

Final Fantasy IV FAQ/Walkthrough

by Boko

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FINAL FANTASY

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V

+++++ Final Fantasy 4 FAQ/Walkthrough by Boko. +++++
+++++ For Playstation™, Playstation2™ compatible. +++++
+++++ My e-mail: Boko__@hotmail.com +++++
+++++ Version of the FAQ: 7.0 +++++
+++++ From the US release of Final Fantasy Chronicles. +++++
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+++++++ SENDING QUESTIONS AND/OR CONTRIBUTIONS ++++++

Any questions, suggestions, comments, etc regarding this guide or the game itself should be directed to me at Boko@hotmail.com. I welcome mail, but before you send me one please read the following.

If you are writing with a game-related question, please be sure to search the guide thoroughly, as in many cases your question may already be answered somewhere in the FAQ. Almost always my e-mail traffic tends to be a history without end, and I waste a whole day to answer everyone, so don't think I'm a crap if I don't answer you fast, because I can't answer e-mails every day, I do it at least twice in a week. Any type of comment, contribution or something I will be pleased to receive, so don't be ashamed to write me one if you think you will be ignored, 'cause you don't will. Please try to be as specific as possible when asking gameplay questions Final Fantasy 4 is not the only game I have written a guide for, so if you use the subject field corretly typing up FF4 or Final Fantasy 4 your question will be asnwered faster. Don't think I'm a jerk if you don't get the answer fast 'cause I check mails only twice in a week.

+++++++ MAJOR SPECIFICATIONS ++++++

GAME INFO

Game title	Final Fantasy4 (from FFC package)
Plataform	Playstation and Playstation 2 compatible
Genre	RPG
Game developer	soft
Players	1 or 2
Disks	1
Memory card blocks needed	2
Analog control compatible	NO
Vibration compatible	NO
Release date(for SNES)	JP version, March 27th, 1997.

FAQ/WALKTHROUGH INFO

FAQ size	377 KB.
FAQ's Author	Boko.
Author's e-mail	Boko__@hotmail.com
Author's ICQ number	83561531
FAQ's version	7.0
Language	English
Start writing	October 23rd.
Last update	December 25th.
FAQs	This is my sixth.

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SECTION 1 - [REVISION STORY] -----

Here's this guide's progress and what I've been doing to make this guide better.

Version 1.0 - October 23th 'til October 30th - 37.0 KB.

- Made the ASCII art.
- Added the disclaimers.
- Added the e-mail info
- Started the walkthrough, just 'til the town of Baron.
- Continued the walkthrough from Baron 'til Kaipo.
- Continued the walkthrough from Kaipo 'til half of Water cave.
- Added some minor info, like levels to learn some spells and shop list.
- Continued the walthrough from Water cave 'til Antlion's cavern.
- Added more info on shop list.
- Continued walkthrough, don't remember now.
- Added the revision story
- Continued walkthrough 'til Mt.Hobs

Version 2.0 - October 31 'til November 6th - 89,8 KB.

- Continued the the walkthrough 'til Fabul castle.
- Continued the walkthrough 'til Mysidia.

- Started to do the White magic listing.
- Started and finished the white magic listing.
- Continued the walkthrough 'til Mysydia (revisited).
- Started and finished the black magic listing.
- Continued the walkthrough 'til Baron (revisited).
- Continued the walkthrough 'til Baron Castle (revisited).
- Added the credits section.
- Added the status ailments section.
- Added and finished the game controls section.
- Added the characters section.
- Added some important info.
- Finished characters section.
- Added the main menu section.

Version 3.0 - November 7th 'til November 13th - 142.0 KB.

- Finished the main menu section.
- Finished the hints and tips section.
- Table of contents completely re-done.
- Finished the introduction section.
- Added and finished the list of swords.
- Added weapons list.
- Added list of summons, Twin and Ninja magics.
- Added items/key items list.
- Added the bestiary.
- Finished the Twin Magic list.
- Continued the Walkthrough 'til Magnetic Cave.

Version 3.0 - November 14th 'til November 21th - 214 KB.

- Finished Bestiary.
- Continued the walkthrough 'til Tower of Zot.
- Corrected some mistakes.
- Finished list of Blades.
- Finished list of Rods.
- Started the list of items.
- Finished list of items.
- Finished list of key items
- Finished list of harps.
- Finished list of whips.
- Finished list of daggers.
- Finished list of Hammers.
- Finished list of Axes.
- Finished list of Arrows.
- Finished list of Spears.
- Finished list of Staffs.
- Continued the walkthrough 'til Dwarven Castle.
- List of shops re-done.

Version 4.0 - November 22th 'til November 27th - 271.0 KB.

- Finished list of darts.
- Finished list of Claws.
- Finished list of Bows.
- Weapons list is now 100% completed.
- Continued the walkthroug 'til
- Guide completely re-arranged, now it looks pretty good.
- Added the section "How do I learn this magic".
- Added the section "Side quests".
- Worked on the side quests.

- Worked on the section "How do I learn this magic".
- Continued the section "How do I learn this magic".

Version 5.0 - November 28 'til December 3th - 311 KB.

- Finished list of summons.
- Finished list of ninja magics
- Finishe section "How do I learn this magic".
- Finished list of shields.
- Worked on the list of acessories.
- Added three more side quests.
- Continued walkthrough 'til Eblan Cave.
- Corrected some stupid mistakes.

Version 6.0 - December 4th 'til December 11st - 334 KB.

- Added two more side quests.
- Continued the walkthrough 'til Tower of Babil.
- Corrected some mistakes.
- Continued walkthrough 'til the
- Finished side quests section.

Version 7.0 - December 12th 'til December 25th - 377 KB.

- Finished list of acessories.
- Finally finished the walkthrough.
- Finished list of armors.
- Added some info on the secrets section.
- Finished list of helmets.
- Finished shop list.

SECTION 2 - [INTRODUCTION] -----

Well, here's my FF4 FAQ/Walkthrough, the first one for a Final Fantay game, so let's get to the point. I always wanted to write a FAQ for a Final Fantasy game but I thought that I wouldn't do a good FAQ or it would be uncompleted, but when I bought FF chronicles and start playing FF4 I liked so much this game and definetively decided to write a FAQ for it.

