 13
Defense 145
Evasion 0

Magic	10
Magic Defense	105
Magic Evasion	0
Gil	298
EXP	697

[185] Magna Roder V.3 ~

=====

[Steal]: Shuriken, Lightning Scroll	
[Drops]: Water Scroll	
Level.....	32
HP	1777
MP	100
Attack	13
Defense	115
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	352
EXP	621

[186] Magna Roder V.4 ~

=====

[Steal]: Shuriken, Lightning Scroll	
[Drops]: Flame Scroll	
Level.....	32
HP	1380
MP	70
Attack	14
Defense	105
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	284
EXP	647

[187] Psychos ~

=====

[Steal]: Potion	
[Drops]: Potion	
Level.....	32
HP	900
MP	55
Attack	14
Defense	165
Evasion	0
Magic	10
Magic Defense	125
Magic Evasion	0
Gil	275
EXP	347

[188] Garm ~

=====

[Steal]: Potion	
[Drops]: Potion	
Level.....	32
HP	1510

MP	110
Attack	10
Defense	155
Evasion	0
Magic	10
Magic Defense	140
Magic Evasion	0
Gil	412
EXP	687

[189] Tonberry ~

=====

[Steal]: ---	
[Drops]: Tintinnabulum	
Level.....	27
HP	8000
MP	15500
Attack	13
Defense	150
Evasion	50
Magic	10
Magic Defense	180
Magic Evasion	50
Gil	3333
EXP	1200

[190] Onion Dasher ~

=====

[Steal]: ---	
[Drops]: Green Cherry	
Level.....	33
HP	2000
MP	100
Attack	10
Defense	150
Evasion	0
Magic	10
Magic Defense	120
Magic Evasion	0
Gil	150
EXP	500

[191] Anemone ~

=====

[Steal]: ---	
[Drops]: Green Cherry	
Level.....	33
HP	2000
MP	100
Attack	10
Defense	115
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	550
EXP	1000

[192] Illuyankas ~

=====

[Steal]: ---
[Drops]: White Cape, Green Cherry
Level..... 33
HP 2000
MP 100
Attack 10
Defense 130
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 850
EXP 1000

[193] Knotty ~

=====

[Steal]: ---
[Drops]: Green Cherry
Level..... 33
HP 1000
MP 100
Attack 5
Defense 120
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 350
EXP 800

[194] Tzakmaqiel ~

=====

[Steal]: ---
[Drops]: White Cape, Green Cherry
Level..... 33
HP 2000
MP 100
Attack 10
Defense 105
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 750
EXP 1000

[195] Zone Eater ~

=====

[Steal]: Teleport Stone
[Drops]: ---
Level..... 61
HP 7700
MP 57000
Attack 23
Defense 120
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 2000

EXP 2000

[196] Vasegiatta ~

=====

[Steal]: Phoenix Down

[Drops]: ---

Level.....	42
HP	3615
MP	233
Attack	13
Defense	115
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	1221
EXP	1994

[197] Gloomwind ~

=====

[Steal]: Hi-Potion

[Drops]: ---

Level.....	41
HP	2905
MP	175
Attack	13
Defense	115
Evasion	0
Magic	10
Magic Defense	150
Magic Evasion	0
Gil	421
EXP	1096

[198] Purusa ~

=====

[Steal]: Moonring Blade

[Drops]: ---

Level.....	41
HP	3300
MP	188
Attack	13
Defense	115
Evasion	0
Magic	10
Magic Defense	155
Magic Evasion	0
Gil	773
EXP	1396

[199] Covert ~

=====

[Steal]: Pinwheel, Shuriken

[Drops]: ---

Level.....	44
HP	4530
MP	240
Attack	25
Defense	100
Evasion	50

Magic 11
Magic Defense 150
Magic Evasion 0
Gil 1768
EXP 1757

[200] Kamui ~

=====

[Steal]: Murasame, Ashura
[Drops]: Holy Water
Level..... 44
HP 4211
MP 219
Attack 19
Defense 100
Evasion 30
Magic 11
Magic Defense 150
Magic Evasion 30
Gil 869
EXP 1583

[201] Wartpuck ~

=====

[Steal]: Dried Meat, Chain Flail
[Drops]: ---
Level..... 44
HP 3559
MP 330
Attack 15
Defense 120
Evasion 0
Magic 11
Magic Defense 160
Magic Evasion 0
Gil 1169
EXP 1595

[202] Shambling Corpse ~

=====

[Steal]: Soul Sabre, Mythril Sword
[Drops]: ---
Level..... 43
HP 3850
MP 185
Attack 13
Defense 105
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 826
EXP 1399

[203] Amduscias ~

=====

[Steal]: Swordbreaker, Dagger
[Drops]: ---
Level..... 43
HP 4452

MP	270
Attack	13
Defense	105
Evasion	0
Magic	11
Magic Defense	150
Magic Evasion	0
Gil	526
EXP	1727

[204] Baalzephon ~

=====

[Steal]: Sasuke, Kunai	
[Drops]: ---	
Level.....	43
HP	3609
MP	300
Attack	17
Defense	105
Evasion	20
Magic	11
Magic Defense	150
Magic Evasion	0
Gil	826
EXP	1385

[205] Samurai ~

=====

[Steal]: ---	
[Drops]: ---	
Level.....	40
HP	3000
MP	500
Attack	13
Defense	10
Evasion	0
Magic	10
Magic Defense	20
Magic Evasion	0
Gil	791
EXP	1545

[206] Al Jabr ~

=====

[Steal]: ---	
[Drops]: ---	
Level.....	39
HP	2722
MP	180
Attack	13
Defense	110
Evasion	0
Magic	10
Magic Defense	145
Magic Evasion	30
Gil	485
EXP	890

[207] Suriander ~

=====

[Steal]: ---
[Drops]: ---
Level..... 40
HP 2912
MP 228
Attack 13
Defense 105
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 435
EXP 1150

[208] Weredragon ~

=====

[Steal]: ---
[Drops]: ---
Level..... 38
HP 3000
MP 300
Attack 10
Defense 105
Evasion 0
Magic 3
Magic Defense 50
Magic Evasion 0
Gil 731
EXP 953

[209] Schmidt ~

=====

[Steal]: ---
[Drops]: ---
Level..... 40
HP 3262
MP 200
Attack 13
Defense 105
Evasion 0
Magic 8
Magic Defense 150
Magic Evasion 0
Gil 441
EXP 1253

[210] Pluto Armor ~

=====

[Steal]: ---
[Drops]: ---
Level..... 39
HP 2850
MP 220
Attack 13
Defense 105
Evasion 0
Magic 9
Magic Defense 150
Magic Evasion 0
Gil 629