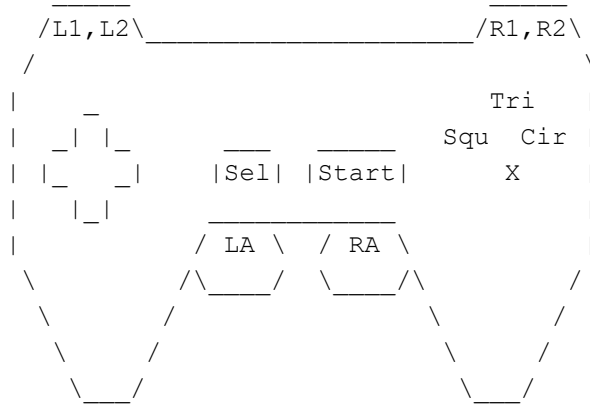
Maybe this FAQ don't be the best on the web but I'll try to do it the best possible, so if you want to contribute with this guide you can do it, but don't send contributions for the walkthrough, 'cause I haven't finished yet.

I want you to know that this guide may contain some spelling errors 'cause I'm from Brazil and my english is poor, so any corrections will be really apreciated and you'll get your name and e-mail adress posted in the credits section.

Finally, I really apreciate if my guide be readed by a lot of people, but I really don't suggest you to use this FAQ/Walkthrough unless you get stucked on a specific part of the game or want to finish the game with 100%, so read it by your own risk, 'cause this FAQ has lots of spoilers.

Thanks.

- Boko



BUTTONS

FUNCTIONS

Digital Pad	Move your character, control vehicle, move cursor
Start	Pause the game when in battle.
Select	NO USE.
Square	NO USE.
Circle	Cancel button, dash(holding).
X	Action button, talk, confirm, choose options etc.
Triangle	Bring the main menu.
L1	NO USE.
L2	NO USE.
R1	Change the main character.
R2	NO USE.
L1+L2	Run from battles.
L1+L2+R1+R2+Start+Select	Quick reset.
Left analog control.	NO USE.
Right analog control.	NO USE.

Pressing the tringle button while out of a battle will bring this menu, the main menu that's similar to this below.

CECIL PALADIN	Item
LEVEL 25	
HP 1200/1200	
MP 120/120	Magic
TELLAH SAGE	Equip
LEVEL 24	
HP 450/450	
MP 90/90	Status
YANG MONK	Order
LEVEL 26	

			HP	1400/1400		
			MP	0/0		Row
			RYDIA	SUMMONER		
			photo	LEVEL	16	Config
			HP	300/300		
			MP	150/150		Save
			CID	ENGINEER		TIME
			photo	LEVEL	23	
			HP	900/900		10:00
			MP	0/0		
						Gil
						10,000

-- Menus' functions -----

- Items - You can see or use your items, can also sort them.
- Magic - You can see,use or arrange your magic, some characters can't use magic.
- Equip - You can change the characters' equipments, like weapon and armor.
- Status - Show your characters status, like attack and defense.
- Order - Changes the characters' order in battle.
- Row - Changes row in battle, 2 in back and 3 in front or the reverse.
- Config - You can use these options
 - Mode - Wait or Active, choose wait if you're a begginer.
 - Bat Spd - Change the speed of the battle.
 - Bat Msg - Change the speef of messages in battle.
 - Sound - Change sound type, mono or stereo
 - Control - Normal, custom, single or multi, change the control mode or button configur
 - Cursor - Memory or default, selecting memory, the cursor stays always in the last option selected.
 - Window - You can change the color of the back window and message window.

SECTION 5 - [STATUS AILMENTS] -----

Like in the other Final Fantay games, FF4 has a lot of status ailments that will pest you through the game, so I'll explain them here.

-
- STATUS NAME: Stone
- HOW TO CURE: Soft, Esuna, Remedy, sleep at an inn or using Tent/Cabin.
- COMMENT: With this status your character can't do a thing, this status don't cures automaticaly. Your character don't loss HP while stone.
-
-
- STATUS NAME: Silence
- HOW TO CURE: EchoNote, Esuna, Remedy, sleep at an inn, or using Tent/Cabin.
- COMMENT: With this status your character can't cast magics.
-
-
- STATUS NAME: Toad
- HOW TO CURE: MaidKiss, Toad, Esuna, Remedy sleep at an inn, using Cabin/Tent.
- COMMENT: With this status, your character become a Toad and can't cast magic,

your attack and defense decreases too.

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STATUS NAME: Poison

HOW TO CURE: Antidote, Esuna, Remedy, sleep at an inn, or using Cabin/Tent.

COMMENT: With this status your character will lose HP periodically, this works also while walking out of battles.

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STATUS NAME: Darkness

HOW TO CURE: Eyedrops, Esuna, Remedy, sleep at an inn, or using Tent/Cabin.

COMMENT: With this status your character' aim decreases.

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STATUS NAME: Pig

HOW TO CURE: DietFood, Piggy, Esuna, Remedy, sleep at an inn or using Cabin/Tent

COMMENT: With your character turned into a Pig you can't cast magic, and your character becomes slower.

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STATUS NAME: Mini

HOW TO CURE: Mallet, Mini, Esuna, Remedy, sleep at an inn or using Cabin/Tent.

COMMENT: With this status your character becomes smaller, its power decreases.

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STATUS NAME: Confuse

HOW TO CURE: Attacking the member or waiting until the battle ends.

COMMENT: With this status your character starts to attack a random target, ally or enemy.

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STATUS NAME: Paralyze

HOW TO CURE: Unihorn, Esuna, Remedy, wait some time or until the battle ends.

COMMENT: With this character stays stopped for a certain time.

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STATUS NAME: Curse

HOW TO CURE: Cross, Esuna, Remedy, or wait until the battle ends.

COMMENT: With this status your character' attack decreases by half.

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STATUS NAME: KO

HOW TO CURE: Life, Life1, Life2, sleep at an inn.

COMMENT: With this status your character can't do a thing.

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SECTION 6 - [CHARACTERS] -----

Here's brief of all playable characters of the game.

.....

NAME: Cecil

AGE: 18

CLASS: Dark Knight/Paladin.

WEAPON: Sword.

SEX: Male.

UNIQUE COMMANDS: Dark(Dark Knight)- Uses own HP to attack all enemies.

Cover(Paladin) - Cover an ally taking the damage.

DESCRIPTION: The former head of Baron's Red Wings. After launching a successful raid upon Mysidia for the Water Crystal, Cecil begins to wonder about the wholesomeness of his trade - a Dark Knight under the King - and questions the ethics of the orders of the Baronian King he serves.

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NAME: Kain
AGE: 18
CLASS: Dragoon
WEAPON: Spear.
SEX: Male.

UNIQUE COMMANDS: Jump - Jump avoiding attacks, then falls causing damage x2.

DESCRIPTION: Baron's most prominent Dragoon, Kain is Cecil's best friend at the beginning of the tale. However, for some odd reason, Kain wavers back and forth between the side of good and evil, sometimes fighting against Cecil.

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NAME: Rydia
AGE: 13
CLASS: Summoner
WEAPON: Staff.
SEX: Female

UNIQUE COMMANDS: Call - Summons strong monsters(can't be reflected).

DESCRIPTION: Rydia, a young girl from the Village Mist, is one of the few young people able to cast both white and black magic. Rydia's also one of the few Callers left remaining in the world, a proud people that can summon huge monsters to aid them in battle.

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NAME: Tellah
AGE: 65
CLASS: Sage
WEAPON: Staff
SEX: Male

UNIQUE COMMANDS: Has both white and black magic.

DESCRIPTION: In search of his runaway daughter and her "spoony bard" groom, Tellah searches throughout various kingdoms until he comes across you in a cave. He's a powerful mage, with the innate ability to cast high levels of both white and black magic, a rare trait indeed.

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NAME: Edward
AGE: 22
CLASS: Bard
WEAPON: Harp.
SEX: Male

UNIQUE COMMAND: Sing - Sing random songs, can fail.

Hide - Hide himself for a certain time.

Heal - Cures all the party, can fail(small cure).

DESCRIPTION: Prince of a far away land, Edward joins your party very early in the game to help you conquer the Antlion, after his love Anna is shot down by Baronian archers amid a formidable airship attack on Damcyan Castle.

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NAME: Rosa
AGE: 18
CLASS: White mage.
WEAPON: Bow & arrow.
SEX: Female.

UNIQUE COMMANDS: Pray - Casts Cure1 without consuming MP, can fail.

Aim - Raises the aim of the arrows.

DESCRIPTION: Cecil's companion and often romantic interest, Rosa is a specialized White Mage...and quite masterful at it too. Rosa worries constantly about Cecil, whether waiting for him to return after combat or trying to understand his resentment towards the King.

NAME: Yang

AGE: 50

CLASS: Monk

WEAPON: Claws.

SEX: Male.

UNIQUE COMMANDS: Power - Doubles power next turn.

Kick - Attacks all enemies, low damage.

Bear - Raises defense.

DESCRIPTION: A prince of the kingdom of Fabul, Yang can be found fighting various undead monsters and Bombs atop Mt. Hobs, which leads to his realm, the kingdom of Fabul. With the majority of Fabul's main forces wiped out by Golbez's minions, Yang, being the only survivor of their frontlines of defense, will need your help to defend Fabul from the oncoming onslaught for the Crystal of Air.

NAME: Porom

AGE: 14

CLASS: White mage

WEAPON: Rod.

SEX: Female.

UNIQUE COMMANDS: Cry - Make easier to escape.

Twin - An attack combined with her brother.

DESCRIPTION: One of Mysidia's budding Mages, Porom and her brother Palom train under the careful eye of the town elder. Fitting her role as a White Mage perfectly, Porom is very calm and refined in both everyday life and the face of danger, always keeping her manners intact.

NAME: Palom

AGE: 14

CLASS: Black mage.

WEAPON: Rod.

SEX: Male.

UNIQUE COMMANDS: Bluff - Raises will temporarily.

Twin - An attack combined with his sister.

DESCRIPTION: Porom's brother and Mysidia's fastest rising Black Wizard, Palom also trains under the town elder of Mysidia with his sister. A restless and slightly ill-mannered youth, Palom's almost always up to mischief, requiring Porom to often scold him repeatedly.

NAME: Edge

AGE: 37

CLASS: Ninja

WEAPON: Blades.

SEX: Male.

UNIQUE COMMANDS: Throw - Throws itens like shurikens, no fail.

Steal - Steals items from enemies, can fail.

Ninja - Uses ninja magic.

DESCRIPTION: Prince of the underground town of Eblan, Edge is a true ninja, and an invaluable asset to your team. While living with his parents, the King and Queen of Eblan, Rubicant, one of Golbez's Four Elementals, led a devastating

attacks upon their kingdom slaying many people, including the King and Queen, and sending the survivors to a dark underground refuge.

NAME: Cid

AGE: 47

CLASS: Engineer

WEAPON: Hammer.

SEX: Male.

UNIQUE COMMANDS: Study - See HP and weakness from an enemy.

DESCRIPTION: Another former employee of the Baronian empire, Cid is renowned world-wide for his achievements such as the entire Baronian fleet of airships among other technological breakthroughs. In fact, his inventions have even been compared to the legendary work of dwarves.

NAME: FuSoYa

AGE: 95

CLASS: Lunarian

WEAPON: Rod

SEX: Male

UNIQUE COMMANDS: Regen - Recovers party's HP periodically, FuSoYa cannot be controlled while Regen is working.

DESCRIPTION: A Lunarian possessing phenomenal magical prowess, FuSoYa is one of the few people completely aware of the entire story and plots of Golbez and our heroes.

SECTION 7 - [VEHICLES AND OTHER CHARACTERS] -----

Here's a explanation of some other thingies that will help you to play the game.

Yellow Chocobo

You can find these in all chocobo forests, you can ride the chocobo and move easier through the world. If you're riding a Yellow Chocobo you won't fight, therefore won't get any item, money or EXP.

Black Chocobo

Riding this chocobo you can fly through the world, you can find these on the chocobo forest near Troia. Black chocobos can't fly over the mountains and can only land on forests, when you get the chocobo back after have landed it'll automatically take you back to the chocobo forest.

Fat Chocobo

You can stock your items with this guy when you're on the limit, to call it you will need to find a place where you can smell chocobo(almost always inside a chocobo forest) then use the Gysahl. As the game progress you will have an item that allow you to call it anywhere.

Namingway

You can find this guy on all towns, villages and cities, he can change the names

of your characters, for free of course. Well that's all he does.

Hovercraft

You can use it after Edward joins your party at Damcyam Castle, you can use it on the normal terrain and in the rocky area on the water, as the game progress you will be able to carry this hovercraft with the Enterprise.

Enterprise

Cid's airship, you can use it after you defeat Cagnazzo in the Baron Castle, with it you can fly over all the upper world, as the story progress Cid will upgrade it and you will be able to carry the hovercraft with it.