[211] Alluring Rider ~

=====

[Steal]: ---
[Drops]: ---
Level..... 40
HP 1200
MP 330
Attack 13
Defense 125
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 531
EXP 1323

[212] Pandora ~

=====

[Steal]: ---
[Drops]: ---
Level..... 39
HP 1522
MP 350
Attack 13
Defense 140
Evasion 0
Magic 10
Magic Defense 80
Magic Evasion 0
Gil 461
EXP 622

[213] Parasite ~

=====

[Steal]: ---
[Drops]: ---
Level..... 39
HP 1000
MP 230
Attack 1
Defense 140
Evasion 0
Magic 1
Magic Defense 5
Magic Evasion 0
Gil 461
EXP 455

[214] Coco ~

=====

[Steal]: ---
[Drops]: ---
Level..... 39
HP 3062
MP 198
Attack 13
Defense 100
Evasion 0

Magic 10
Magic Defense 160
Magic Evasion 0
Gil 631
EXP 1410

[215] Io ~

=====

[Steal]: ---
[Drops]: ---
Level..... 39
HP 7862
MP 1550
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1995
EXP 3253

[216] Armored Weapon ~

=====

[Steal]: Debilitator
[Drops]: ---
Level..... 47
HP 4700
MP 1956
Attack 18
Defense 190
Evasion 10
Magic 15
Magic Defense 125
Magic Evasion 10
Gil 1189
EXP 5848

[217] Lunatys ~

=====

[Steal]: Antidote
[Drops]: ---
Level..... 45
HP 4050
MP 105
Attack 13
Defense 90
Evasion 0
Magic 7
Magic Defense 250
Magic Evasion 0
Gil 465
EXP 1504

[218] Figaro Lizard ~

=====

[Steal]: Hi-Potion
[Drops]: ---
Level..... 45
HP 4220

MP 140
Attack 29
Defense 90
Evasion 0
Magic 10
Magic Defense 250
Magic Evasion 0
Gil 554
EXP 1219

[219] Devil ~

=====

[Steal]: Mythril Glove

[Drops]: ---

Level..... 46
HP 5555
MP 1150
Attack 18
Defense 70
Evasion 0
Magic 7
Magic Defense 250
Magic Evasion 0
Gil 960
EXP 2189

[220] Envo ~

=====

[Steal]: X-Potion

[Drops]: ---

Level..... 46
HP 4635
MP 280
Attack 13
Defense 50
Evasion 0
Magic 10
Magic Defense 250
Magic Evasion 0
Gil 968
EXP 1429

[221] Magic Urn ~

=====

[Steal]: Elixir, Potion

[Drops]: ---

Level..... 31
HP 100
MP 10000
Attack 5
Defense 220
Evasion 100
Magic 35
Magic Defense 190
Magic Evasion 0
Gil 0
EXP 0

[222] Level 10 Magic ~

=====

[Steal]: Ether
[Drops]: Ether
Level..... 48
HP 1000
MP 300
Attack 10
Defense 200
Evasion 100
Magic 22
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[223] Level 20 Magic ~

=====

[Steal]: Ether
[Drops]: Ether
Level..... 51
HP 2000
MP 500
Attack 10
Defense 200
Evasion 100
Magic 21
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 0

[224] Level 30 Magic ~

=====

[Steal]: Ether
[Drops]: Ether
Level..... 54
HP 3000
MP 700
Attack 10
Defense 200
Evasion 100
Magic 20
Magic Defense 140
Magic Evasion 0
Gil 0
EXP 0

[225] Level 40 Magic ~

=====

[Steal]: Ether
[Drops]: Ether
Level..... 55
HP 4000
MP 1000
Attack 10
Defense 200
Evasion 100
Magic 19
Magic Defense 135
Magic Evasion 0
Gil 0

EXP 0

[226] Level 50 Magic ~

=====

[Steal]: Hi-Ether

[Drops]: Ether

Level..... 57
HP 5000
MP 2000
Attack 10
Defense 200
Evasion 100
Magic 18
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[227] Level 60 Magic ~

=====

[Steal]: Hi-Ether

[Drops]: Ether

Level..... 58
HP 6000
MP 5000
Attack 10
Defense 200
Evasion 100
Magic 17
Magic Defense 125
Magic Evasion 0
Gil 0
EXP 0

[228] Level 70 Magic ~

=====

[Steal]: Hi-Ether

[Drops]: Ether

Level..... 56
HP 7000
MP 3000
Attack 10
Defense 200
Evasion 100
Magic 16
Magic Defense 126
Magic Evasion 0
Gil 0
EXP 0

[229] Level 80 Magic ~

=====

[Steal]: Hi-Ether

[Drops]: Ether

Level..... 53
HP 8000
MP 2800
Attack 10
Defense 200
Evasion 100

Magic 15
Magic Defense 115
Magic Evasion 0
Gil 0
EXP 0

[230] Level 90 Magic ~

=====

[Steal]: Hi-Ether
[Drops]: Ether
Level..... 55
HP 9000
MP 9000
Attack 10
Defense 200
Evasion 100
Magic 14
Magic Defense 110
Magic Evasion 0
Gil 0
EXP 0

[231] Warlock ~

=====

[Steal]: Teleport Stone
[Drops]: Teleport Stone
Level..... 38
HP 1300
MP 1250
Attack 10
Defense 180
Evasion 0
Magic 10
Magic Defense 225
Magic Evasion 0
Gil 333
EXP 970

[232] Mahadeva ~

=====

[Steal]: Teleport Stone
[Drops]: Teleport Stone
Level..... 38
HP 3826
MP 1327
Attack 13
Defense 150
Evasion 30
Magic 10
Magic Defense 135
Magic Evasion 0
Gil 393
EXP 1510

[233] Sorath ~

=====

[Steal]: Teleport Stone
[Drops]: Teleport Stone
Level..... 37
HP 2600

MP	97
Attack	13
Defense	125
Evasion	20
Magic	10
Magic Defense	145
Magic Evasion	0
Gil	415
EXP	830

[234] Medusa Chicken ~

=====

[Steal]:	Teleport Stone
[Drops]:	Teleport Stone
Level.....	38
HP	2366
MP	185
Attack	13
Defense	105
Evasion	0
Magic	10
Magic Defense	155
Magic Evasion	0
Gil	422
EXP	770

[235] Creature ~

=====

[Steal]:	Teleport Stone
[Drops]:	Teleport Stone
Level.....	37
HP	2470
MP	145
Attack	13
Defense	110
Evasion	10
Magic	10
Magic Defense	155
Magic Evasion	0
Gil	550
EXP	775