Falcon

You can use it after your escape from the Tower of Babil on your second visit, initially you can't fly over the magma on the underworld but Cid will upgrade it soon, as the game progress Cid will make a new upgrade and Falcon will be able to break the blocked way that separates the two worlds and you will have free access to both worlds.

Lunar Whale

The airship that comes true as the legend is fulfilled, you can rest here for free, stock things on the Fat Chocobo and of course, take you to the moon, once with this airship you will know that you almost beating the game.

SECTION 8 - [HINTS AND TIPS] -----

Here's some hints and tips that will help you a lot to finish this amazing game.

(^_^) Constantly save your game, I don't know why some people have the stupid habit of skip SAVE POINTS. Always save your game, this way you'll always be safe.

(^_^) Always buy lots of arrows if you know that you'll use them, they aren't unlimited like in FF5, so pay attention on them.

(^_^) Have lots of healing items, like Potions, HiPotions and Tents, this way you'll be safe even if you run out of MP.

(^_^) Use your magic instead of your items, magic you can recharge by sleeping, or using Tents/Cabins, but your items you'll need money to buy more, try to save your money for best equipments.

(^_^) Your experience is shared among the party, what make harder to gain a level, but you can make it easier by killing the other party members them fighting without them, so if you kill an enemy with only one character you'll win 4x more experience. This is good if you want to build up the level of one character in personal.

(^_^) If this is your first time playing a Final Fantasy game, I suggest you to

slow the battle speed and putting the battle in WAIT mode, this way the battles will be a lot easier to think what to do.

(^_^) Always have an extra weapon in your inventory incase of you be playing with bow and arrow, so you won't have a character that can't attack when your arrows run out.

(^_^) Have the strongest characters in front while the weak ones in back row, this way your healers won't take damage as much as in front.

(^_^) Try to think fast, the enemies will attack you even if you haven't completed your action turn.

(^_^) Ridding a chocobo isn't always the best way to walk in the world, this way you'll lose a lot of EXP, money and maybe items, so only use chocobos as a last resource.

SECTION 9 - [WALKTHROUGH] -----

IMPORTANT NOTICE: This sections may contain spoilers, like location of itens/ weapons and puzzles solves, so read this section by your own risk. This may cut some fun and game challenge. I'm telling you this to avoid some idiots that sends e-mails blaming me for it.

F I N A L F A N T A S Y 4

When you start a new game the story begins, Cecil, commander of the Red Wings is heading with his crew to Baron. Cecil seems to be angry, the reason is that he was ordered to recover the Water Crystal from Mysidia, and kill innocent people from there. After the conversation some monsters will attack his airship.

Cecil will kill the monsters easily, without you having to control him, after the battles the airship reaches Baron Castle.

cc

BARON CASTLE

Items: Ether1, Tent, 480 gil.

Enemies: None.

Bosses: None.

My level: Cecil lv10.

cc

Entering Baron Castle, Baigan will congratulate you and take you inside, He talks to the king and orders you to enter the throne room, the king gets the Water Crystal from Cecil and dismisses him. Before leaving, Cecil tells the king that the crew aren't happy to take Crystal with such violent way. The king doesn't tolerate Cecil and take him of the command of Red Wings and gives Cecil a new mission, to deliver the Bomb Ring to Mist Village. Suddenly Kain enters the room and begs for don't do it to Cecil. But the king doesn't changes his mind and orders Kain to acompany Cecil. After that you gain control over Cecil.

On the 1F, walk right and press the switch on the wall to open a door, get an Ether1, a Tent and 480 gil on the chests. Now walk left and climb up the stairs, more ahead you'll meet Rosa, she tells Cecil that will encounter him tonight, then she leaves. Go through to the left tower and you'll find Cid, He's angry

with the king. After the conversation climb up to your room, Cecil takes the bed and suddenly Rosa appears, Cecil can't look at her face. So Rosa gets angry and leaves the room. Next day Cecil and Kain go on the mission.

"And so, the dark knight Cecil was stripped of his command as captain of the Red Wings. He and the master dragoon Kain head toward the dark valley for the village Mist.

The advent of the airship marked the realization of Baron's dreams, but also the birth of the militarism.

With its Royal Air Force "Red Wings," Baron soon reigned supreme. Now, as monsters multiply and stir unrest, Baron only exploits its power to collect the world's Crystals. Why?

The Crystals shed their light silently..."

WORLD MAP: You're now in the world map, around the castle there's the town of Baron, enter it to buy supplies.

Town of Baron

Items: Potion(x3), Eyedrops, EagleEyes, Ether1, MaidKiss, Soft(x2), Tent, Life. HrGlass1.

Enemies: None.

Bosses: None.

My level: Cecil lv10, Kain lv10.

First of all, let's get the items. Check the pot left of Inn to get a Potion, enter the Inn and check another pot to get another Potion. Go up and you'll see three treasure chests, check the swords on the wall to open a door, so enter and get an Eyedrops, a Tent and an EagleEyes. Near the house on right of the screen there's some pots, inside of one of them there's another potion. Enter this house and get an Ether1 in the bookshelf, check a pot to get a MaidKiss.

Enter the water area and go down all the way, you'll find a Tent and a HrGlass1. At last, go all the way to right and walkthrough the tree area(by the old lady) you'll find a hidden area with a Life and 2 softs. Now go to the item shop and buy at least 3 Potions, the weapon shop is closed, so you can't buy nothing. Now enter the small house and go down, there you'll find the training room, you can get valuable information reagarding the game, and also can change your name with Namingway. There's nothing more to do here, so get out!

WORLD MAP: If you go toward the southwest, you'll find a round forest, it's the Chocobo Forest, you can get a Gisahl hidden in the forest, and take a chocobo if you wish. After that just follow northwest and enter the Mist Cave.

Mist Cave

Items: Potions(x2), Tent, Eyedrops.

Enemies: SwordRat, Larva, SandMoth, Imp.

Bosses: Mist Dragon.

My level: Cecil Lv11, Kain Lv10.

Walk right and climb up a stair, walk left and go down, now climb up another stair and keep going up, climb a stair and Cecil will hear a voice that order him to go back, Just ignore the advice. Get a Potion in the chest and follow

right, cross a bridge and climb up a stair to get an Eyedrops in a chest, now go down all the way and turn left to get a Tent. Head right and get a Potion in a treasure chest. Go up and another advice order Cecil to go back, ignore it again and keep going up, near the exit the voice will ask you if you still want to pass, answer YES, and a boss fight starts.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Mist Dragon	465	700	200	None	None.

This boss is a piece of cake, just keep attacking with Cecil and using Jump with Kain. Sometimes the boss will turn into mist, don't attack him while he's mist, or he'll counter attack you with Cold Mist, that will hurt both characters. Use Potions if you need, but I doubt it, so in no time you'll win. After this boss fight just exit through the hole.

WORLD MAP: Save your game and just head east to reach the village of Mist.

MIST VILLAGE
Items: None.
Enemies: None.
Bosses: Rydia.
My level: Cecil Lv12, Kain lv11.

As soon as you enter the village the BombRing starts to glow, the ring releases a bunch of bombs and burn down the whole village. Just one little girl has survived, Cecil goes after her and she tells Cecil that someone killed her mother's dragon and so her mother died too. Kain realizes that the king is trying to kill all summoners, Cecil can't go on with this cruelty and Kain can't go against his best friend, so Kain decides go join Cecil against the King, Cecil tells that they need to get Rosa too. After realizes that you've killed the dragon the little girl attacks you.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Rydia	?????	?????	?????	???	???

You can't win this battle, so Rydia summons Titan and takes you down. The shake is too strong that collapses the whole village. Cecil wakes up in a forest, Kain is gone but the girl is next to him. Cecil decides to help the girl and takes her.

WORLD MAP: At the world map head north and then east, enter the village in the middle of the desert.

KAIPO VILLAGE
Items: Ether1
Enemies: None.
Bosses: Commander, Soldier(x3).
My level: Cecil lv13.

Inside the town Cecil decides to find a place to rest for the girl, he'll automatically takes her to the Inn, the innkeeper realizes that the girl is hurt and lets you stay for free. When you're both on the bed a Baron General enter the inn and tells Cecil let they take the girl, Cecil refuses and a boss fight starts.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
------	----	-----	-----	----------	-------

General	200	869	242	None	None.
Soldier(x3)	45	---	---	None	None.

Another very easy battle, just attack the General few times and he'll die, after it, kill the three Soldiers, each one just need one blow, so the battle is over.

NOTE: If you kill the Soldiers before kill the general he'll retreat and you'll earn less EXP and Gil.

After the battle Cecil promises to protect her, so he tells that her name is Rydia, after you regain control by morning get out of the inn and get an Ether1 in a pot above the inn, buy a Staff for Rydia and go to the right top house.

Inside the house the villager tells you that they found a girl in the town, she is suffering of desert fever. Go up and you'll find Rosa, she's unconscious, talk to the other villager and you'll know that the desert fever can be only healed with the Sand Ruby, and you need to go through the Antlion cave to get it. So exit the village and save your game.

WORLD MAP: At the world map build up Rydia's level until at least 5, and then head northeast to reach the Water Cave.

WATER CAVE

Items: Potion(x3), MaidKiss, Bomb(x2), IronRing, Life, Ether2, X-Potion, 580 gil
IceRod, 580 gil, Feather Helm, Ether1(x2), Notus, Dark Sword, HrGlass1
Hades Armor, Hades Gauntlet, Hades Helm.

Enemies: CaveToad, WaterBug, EvilShel, Pike, Tiny Mage, Jelly, WaterHag, Zombie.
Bosses: Octomamm.

My level: Cecil lv14, Rydia lv7.

Go up crossing the bridge and get a Potion and a MaidKiss in two treasures chests, now go back and walk to the left, cross another bridge and get a Tent. So go up and at the middle of a bridge you'll meet an old man, he asks for your help to rescue her daughter that eloped with a bard, he asks if you can escort him to Damcyan, 'cause there's a monster that lies on the cave's exit. Cecil knows his name, Tellah, and then agree with him, 'cause Damcyan is theirs way too. TELLAH JOINS YOUR PARTY

Tellah will be very usefull, 'cause he joins your party at level 20, what is very high by now, and also he has the Fire1 spell and Cure2. So continue up, you'll see a entrance, but first walk to the right and get a Bomb in a chest, continue right and go down to the waters, walk up and get an IronRing in a chest, now follow southwest and enter the waterfall(why all games have secrets behind the waterfalls ?). Behind the waterfalls you'll find a secret area, with a Life, Ehter2 and X-Potion. Now make your way back and enter the cave up ahead.

You're now on the B2, go up and then climb down to the waters and walk left, go up and get a Potion in a treasure chest. Go down and then climb up the stair, head left and get an Ether1, now just enter the next room through a door. Inside this room Tellah teaches how to use the SAVE POINT, he also lets you stay at his Tent overnight, during the convesation, Tellah tells that Rydia has a high potential, and with some more training she'll be able to use powerful spells. Tellah tells also somethings about her daughter.

The next day your party will be fully recovered, so just save your game and go up to the next area, there, move right and get an IceRod, go down and through the water move right, climb up a stair and enter a door. You're now on B3, move

down and and get 580 gil and a Bomb, now enter the door. Go up and get a Potion, You'll see a vave entrance, don't enter now, just check the wall left of this entrance and you'll notice that this wall is fake, enter through this wall and keep moving right to get a Feather Helm. Now move back and enter the cave.

You're now on the north area of the cave, go up, then climb down the stair and get an Ether1 and a Notus on treaure chests. Now keep going right and cross the bridge, climb down the stairs and get a HrGLASS1 and the Dark Sword, so move up and exit.

WORLD MAP: Use a Tent, save your game and then proceed to the north.

You'll be on the waterfall, just go down, when you land climb up the stair and keep going down, get a Hades gauntlets and Helm too, go up through a bridge and enter a door, you're now on the lake area, move right, cross a bridge and grab the Hades armor and Hermes. Go up through the bridge and go down to the water, Move up and you'll see the monster, before fighting him make sure to equip the Dark Sword and all the Hades equipment on Cecil. So be ready to a Boss Fight.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Octomamm	2,350	1,200	500	Bolt, Darkness	None.

This boss in just another easy enemy, just keep attacking with Cecil, with Rydia use the summom Chocb while Tellah uses Bolt1, if you need to heal, use Tellah's Cure2 on everyone, so as you attack the monster will start to lose his tentacles, when all disappears he'll die. After the battle Tellah tells that beyond the waterfall is Damcyam, exit through it.

WORLD MAP: Move north and you'll the the Red Wings crossing the skies, and the bombardment starts. When you regain control, save your game and enter the castle.