[236] Moonform ~

=====

[Steal]:	Teleport Stone
[Drops]:	Teleport Stone
Level.....	37
HP	2444
MP	82
Attack	15
Defense	115
Evasion	20
Magic	10
Magic Defense	160
Magic Evasion	0
Gil	669
EXP	981

[237] Aspidochelon ~

=====

[Steal]: Teleport Stone
[Drops]: Teleport Stone
Level..... 38
HP 3210
MP 514
Attack 22
Defense 135
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 20
Gil 519
EXP 1270

[238] Siegfried ~

=====

[Steal]: ---
[Drops]: ---
Level..... 53
HP 32760
MP 6000
Attack 53
Defense 160
Evasion 25
Magic 25
Magic Defense 150
Magic Evasion 25
Gil 0
EXP 0

[239] Yojimbo ~

=====

[Steal]: Masamune
[Drops]: ---
Level..... 59
HP 7050
MP 2600
Attack 13
Defense 100
Evasion 40
Magic 5
Magic Defense 180
Magic Evasion 0
Gil 2000
EXP 2300

[240] Dark Force ~

=====

[Steal]: Crystal Sword
[Drops]: ---
Level..... 55
HP 8940
MP 700
Attack 12
Defense 105
Evasion 0
Magic 7
Magic Defense 155
Magic Evasion 0
Gil 600

EXP 2950

[241] Muud Suud ~

=====

[Steal]: Thunder Shield

[Drops]: ---

Level..... 54
HP 25000
MP 350
Attack 13
Defense 5
Evasion 0
Magic 15
Magic Defense 70
Magic Evasion 0
Gil 100
EXP 4200

[242] Fiend Dragon ~

=====

[Steal]: Guard Bracelet

[Drops]: ---

Level..... 54
HP 18008
MP 10000
Attack 13
Defense 110
Evasion 0
Magic 13
Magic Defense 90
Magic Evasion 0
Gil 2700
EXP 8500

[243] Mover ~

=====

[Steal]: Super Ball

[Drops]: Magicite Shard

Level..... 51
HP 120
MP 10500
Attack 20
Defense 115
Evasion 225
Magic 10
Magic Defense 254
Magic Evasion 0
Gil 0
EXP 1500

[244] Cherry ~

=====

[Steal]: Silver Spectacles

[Drops]: ---

Level..... 53
HP 8150
MP 900
Attack 8
Defense 100
Evasion 0

Magic 12
Magic Defense 155
Magic Evasion 0
Gil 700
EXP 2200

[245] Vector Lythos ~

=====

[Steal]: Fuma Shuriken
[Drops]: ---
Level..... 59
HP 2800
MP 180
Attack 13
Defense 110
Evasion 0
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 350
EXP 1400

[246] Primeval Dragon ~

=====

[Steal]: Dried Meat
[Drops]: ---
Level..... 50
HP 10050
MP 12850
Attack 15
Defense 130
Evasion 0
Magic 12
Magic Defense 110
Magic Evasion 0
Gil 1200
EXP 3000

[247] Landworm ~

=====

[Steal]: X-Potion
[Drops]: ---
Level..... 59
HP 12000
MP 1300
Attack 13
Defense 80
Evasion 0
Magic 8
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 4600

[248] Gamma ~

=====

[Steal]: Air Anchor
[Drops]: ---
Level..... 57
HP 27000

MP 9000
Attack 13
Defense 175
Evasion 0
Magic 15
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 9000

[249] Great Malboro ~

=====

[Steal]: Teleport Stone
[Drops]: ---
Level..... 56
HP 7000
MP 500
Attack 13
Defense 115
Evasion 0
Magic 6
Magic Defense 105
Magic Evasion 0
Gil 1320
EXP 2800

[250] Outsider ~

=====

[Steal]: Stoneblade
[Drops]: ---
Level..... 18
HP 8050
MP 400
Attack 15
Defense 105
Evasion 0
Magic 4
Magic Defense 155
Magic Evasion 0
Gil 2800
EXP 2600

[251] Demon Knight ~

=====

[Steal]: Pinwheel
[Drops]: ---
Level..... 56
HP 6800
MP 1600
Attack 12
Defense 110
Evasion 0
Magic 14
Magic Defense 145
Magic Evasion 0
Gil 200
EXP 3090

[252] Duel Armor ~

=====

[Steal]: Chainsaw
[Drops]: ---
Level..... 53
HP 7200
MP 1600
Attack 13
Defense 185
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 800
EXP 2500

[253] Great Behemoth ~

=====

[Steal]: Tigerfang
[Drops]: ---
Level..... 58
HP 11000
MP 700
Attack 7
Defense 90
Evasion 0
Magic 10
Magic Defense 105
Magic Evasion 0
Gil 2900
EXP 4100

[254] Vector Chimera ~

=====

[Steal]: Swordbreaker
[Drops]: ---
Level..... 57
HP 7500
MP 880
Attack 22
Defense 110
Evasion 30
Magic 9
Magic Defense 150
Magic Evasion 30
Gil 900
EXP 2900

[255] Fortis ~

=====

[Steal]: Drill
[Drops]: ---
Level..... 54
HP 9800
MP 700
Attack 5
Defense 160
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 250

EXP 3500

[256] Junk ~

=====

[Steal]: Noiseblaster
[Drops]: ---
Level..... 53
HP 2000
MP 200
Attack 2
Defense 190
Evasion 0
Magic 10
Magic Defense 170
Magic Evasion 0
Gil 1100
EXP 2200

[257] InnoSent ~

=====

[Steal]: Bioblaster
[Drops]: ---
Level..... 52
HP 6600
MP 390
Attack 13
Defense 155
Evasion 0
Magic 12
Magic Defense 155
Magic Evasion 0
Gil 1950
EXP 2400

[258] Daedalus ~

=====

[Steal]: ---
[Drops]: ---
Level..... 59
HP 12280
MP 100
Attack 13
Defense 105
Evasion 0
Magic 12
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 3500

[259] Ahriman ~

=====

[Steal]: Earring
[Drops]: ---
Level..... 51
HP 10000
MP 300
Attack 11
Defense 110
Evasion 0

Magic 17
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 2820

[260] Death Machine ~

=====

[Steal]: Flash
[Drops]: ---
Level..... 52
HP 6000
MP 550
Attack 10
Defense 140
Evasion 0
Magic 5
Magic Defense 140
Magic Evasion 0
Gil 670
EXP 2300

[261] Metal Hitman ~

=====

[Steal]: Auto Crossbow
[Drops]: ---
Level..... 52
HP 2000
MP 800
Attack 13
Defense 20
Evasion 0
Magic 25
Magic Defense 165
Magic Evasion 0
Gil 700
EXP 2000