DAMCYAM CASTLE

Items: Feather Helm, Crossbow, RubyRing, Antidote, Eyedrops, Potion, Ether1
Soft, Life, Holy Arrows(x20), Brass Arrows(x10), Tent.

Enemies: None.

Bosses: Bard.

My level: Cecil lv16, Rydia lv11, Tellah lv20.

#####

Don't move up as you enter the castle, move down slowly and follow right by the outskirts, you'll see a door, enter it, this room is actually the dungeon of the castle. There's three cells on the dungeon, check the wall right of the empty cell and a passage will open, through this passage you can reach all the cells by fake walls, so get all the items, they're Feather helm, Crossbow and a RubyRing. Get out of the cells and go down to B1, there you'll find six chests with (Antidote, Eyedrops, Potion, Ether1, Soft, and Life) check the pots too and you'll get Holy Arrows twice and a Brass Arrow. Now move all the way back and enter the castle.

Entering the castle you'll see dead people everywhere, on the 1F just climb the stair, on the 3F there's a lot of chests, but only one is closed, so get the Tent inside this. Climb up to the 3F and there you'll find Anna, that's Tellah's daughter, she's lying on the ground, so the Bard appears, Tellah's completely upset and attacks the bard.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Bard	??????	?????	???	?????????	????????

You can't win this battle, and also can't control Tellah, so after few attacks Anna begs Tellah to stop. Tellah runs to Anna, she tells him that the bard is Edward, the prince of Damcyam, she loves him so much but as Tellah doesn't approve it she was about to go back home, but the Red Wings leaded by Golbez attacked the castle and got the crystal. Cecil doesn't know who is Golbez, Anna protected Edward from the arrows and now is about to die.

Anna dies and Tellah becomes mad, he promises revenge and tells that Golbez is dead, so Tellah runs from the castle. TELLAH LEFT YOUR PARTY. Edward says that he won't leave Anna, Cecil says that Edward is the new king, so he has to act like one. Cecil asks for help to find the Sand Ruby. Edward tells that to find the Sand Ruby you need to reach the Antlion Cave and you'll need a hovercraft and then he joins. EDWARD JOINS YOUR PARTY. Before leaving Edward says good bye to Anna.

WORLD MAP: If you need to recover your characters, go back to the floor where Anna was and use the pots to recover, the left one recovers all HP and status ailments, while the right one completely recovers your MP. So get the hovercraft and move east through the rocky water and enter the Antlion cavern.

Antlion Cavern

Items: Silk Web(x2), Potion(x2), Soft, Tent, Notus, Lamia Harp, Ether1, Exit, Life,

Enemies: Weeper, Turtle, Basilisk, Imp, Imp Cap., Cream, SandWorm.

Bosses: Antlion.

My level: Cecil lv17, Edward lv5, Rydia lv11.

You start at B1, move left and get a Silk Web, go down and get a Potion above, go up on the right part and cross a bridge to get a Soft, now go down and move all the way to the left, climb a stair and get a Potion and a Tent. With all the treasures on hand enter the cave at bottom right. You're on B2 now, move down through the stairs and get a Notus in the chest. Enter the door left of where you are and get a Lamia Harp. Leave the room.

Move left and climb up the stair, enter the cave move to the next door, inside the room there's a SAVE POINT and some goodies, they're, an Ether1, a Exit and a Life. Use a Tent and save your game. Go back to the B2 and get a HrGlass above the cave, and a Silk Web to the left. Move left then down and enter the cave, you're in the Antlion's nest, move down and Edward will say this is the place where the Antlion lays his eggs, obviously, it's the nest?!. The Antlion appears but Edward says that they're isn't evil and he moves ahead, suddenly the Antlion attacks Edward and the fight begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Antlion	1,100	1,500	800	None	None.

This battle isn't hard, just have Rydia casting Chocb and Cecil attacking, with Edward just use Parry, the Antlion will counterattack Cecil 'cause he'll use physical attacks, but he has the current highest HP and the counterattack don't will hurt him so much, If Edward dies, use Life on him cause this battle will build up his level. Some time later the Antlion will die and you'll receive the SandRuby, Edward still don't believes that the Antlion attacked him. Cecil says that nowadays the monsters are multiplying and also changing its behaviour. Now, just move all the way back to the world map.

WORLD MAP: Go back to Damcyam castle and recover your characters, after that just move southwest through the rocky water then southeast to reach

MT. ORDEALS

Items: Potion(x2), Ether1,

Enemies: Lilith, RedBone, Soul, Skeleton, Ghoul, Revenant.

Bosses: Milon, Ghast(x4),Milon Z, Dark Knight.

My level: Cecil lv20, Palom lv13, Porom lv13.

cc

Entering Mt.Ordeals, move left and a fire barrier will be blocking your way, but Palom takes care of it with his Fire magic, afterwards you'll see a scenario with Rosa, she's with Golbez, that call Milon, one of the 4 fiends elements to stop Cecil, Kain asks for another chance but he's refused. So gain control again, go up and get a Potion in a chest, climb up a stair and pick up another Potion, so enter the door above. Climb up another stair and move right, walk up and you'll find Tellah. He asks if you're looking for the METEO too, Cecil doesn't know what he's talking about.

Palom and Porom know the sage Tellah and they introduce themselves, Tellah asks about Edward and Rydia, Cecil tells what happened and also tells about Rosa, So Tellah says that in order to defeat Golbes he needs the METEO magic, and fells that this mountain has some kind of secret. Cecil tells him what he's looking for and Tellah tells the little magicians who's Golbez, so Tellah decides to join you. SAGE TELLAH JOINS YOUR PARTY. When you regain control enter the door near and walk left, get an Ether1 and enter the door. You're now at the summit, cross the bridge and you'll find a SAVE POINT, use a Tent and save your game, then walk up the stair and head left, Tellah fells the evil presence, then Milon appears.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Milon	3,500	3,400	2,400	Fire	None.
Ghast(x4)	200	-----	-----	Fire	None.

This guy isn't tough, have Palom as your main attacker, using Fire2 on everyone, Cecil just attack while Tellah casts Fire1, Porom only heal your party. Keep your mages HP high, 'cause Milon can cast Bolt1 many time in a turn, so keep using this strategy until he dies. After this battle I suggest you to save your game again 'cause you'll fight another boss, after you do this, just continue left and Milon appears again, this time in its true form.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Milon Z	3,500	3,600	2,500	Fir, Holy, Arrow	None.