[262] Prometheus ~

=====

[Steal]: Debilitator
[Drops]: ---
Level..... 56
HP 14500
MP 2050
Attack 13
Defense 170
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1300
EXP 5200

[263] Zurvan ~

=====

[Steal]: X-Potion
[Drops]: ---
Level..... 72
HP 24000

MP 300
Attack 33
Defense 80
Evasion 0
Magic 8
Magic Defense 150
Magic Evasion 0
Gil 5200
EXP 5000

[264] Vilia ~

=====

[Steal]: X-Ether
[Drops]: ---
Level..... 81
HP 23000
MP 1800
Attack 22
Defense 100
Evasion 10
Magic 14
Magic Defense 160
Magic Evasion 0
Gil 3333
EXP 5000

[265] Great Dragon ~

=====

[Steal]: Elixir, Phoenix Down
[Drops]: Dragon Horn
Level..... 77
HP 28000
MP 2200
Attack 53
Defense 155
Evasion 0
Magic 11
Magic Defense 100
Magic Evasion 0
Gil 0
EXP 5000

[266] Abaddon ~

=====

[Steal]: Hi-Ether
[Drops]: Lich Ring
Level..... 71
HP 25000
MP 8000
Attack 30
Defense 160
Evasion 0
Magic 30
Magic Defense 180
Magic Evasion 0
Gil 0
EXP 5000

[267] Dragon Aegis ~

=====

[Steal]: Dragon Horn
[Drops]: ---
Level..... 77
HP 23000
MP 500
Attack 25
Defense 80
Evasion 50
Magic 15
Magic Defense 180
Magic Evasion 20
Gil 1200
EXP 5000

[268] Dinozombie ~

=====

[Steal]: Hi-Ether, Holy Water
[Drops]: ---
Level..... 60
HP 25000
MP 600
Attack 25
Defense 150
Evasion 0
Magic 3
Magic Defense 150
Magic Evasion 0
Gil 3700
EXP 5000

[269] Death Rider ~

=====

[Steal]: ---
[Drops]: Red Jacket
Level..... 76
HP 30000
MP 1200
Attack 48
Defense 150
Evasion 20
Magic 19
Magic Defense 150
Magic Evasion 20
Gil 6600
EXP 5000

[270] Shield Dragon ~

=====

[Steal]: ---
[Drops]: Force Armor
Level..... 71
HP 40000
MP 20000
Attack 22
Defense 200
Evasion 0
Magic 22
Magic Defense 120
Magic Evasion 0
Gil 6300

EXP 5000

[271] Maximera ~

=====

[Steal]: Hi-Ether
[Drops]: ---
Level..... 89
HP 32000
MP 2000
Attack 31
Defense 110
Evasion 30
Magic 9
Magic Defense 150
Magic Evasion 30
Gil 0
EXP 5000

[272] Hexadragon ~

=====

[Steal]: X-Potion, Remedy
[Drops]: ---
Level..... 73
HP 26000
MP 750
Attack 55
Defense 95
Evasion 0
Magic 16
Magic Defense 50
Magic Evasion 0
Gil 1500
EXP 5000

[273] Magic Dragon ~

=====

[Steal]: X-Ether
[Drops]: ---
Level..... 72
HP 18000
MP 10000
Attack 14
Defense 180
Evasion 0
Magic 18
Magic Defense 150
Magic Evasion 0
Gil 950
EXP 5000

[274] Armodullahan ~

=====

[Steal]: Genji Glove
[Drops]: X-Potion
Level..... 83
HP 35000
MP 2500
Attack 60
Defense 140
Evasion 20

Magic 22
Magic Defense 200
Magic Evasion 0
Gil 0
EXP 5000

[275] Crystal Dragon ~

=====

[Steal]: Elixir
[Drops]: X-Ether
Level..... 89
HP 32000
MP 30000
Attack 35
Defense 155
Evasion 30
Magic 26
Magic Defense 80
Magic Evasion 10
Gil 7700
EXP 5000

[276] Ymir (Shell) ~

=====

[Steal]: ---
[Drops]: Ether
Level..... 4
HP 50000
MP 120
Attack 13
Defense 102
Evasion 0
Magic 5
Magic Defense 155
Magic Evasion 0
Gil 0
EXP 0

[277] Ymir (Head) ~

=====

[Steal]: ---
[Drops]: Hi-Potion
Level..... 6
HP 1500
MP 1000
Attack 22
Defense 100
Evasion 0
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 0
EXP 0

[278] Guard Leader ~

=====

[Steal]: Mythril Knife
[Drops]: Hi-Potion
Level..... 8
HP 420

MP 150
Attack 60
Defense 110
Evasion 0
Magic 9
Magic Defense 140
Magic Evasion 0
Gil 350
EXP 0

[279] Magitek Armor ~

=====

[Steal]: Hi-Potion, Potion

[Drops]: Hi-Potion

Level..... 8
HP 210
MP 250
Attack 18
Defense 30
Evasion 0
Magic 3
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[280] Vargas ~

=====

[Steal]: Mythril Claws, Potion

[Drops]: ---

Level..... 12
HP 11600
MP 220
Attack 13
Defense 85
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[281] Ipooh ~

=====

[Steal]: Hi-Potion

[Drops]: ---

Level..... 11
HP 360
MP 60
Attack 18
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[282] Ultros Pt. 1 ~

=====

[Steal]: ---
[Drops]: ---
Level..... 13
HP 3000
MP 640
Attack 15
Defense 40
Evasion 0
Magic 3
Magic Defense 140
Magic Evasion 0
Gil 0
EXP 0

[283] Tunnel Armor ~

=====

[Steal]: Bioblaster, Air Knife
[Drops]: Elixir
Level..... 16
HP 1300
MP 900
Attack 10
Defense 29
Evasion 0
Magic 15
Magic Defense 145
Magic Evasion 0
Gil 250
EXP 0

[284] Phantom Train ~

=====

[Steal]: ---
[Drops]: Tent
Level..... 14
HP 1900
MP 350
Attack 10
Defense 30
Evasion 0
Magic 5
Magic Defense 210
Magic Evasion 0
Gil 0
EXP 0

[285] Rhizopas ~

=====

[Steal]: ---
[Drops]: Remedy
Level..... 13
HP 775
MP 39
Attack 14
Defense 110
Evasion 0
Magic 3
Magic Defense 175
Magic Evasion 0
Gil 0

EXP 0

[286] Hell's Rider ~

=====

[Steal]: Elixir, Mythril Vest

[Drops]: Remedy

Level..... 14
HP 1300
MP 170
Attack 48
Defense 120
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 1290
EXP 400

[287] Kefka (Narshe) ~

=====

[Steal]: Elixir, Hi-Ether

[Drops]: Peace Ring

Level..... 18
HP 3000
MP 3000
Attack 25
Defense 55
Evasion 30
Magic 9
Magic Defense 160
Magic Evasion 30
Gil 0
EXP 0

[288] Dadaluma ~

=====

[Steal]: Thief's Bracers, Jeweled Ring

[Drops]: Thief's Knife, Twist Headband

Level..... 22
HP 3270
MP 1005
Attack 12
Defense 85
Evasion 0
Magic 3
Magic Defense 143
Magic Evasion 10
Gil 1210
EXP 0

[289] Ultros Pt. 2 ~

=====

[Steal]: ---

[Drops]: ---

Level..... 19
HP 2550
MP 500
Attack 13
Defense 105
Evasion 0

Magic 4
Magic Defense 150
Magic Evasion 0
Gil 2
EXP 0

[290] Ifrit ~

=====

[Steal]: ---
[Drops]: ---
Level..... 21
HP 3300
MP 600
Attack 25
Defense 215
Evasion 20
Magic 7
Magic Defense 115
Magic Evasion 0
Gil 0
EXP 0

[291] Shiva ~

=====

[Steal]: ---
[Drops]: ---
Level..... 21
HP 3000
MP 500
Attack 15
Defense 200
Evasion 20
Magic 7
Magic Defense 110
Magic Evasion 0
Gil 0
EXP 0

[292] Number 024 ~

=====

[Steal]: Blood Sword, Rune Blade
[Drops]: Flametongue, Icebrand
Level..... 24
HP 4777
MP 777
Attack 20
Defense 170
Evasion 0
Magic 3
Magic Defense 100
Magic Evasion 0
Gil 0
EXP 0

[293] Number 128 ~

=====

[Steal]: Kazekiri
[Drops]: Tent
Level..... 23
HP 3276

MP 810
Attack 13
Defense 120
Evasion 0
Magic 3
Magic Defense 125
Magic Evasion 0
Gil 0
EXP 0

[294] Right Blade ~

=====

[Steal]: ---
[Drops]: ---
Level..... 21
HP 400
MP 150
Attack 20
Defense 120
Evasion 0
Magic 5
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[295] Left Blade ~

=====

[Steal]: ---
[Drops]: ---
Level..... 22
HP 700
MP 470
Attack 13
Defense 120
Evasion 0
Magic 5
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[296] Crane (Left) ~

=====

[Steal]: Noiseblaster
[Drops]: ---
Level..... 23
HP 1800
MP 447
Attack 14
Defense 145
Evasion 0
Magic 4
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[297] Crane (Right) ~

=====

[Steal]: Debilitator, Hi-Potion
[Drops]: ---
Level..... 24
HP 2300
MP 447
Attack 14
Defense 125
Evasion 0
Magic 4
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[298] Flame Eater ~

=====

[Steal]: Flametongue
[Drops]: ---
Level..... 26
HP 8400
MP 480
Attack 13
Defense 105
Evasion 20
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[299] Ultros Pt. 3 ~

=====

[Steal]: White Cape
[Drops]: ---
Level..... 25
HP 22000
MP 750
Attack 22
Defense 95
Evasion 0
Magic 7
Magic Defense 155
Magic Evasion 0
Gil 3
EXP 0

[300] Typhon ~

=====

[Steal]: Dagger
[Drops]: ---
Level..... 26
HP 10000
MP 40000
Attack 13
Defense 100
Evasion 0
Magic 10
Magic Defense 55
Magic Evasion 0
Gil 0

EXP 0

[301] Ultros (with Typhon) ~

=====

[Steal]: Dried Meat

[Drops]: ---

Level..... 16
HP 17000
MP 8000
Attack 10
Defense 20
Evasion 0
Magic 3
Magic Defense 10
Magic Evasion 0
Gil 0
EXP 0

[302] Air Force ~

=====

[Steal]: Elixir

[Drops]: Princess Ring

Level..... 25
HP 8000
MP 750
Attack 10
Defense 150
Evasion 0
Magic 12
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[303] Laser Gun ~

=====

[Steal]: X-Ether

[Drops]: ---

Level..... 24
HP 3300
MP 335
Attack 12
Defense 130
Evasion 0
Magic 9
Magic Defense 140
Magic Evasion 0
Gil 0
EXP 0

[304] Missile Bay ~

=====

[Steal]: Debilitator

[Drops]: ---

Level..... 25
HP 3000
MP 7000
Attack 12
Defense 135
Evasion 0

Magic 8
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[305] Bit ~

=====

[Steal]: Amulet
[Drops]: ---
Level..... 25
HP 420
MP 285
Attack 12
Defense 230
Evasion 0
Magic 10
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 0

[306] Gigantos ~

=====

[Steal]: Elixir, X-Potion
[Drops]: Sasuke
Level..... 25
HP 6000
MP 1120
Attack 20
Defense 1
Evasion 0
Magic 10
Magic Defense 1
Magic Evasion 0
Gil 0
EXP 7550

[307] Ultima Weapon ~

=====

[Steal]: Ribbon, Elixir
[Drops]: Elixir
Level..... 37
HP 24000
MP 5000
Attack 45
Defense 142
Evasion 20
Magic 5
Magic Defense 97
Magic Evasion 10
Gil 0
EXP 0

[308] Nelapa ~

=====

[Steal]: ---
[Drops]: ---
Level..... 26
HP 2800

MP 280
Attack 11
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[309] Humbaba ~

=====

[Steal]: ---
[Drops]: ---
Level..... 31
HP 26000
MP 10000
Attack 15
Defense 100
Evasion 0
Magic 6
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[310] Tentacle (Lower-Right) ~

=====

[Steal]: ---
[Drops]: ---
Level..... 31
HP 7000
MP 800
Attack 13
Defense 102
Evasion 0
Magic 8
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[311] Tentacle (Upper-Right) ~

=====

[Steal]: ---
[Drops]: ---
Level..... 33
HP 5000
MP 600
Attack 13
Defense 102
Evasion 0
Magic 8
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[312] Tentacle (Lower-Left) ~

=====

[Steal]: ---
[Drops]: ---
Level..... 32
HP 6000
MP 700
Attack 13
Defense 102
Evasion 0
Magic 8
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[313] Tentacle (Upper-Left) ~

=====

[Steal]: ---
[Drops]: ---
Level..... 34
HP 4000
MP 500
Attack 13
Defense 102
Evasion 0
Magic 8
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[314] Angler Whelk (Shell) ~