This battle is a little harder than the last one, first 'cause his physical attacks can poison your party and this time he attacks you from back. Cecil attacks normally while Palom uses his Fire2 spell, that will damage him a lot, keep Tellah and Porom continually casting Cure2 on everyone. If one character dies use Life followed by Cure2, afterwards listens Milon dies.

After this battle touch the stone left of where you are, So a voice calls Cecil "son" and you party is warped to a mirror room. The light talks to Cecil and says that to set Cecil free from the darkness he'll need to fight his dark past, Your party want to help Cecil but he says that he must fight alone.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Dark Knight	??????	?????	?????	???????	???????

You can't win this battle, but you can lose, so your mission is to survive, so just parry for 3 turns and it's done. After the battle Cecil become a Paladin, Your HP and stats are a little higher, but your level is 1. As Cecil becomes a Paladin, Tellah remembers all the spells that he once forgot, and also learns

the powerfull spell METEO but unfortunatelly hasn't enough MP to cast it, and can't grow by leveling up. Then move all the way back to outside and save your game.

WORLD MAP: As Cecil is at a low level now I suggest you to gain some levels with for stats boost. I fought until Cecil reach level 22, this can be easily done by killing the other party members and fighting only with Cecil. You can also recover MP with the white chocobo in the Chocobo Forest south of Mt. Ordeals and then heal your wounds.

Ehen

cc

BACK TO MYSIDIA

Items: None.
Enemies: None.
Bosses: None.
My level: Cecil lv22, Porom lv15, Palom lv16, Tellah lv23.

cc

Return to the Elder's house and talk to him, he cannot believe that you became a Paladin, so Porom and Palom tells all that happened on Mt. Ordeals and the Elder confesses that he told them to spy you, the Elder congrats them for the job well done and asks Cecil where he found the Legend Sword. Cecil answers and the Elder says that this sword represents an ancient Mysidian legend:

One born of a dragon,
Bearing darkness and light,
Shall rise to the heavens
Over the still land.
Bathing the moon in eternal
Light, he brings a promise
To mother earth with bounty
and grace.

Afterwards Cecil tells that the light called him son, but the Elder doesn't know a thing about it. He tells that for generations the mysidian people have prayed for the fulfillment of this legend, and they really trust that Cecil is the one that have has the light. Afterwards Tellah says that he can beat Golbez now that he learned METEO, the Elder hesitates but confesses that with the METEO spell and the new powers of Cecil they have a chance against Golbez. Then Cecil says that they need to head toward Baron and take an airship. Then the Elder opens the Devil's Road, before leaving the Elder prays for your success and let Porom and Palom join you. WHITE Mage POROM AND BLACK Mage PALOM JOINS YOUR PARTY. Then leave the Elder's house and move right to the Devil's Road, enter the teleport and you'll be warped to the Town of Baron.

cc

AGAIN IN THE TOWN OF BARON

Items: Baron Key,
Enemies: Guard(x2).
Bosses: Yang.
My level: Cecil lv22, Palom lv16, Porom lv15, Tellah lv 23.

cc

Just go to the inn and you'll find Yang and two guards, suddenly the two guards will attack, don't beware, they're very weak, each guard has 280 HP. After this battle Yang attacks you, he seems to be mad.

---	NAME	-----	HP	-----	EXP	-----	GIL	-----	WEAKNESS	-----	ITEMS	-----
	Yang		?????		0		0		???????		?????	

Well this isn't really a boss battle, but I'll call it. Just attack keep using attacks with Cecil and the strongest magic with the rest, Yang will keep using kicks on your party, what shall cause 100 HP of damage, afterwards he'll fall. After this battle, the party help Yang and he reminds of everyone so Cecil says that he must have been controlled by Baron and was with amnesia. Then Cecil says that Rydia was swallowed by Leviathan and don't know a thing about Edward. Cecil tells him that they're heading towards the castle, then Yang decides to go with you. HIGH MONK YANG JOINS YOUR PARTY.

Cecil introduces Tellah to Yang and says that they need to find Cid, Tellah says that sneak into the castle won't be an easy mission, so by morning Cecil realizes that Yang was all the time with the Baron Key, that must have been given to him by one of the guards, so he says that now is easy to sneak into the castle. So leave the inn. This key can open the weapon shop and armor shop that were closed previously. Then go to a house on northwest inside the village and use the Baron Key to open too, you'll have to pass through a waterway.

WATERWAY

Items: HiPotion, Ether1(x2), ThorRage, HrGlass1, Silk Web, Hermes, Ancient Sword
Enemies: Piranha, Pike, AquaWorm, Crocodile, FangShel, Gator, EvilShel, Hydra, Elecfish, Guard.

Bosses: NONE.

My level: Cecil lv22, Palom lv16, Porom lv 15, Tellah lv 23, Yang lv23.

Move down and cross a bridge, then follow the narrow corridor, get a HiPotion an Ether1 and a ThorRage, so continue up through a bridge, move right then enter a cave. You're now on B3, go down to the water and move down, search for a secret passage and get a Hrglass1, continue down through another secret path and get a Silk Web. Now move all the way up and then head righ, pass through a secret path and move down, in the center of this room get the Hermes, then move right and enter the waterfall, climb up and enter a cave.

You're now on B2, Move up through the long stair and at the top search for a hidden path to the left, get an Ether1 on a chest and go back, then enter the cave. You're at B1 now, then enter the door, inside there's a SAVE POINT, but before saving move right and you'll find a secret path, walk through this path and get a Ancient Sword, then move back, use a Tent and save your game. Outside move right then climb up a stair and enter the cave. You'll be at Baron Castle, again.

BACK TO BARON CASTLE

Items: Ether1(x3), Life(x2), Unihorn(x2), Bacchus(x2), Hermes(x2), Elixir, Tent(x2), HiPotion(x2)

Enemies: None.

Bosses: Baigan, Cagnazzo.

My level: Cecil lv22, Palom lv17, Porom lv17, Tellah lv23, Yang lv24.

Move left then down through the water and enter the door, then head to 1F and there your party will meet Baigan, Cecil asks if he's under Golbez's orders, Baigan says that he only serves to the king. Cecil asks where's Cid, but Baigan doesn't knows and says that he was searching for him too. Then Baigan decides to join you. BAIGAN JOINS YOUR PARTY. As soon as your party starts to move, Palom and Porom feel an evil presence, then Baigan turns your enemy.