=====

[Steal]: ---
[Drops]: Dragon Claws
Level..... 19
HP 9230
MP 1600
Attack 53
Defense 160
Evasion 0
Magic 10
Magic Defense 195
Magic Evasion 0
Gil 1000
EXP 0

[315] Angler Whelk (Head) ~

=====

[Steal]: ---
[Drops]: Dragon Claws
Level..... 31
HP 9845
MP 1600
Attack 75
Defense 80
Evasion 0
Magic 7
Magic Defense 150
Magic Evasion 0
Gil 1000

EXP 0

[316] Dullahan ~

=====

[Steal]: Genji Glove, X-Potion

[Drops]: ---

Level..... 37
HP 23450
MP 1721
Attack 55
Defense 130
Evasion 10
Magic 7
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 0

[317] Behemoth King ~

=====

[Steal]: Murasame

[Drops]: Behemoth Suit

Level..... 43
HP 19000
MP 1600
Attack 11
Defense 120
Evasion 0
Magic 9
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[318] Behemoth King (Undead) ~

=====

[Steal]: ---

[Drops]: Behemoth Suit

Level..... 49
HP 19000
MP 9999
Attack 27
Defense 105
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[319] Chadarnook ~

=====

[Steal]: ---

[Drops]: ---

Level..... 37
HP 56000
MP 9400
Attack 13
Defense 140
Evasion 0

Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[320] Valigarmanda ~

=====

[Steal]: ---
[Drops]: ---
Level..... 62
HP 30000
MP 50000
Attack 19
Defense 254
Evasion 0
Magic 4
Magic Defense 70
Magic Evasion 0
Gil 0
EXP 0

[321] Tonberries ~

=====

[Steal]: Minerva Bustier
[Drops]: Minerva Bustier
Level..... 99
HP 14001
MP 11000
Attack 5
Defense 100
Evasion 150
Magic 1
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[322] Yeti ~

=====

[Steal]: ---
[Drops]: ---
Level..... 33
HP 17200
MP 6990
Attack 25
Defense 100
Evasion 0
Magic 11
Magic Defense 150
Magic Evasion 0
Gil 10
EXP 0

[323] Curlax ~

=====

[Steal]: ---
[Drops]: ---
Level..... 47
HP 15000

MP 2000
Attack 1
Defense 100
Evasion 0
Magic 4
Magic Defense 110
Magic Evasion 0
Gil 0
EXP 0

[324] Laragorn ~

=====

[Steal]: ---
[Drops]: ---
Level..... 47
HP 10000
MP 2000
Attack 2
Defense 90
Evasion 0
Magic 5
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[325] Moebius ~

=====

[Steal]: ---
[Drops]: ---
Level..... 47
HP 12500
MP 2000
Attack 4
Defense 80
Evasion 0
Magic 6
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[326] Wrexsoul ~

=====

[Steal]: Memento Ring
[Drops]: Guard Bracelet
Level..... 53
HP 23066
MP 5066
Attack 27
Defense 70
Evasion 0
Magic 5
Magic Defense 220
Magic Evasion 0
Gil 0
EXP 0

[327] Soul Saver ~

=====

[Steal]: ---
[Drops]: ---
Level..... 41
HP 3066
MP 566
Attack 50
Defense 150
Evasion 0
Magic 3
Magic Defense 175
Magic Evasion 0
Gil 0
EXP 0

[328] Master Tonberry ~

=====

[Steal]: Megalixir, Elixir
[Drops]: Gladius
Level..... 73
HP 22000
MP 1200
Attack 13
Defense 100
Evasion 0
Magic 9
Magic Defense 165
Magic Evasion 0
Gil 0
EXP 0

[329] Samurai Soul ~

=====

[Steal]: Murakumo, Murasame
[Drops]: Master's Scroll
Level..... 61
HP 37620
MP 7400
Attack 25
Defense 115
Evasion 20
Magic 11
Magic Defense 175
Magic Evasion 0
Gil 30000
EXP 0

[330] Magic Master ~

=====

[Steal]: Crystal Orb, Elixir
[Drops]: Megalixir
Level..... 68
HP 50000
MP 50000
Attack 1
Defense 250
Evasion 100
Magic 25
Magic Defense 100
Magic Evasion 0
Gil 0

EXP 0

[331] Deathgaze ~

=====

[Steal]: ---
[Drops]: ---
Level..... 68
HP 55555
MP 38000
Attack 35
Defense 150
Evasion 30
Magic 8
Magic Defense 170
Magic Evasion 30
Gil 0
EXP 0

[332] Hidon ~

=====

[Steal]: Thornlet, Teleport Stone
[Drops]: Teleport Stone
Level..... 43
HP 25000
MP 12500
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 0

[333] Erebus ~

=====

[Steal]: ---
[Drops]: ---
Level..... 43
HP 3500
MP 1000
Attack 13
Defense 85
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[334] Erebus ~

=====

[Steal]: ---
[Drops]: ---
Level..... 12
HP 3500
MP 1000
Attack 13
Defense 115
Evasion 0

Magic 10
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[335] Erebus ~

=====

[Steal]: ---
[Drops]: ---
Level..... 43
HP 3500
MP 1000
Attack 13
Defense 105
Evasion 0
Magic 10
Magic Defense 130
Magic Evasion 0
Gil 0
EXP 0

[336] Erebus ~

=====

[Steal]: ---
[Drops]: ---
Level..... 43
HP 3500
MP 1000
Attack 13
Defense 95
Evasion 0
Magic 10
Magic Defense 140
Magic Evasion 0
Gil 0
EXP 0

[337] Red Dragon ~

=====

[Steal]: ---
[Drops]: Murakumo
Level..... 67
HP 30000
MP 1780
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[338] Blue Dragon ~

=====

[Steal]: ---
[Drops]: Zantetsuken
Level..... 65
HP 26900

MP 3800
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[339] Gold Dragon ~

=====

[Steal]: ---

[Drops]: Crystal Orb

Level..... 62
HP 32400
MP 4000
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[340] Ice Dragon ~

=====

[Steal]: ---

[Drops]: Force Shield

Level..... 74
HP 24400
MP 9000
Attack 13
Defense 110
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[341] Storm Dragon ~

=====

[Steal]: ---

[Drops]: Force Armor

Level..... 74
HP 42000
MP 1250
Attack 13
Defense 110
Evasion 0
Magic 9
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[342] Earth Dragon ~

=====

[Steal]: X-Potion
[Drops]: Magus Rod
Level..... 53
HP 28500
MP 16500
Attack 23
Defense 110
Evasion 0
Magic 12
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[343] Skull Dragon ~

=====

[Steal]: ---
[Drops]: Muscle Belt
Level..... 62
HP 32800
MP 1999
Attack 15
Defense 140
Evasion 0
Magic 10
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[344] Holy Dragon ~

=====

[Steal]: Holy Lance, X-Potion
[Drops]: ---
Level..... 71
HP 18500
MP 12000
Attack 13
Defense 110
Evasion 0
Magic 9
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[345] Gigantuar ~

=====

[Steal]: ---
[Drops]: ---
Level..... 91
HP 30000
MP 4500
Attack 15
Defense 200
Evasion 200
Magic 18
Magic Defense 200
Magic Evasion 200
Gil 1111

EXP 0

[346] Leviathan ~

=====

[Steal]: ---
[Drops]: ---
Level..... 91
HP 32000
MP 7000
Attack 22
Defense 140
Evasion 20
Magic 14
Magic Defense 120
Magic Evasion 20
Gil 10000
EXP 0

[347] Gilgamesh ~

=====

[Steal]: Genji Shield, Genji Glove
[Drops]: Genji Armor, Genji Helm
Level..... 97
HP 38000
MP 3200
Attack 51
Defense 173
Evasion 45
Magic 8
Magic Defense 212
Magic Evasion 30
Gil 0
EXP 0

[348] Inferno ~

=====

[Steal]: Ice Shield
[Drops]: ---
Level..... 67
HP 30800
MP 9700
Attack 13
Defense 130
Evasion 0
Magic 10
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 0

[349] Rahu ~

=====

[Steal]: Flame Shield
[Drops]: ---
Level..... 69
HP 8000
MP 770
Attack 13
Defense 80
Evasion 0

Magic 10
Magic Defense 190
Magic Evasion 0
Gil 0
EXP 0

[350] Ketu ~

=====

[Steal]: Flame Shield
[Drops]: ---
Level..... 67
HP 11000
MP 2600
Attack 13
Defense 75
Evasion 0
Magic 7
Magic Defense 185
Magic Evasion 0
Gil 0
EXP 0

[351] Ultima Buster ~

=====

[Steal]: Crystal Orb, Blood Sword
[Drops]: ---
Level..... 67
HP 55000
MP 19000
Attack 20
Defense 75
Evasion 0
Magic 10
Magic Defense 70
Magic Evasion 0
Gil 0
EXP 0

[352] Guardian ~

=====

[Steal]: Ribbon, Force Armor
[Drops]: ---
Level..... 67
HP 60000
MP 5200
Attack 13
Defense 150
Evasion 0
Magic 25
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[353] Fiend ~

=====

[Steal]: Safety Bit
[Drops]: Mutsunokami
Level..... 73
HP 63000

MP 4800
Attack 60
Defense 110
Evasion 0
Magic 9
Magic Defense 160
Magic Evasion 0
Gil 0
EXP 0

[354] Goddess ~

=====

[Steal]: Minerva Bustier

[Drops]: Excalibur

Level..... 68
HP 44000
MP 19000
Attack 13
Defense 85
Evasion 0
Magic 14
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[355] Demon ~

=====

[Steal]: Red Jacket

[Drops]: Radiant Lance

Level..... 67
HP 58000
MP 18900
Attack 15
Defense 180
Evasion 0
Magic 13
Magic Defense 145
Magic Evasion 0
Gil 0
EXP 0

[356] Short Arm ~

=====

[Steal]: Elixir

[Drops]: ---

Level..... 73
HP 27000
MP 10000
Attack 50
Defense 115
Evasion 10
Magic 10
Magic Defense 155
Magic Evasion 0
Gil 0
EXP 0

[357] Long Arm ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 73
HP 33000
MP 10000
Attack 35
Defense 110
Evasion 5
Magic 30
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 0

[358] Visage ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 74
HP 30000
MP 10000
Attack 63
Defense 140
Evasion 10
Magic 12
Magic Defense 140
Magic Evasion 0
Gil 0
EXP 0

[359] Tiger ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 70
HP 30000
MP 10000
Attack 13
Defense 120
Evasion 0
Magic 7
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[360] Machine ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 73
HP 24000
MP 10000
Attack 13
Defense 105
Evasion 0
Magic 10
Magic Defense 153
Magic Evasion 0
Gil 0

EXP 0

[361] Magic ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 72
HP 41000
MP 10000
Attack 1
Defense 145
Evasion 0
Magic 8
Magic Defense 125
Magic Evasion 0
Gil 0
EXP 0

[362] Power ~

=====

[Steal]: Elixir
[Drops]: ---
Level..... 73
HP 28000
MP 10000
Attack 6
Defense 115
Evasion 0
Magic 9
Magic Defense 153
Magic Evasion 0
Gil 0
EXP 0

[363] Lady ~

=====

[Steal]: Ragnarok
[Drops]: ---
Level..... 58
HP 9999
MP 10000
Attack 73
Defense 150
Evasion 0
Magic 9
Magic Defense 155
Magic Evasion 0
Gil 0
EXP 0

[364] Rest ~

=====

[Steal]: Ultima Weapon
[Drops]: ---
Level..... 71
HP 40000
MP 10000
Attack 63
Defense 140
Evasion 0

Magic 6
Magic Defense 120
Magic Evasion 0
Gil 0
EXP 0

[365] Kefka (Final) ~

=====

[Steal]: Megalixir
[Drops]: ---
Level..... 71
HP 62000
MP 38000
Attack 80
Defense 117
Evasion 45
Magic 8
Magic Defense 135
Magic Evasion 0
Gil 0
EXP 0

[366] Plague (Dragon's Den) ~

=====

[Steal]: ---
[Drops]: Angel Brush
Level..... 79
HP 22000
MP 12000
Attack 31
Defense 130
Evasion 250
Magic 20
Magic Defense 160
Magic Evasion 180
Gil 0
EXP 5000

[367] Flan Princess (Dragon's Den) ~

=====

[Steal]: Megalixir, Super Ball
[Drops]: Oborozuki
Level..... 91
HP 12345
MP 1000
Attack 13
Defense 250
Evasion 0
Magic 15
Magic Defense 100
Magic Evasion 0
Gil 11111
EXP 5000

[368] Neslug (Shell/Dragon's Den) ~

=====

[Steal]: ---
[Drops]: ---
Level..... 97
HP 62000

MP 62000
Attack 60
Defense 255
Evasion 0
Magic 20
Magic Defense 255
Magic Evasion 0
Gil 50000
EXP 0

[369] Neslug (Head/Dragon's Den) ~

=====

[Steal]: ---
[Drops]: Gungnir
Level..... 97
HP 62000
MP 62000
Attack 50
Defense 180
Evasion 50
Magic 20
Magic Defense 195
Magic Evasion 50
Gil 50000
EXP 0

[370] Earth Eater (Dragon's Den) ~

=====

[Steal]: Teleport Stone
[Drops]: ---
Level..... 97
HP 36000
MP 1400
Attack 70
Defense 10
Evasion 0
Magic 30
Magic Defense 80
Magic Evasion 0
Gil 0
EXP 5000

[371] Gargantua (Dragon's Den) ~

=====

[Steal]: ---
[Drops]: Growth Egg
Level..... 85
HP 30000
MP 1500
Attack 67
Defense 100
Evasion 55
Magic 0
Magic Defense 100
Magic Evasion 0
Gil 0
EXP 5000

[372] Malboro Menace (Dragon's Den) ~

=====

[Steal]: Hi-Potion, Potion
[Drops]: Potion
Level..... 92
HP 15000
MP 2000
Attack 13
Defense 144
Evasion 0
Magic 9
Magic Defense 109
Magic Evasion 0
Gil 0
EXP 5000

[373] Abyss Worm (Dragon's Den) ~

=====

[Steal]: Elixir
[Drops]: Phoenix Down
Level..... 91
HP 34000
MP 60000
Attack 23
Defense 180
Evasion 0
Magic 10
Magic Defense 150
Magic Evasion 0
Gil 0
EXP 5000

[374] Dark Behemoth (Dragon's Den) ~

=====

[Steal]: Behemoth Suit, Phoenix Down
[Drops]: Phoenix Down
Level..... 91
HP 38000
MP 9999
Attack 27
Defense 115
Evasion 0
Magic 15
Magic Defense 151
Magic Evasion 0
Gil 0
EXP 5000

[375] Red Dragon (Dragon's Den) ~

=====

[Steal]: X-Ether
[Drops]: Apocalypse
Level..... 97
HP 59000
MP 12000
Attack 40
Defense 150
Evasion 20
Magic 15
Magic Defense 150
Magic Evasion 10
Gil 0

EXP 0

[376] Blue Dragon (Dragon's Den) ~

=====

[Steal]: X-Potion

[Drops]: Save the Queen

Level..... 97
HP 57000
MP 16000
Attack 40
Defense 150
Evasion 20
Magic 15
Magic Defense 150
Magic Evasion 10
Gil 0
EXP 0

[377] Gold Dragon (Dragon's Den) ~

=====

[Steal]: X-Ether

[Drops]: Zwill Crossblade

Level..... 97
HP 60000
MP 18000
Attack 40
Defense 150
Evasion 20
Magic 15
Magic Defense 150
Magic Evasion 10
Gil 0
EXP 0

[378] Ice Dragon (Dragon's Den) ~

=====

[Steal]: ---

[Drops]: Final Trump

Level..... 97
HP 32000
MP 20000
Attack 40
Defense 150
Evasion 20
Magic 15
Magic Defense 150
Magic Evasion 20
Gil 0
EXP 0

[379] Storm Dragon (Dragon's Den) ~

=====

[Steal]: Hi-Ether

[Drops]: Longinus

Level..... 97
HP 62000
MP 10000
Attack 40
Defense 150
Evasion 20

Magic 12
Magic Defense 150
Magic Evasion 80
Gil 0
EXP 0

[380] Earth Dragon (Dragon's Den) ~

=====

[Steal]: X-Potion
[Drops]: Godhand
Level..... 97
HP 58000
MP 24000
Attack 100
Defense 220
Evasion 10
Magic 18
Magic Defense 150
Magic Evasion 20
Gil 0
EXP 0

[381] Skull Dragon (Dragon's Den) ~

=====

[Steal]: Holy Water
[Drops]: Scorpion's Tail
Level..... 97
HP 61000
MP 14000
Attack 40
Defense 200
Evasion 0
Magic 15
Magic Defense 120
Magic Evasion 20
Gil 0
EXP 0

[382] Holy Dragon (Dragon's Den) ~

=====

[Steal]: Elixir
[Drops]: Zanmato
Level..... 97
HP 55000
MP 22000
Attack 30
Defense 150
Evasion 10
Magic 22
Magic Defense 200
Magic Evasion 40
Gil 0
EXP 0

[383] Kaiser Dragon (Dragon's Den) ~

=====

[Steal]: Celestriad
[Drops]: ---
Level..... 97
HP 65500

```

MP ..... 60000
Attack ..... 30
Defense ..... 200
Evasion ..... 0
Magic ..... 22
Magic Defense ..... 200
Magic Evasion ..... 0
Gil ..... 0
EXP ..... 0

```

[384] Omega Weapon (Dragon's Den) ~

=====

[Steal]: Megalixir

[Drops]: Murakumo

```

Level..... 97
HP ..... 65000
MP ..... 65000
Attack ..... 111
Defense ..... 222
Evasion ..... 55
Magic ..... 30
Magic Defense ..... 222
Magic Evasion ..... 55
Gil ..... 0
EXP ..... 0

```

=====

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+-----+
|              14. Version History              | [14000]
+-----+

```

=====

Version 0.1 -- The guide skeleton has been completed. 11 KB

Version 0.9 -- Walkthrough is complete. Progress has not been made on the Dragon's Den or Soul Shrine yet. Also, certain appendices (Shields, Armor, Gloves, Magic, Espers, Relis) have not been completed because they were somehow erased, meaning I will have to retype them and everything (*angry*). 874 KB

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+-----+
|              15. Legal Disclaimers              | [15000]
+-----+

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+-----+
|              16. Credits and Closing              | [16000]
+-----+

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=====

I've never been good with closings and all that stuff. Hope you enjoyed this amazing game and I certainly hope that you found this guide helpful to some extent. Peace out.

"What's wrong, lover-boy?"

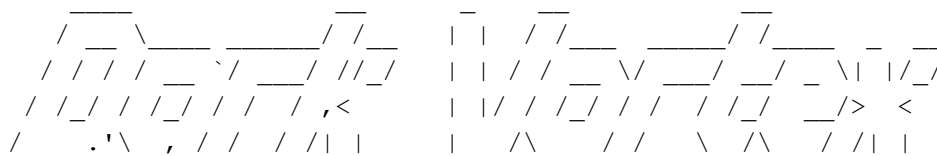
~ Relm Arrowny

[-----]

Lufim_Maxim - Bestiary FAQ provided the stats for Kefka in his Final Form and the Kaiser Dragon. Without his guide, all of Kefka's and Kaiser Dragon's stats would still be ???.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers.

[-----]



-- Game on Forever --