--- NAME ----- HP ----- EXP ----- GIL ----- WEAKNESS ----- ITEMS -----

Baigan	4,444	4,840	3,000	None	None.
Left Arm	500	-----	-----	None	None.
Right Arm	500	-----	-----	None	None.

This battle isn't much hard, he uses a vampire attack which drains 50 HP from one character, his other attacks don't cause much damage, his arms are very weak and die in one hit, but he'll regenerate after some time, so don't bother killing them. He can also cast Wall, but you can attack him by using Wall in one character then casting a magic. So the strategy is, have Tellah casting Fire3 and Palom Fire2, with Cecil normal attacks while Yang uses normal attacks. Porom heal the party and Tellah helps too if needed. Afterwards he'll die.

Now move to the right side of the castle and keep going until you enter a room with two torchs, press the left one and a hidden door will open, move through this door and you'll reach a room with 6 treasure chests, catch'em all, the items are: Ether1(x2), Life(x2) and Unihorn(x2). So continue going where you were and you'll be outside, move up and pass the gate, more ahead enter the tower. Inside, you can get 4 items, Bacchus(x2) and Hermes(x2). Now go down the stair and get an Elixir inside a pot, don't move right or you'll loss some HP 'cause there's a strange force blocking this path, but keep this place on your mind.

Now go up and climb up a stair and get 2 HiPotions on the chests, climb up some more and get 2 Tents on chests and an Ether1 in a pot. Now go back all the way and go to the throne room, there you'll see the king, that actually is a fake, then Cagnazzo, the Devil of water shows himself. Be ready for a fight.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Cagnazzo	5,312	5,500	4,000	Lightning	None.

This Battle is a piece of cake, just have Tellah casting Bolt3 while Palom casts Bio, the others use normal attacks while Porom heal all the party every turn. The monsters will warn you before attacking with a Wave attack, this is probably the only good attack he has, so have Tellah heal your party after this attack. Keep using this sequence and he'll die fast.

After the battle Cid appears, he talk to Cecil and asks for Rosa, Cecil tells the truth. Then Tellah asks Cid about the airship, and Cid asks who's Tellah, so Porom introduces everyone to Cid. Cecil asks Cid about the airship and Cid says that it's hidden in a place that no one would discover. When the crew is going to the airship Cagnazzo casts his last strike, everyone get stucked in a room and the walls start to move, to stop the walls Porom and Palom turn to stone. The party is safe but the twins.... Tellah tries to use Esuna but it doesn't work. Tellah swears that Golbez will pay.

Meanwhile, Golbez realizes that Cecil grows stronger really fast. Kain talks about the last crystal, and says that is better let Cecil get it then trade for Rosa. Afterwards Cid takes the party to the airship, the Enterprise. Then Cid flies off Enterprise and suddenly another airship approaches yours. It's Kain, he tells Cecil about the trade and then leave, then Cecil tells Cid to head towards Troia.

WORLD MAP: Before continue the story, go back to the castle and move to the place where a strange force was blocking your path, the force was gone with Cagnazzo, then you'll be able to proceed, there you'll find the king, the real one, he tells you to go to the Land of Summoned monsters and go back 'cause he wants to give you a gift, then he disappears. Now go back to the world map and move southwest to reach Troia, you can land near the castle, but enter the

town first.

TOWN OF TROIA
 Items: Illusion, Ether1, Ether2, 1,000 gil.
 Enemies: None.
 Bosses: None.
 My Level: Cecil lv25, Yang lv25, Cid lv21, Tellah lv24.

There's just some items to get here, so go down to the water and keep goin through the waterway, at the end climb up and move right through the woods, get an Illusion, an Ether1, an Ether2 and 1,000 gil. Buy some non-metal equipments 'cause you'll need them, after it leave the town.

WORLD MAP: Enter the castle.

TROIA CASTLE
 Items: TwinHarp, Tent(x2), HiPotion(x2), Ether1(x2), RubyRing(x2), Bacchus.
 Enemies: None.
 Bosses: None.
 My level: Cecil lv25, Yang lv25, Cid lv21, Tellah lv24.

Entering the castle move up talk to the 8 clerics that rules the kingdom, they say that the Crystal was taken by the Dark Elf, and tells that if Cecil get the crystal they'll let him take, the Dark Elf is on a cave that has a anti-metal seal. So leave this room. Now move left and keep going until you find Edward, he's lying on the bed and seems to be wounded, he wishes to join you and continue the quest but Cecil refuses due to his conditions, then Edward says that Rydia must had died, afterwards Cecil tells Edward about Rosa and the trade he'll do, but the crystal is with the Dark Elf, then Edward gives the TwinHarp to Cecil and begs that he saves Rosa.

After the conversation move to the right side of the castle and you'll reach a room with three staircases, first climb down the right and press the switch on the ground, door will open, go inside and get 2 Tents, another door will open, inside get two HiPotions, the next is 2 Ethers1, finally two RubyRing. Now go back and take the middle staircase, there you'll find a Bacchus, the left one has an entrance being keep by a lady, you need the permission to enter, so ignore it for now. That's all you can do by now, so leave the castle.

WORLD MAP: Head toward the north and enter the round shaped forest.

CHOCOBO VILLAGE
 Items: Gisahl.
 Enemies: None.
 Bosses: None.
 My Level: Cecil lv25, Yang lv25, Cid lv21, Tellah lv24.

Before getting the black chocobo, search for a Gishal in the wood area. Then use it where you smell chocobo to call the fat chocobo, you probably have useless equipments, so store them with the fat chocobo, equip your member with non-metal equipments. DON'T STORE THE PALADIN EQUIPMENTS NOR THE LEGEND SWORD. So with preparations completed get the black chocobo.

WORLD MAP: Move east and land near the cave.

cc

MAGNETIC CAVE

Items: HiPotion, Unihorn, Ether1, 2,000 gil, Silk Web, HiPotion, HrGlass1, Fairy Claw, Exit.

Enemies: CaveBat, Ogre, Panther, StingRat, CaveNaga, Mage, Python, VampGirl.

Bosses: Dark Elf/Dark Dragon.

My level: Cecil lv25, Yang lv25, Cid lv21, Tellah lv24.

cc

As you enter the cave the seal starts to work, make sure to have non-metal equipments, like leather and the RubyRing. Then move right crossing a bridge, get a HiPotion and go back, this time move down then left, get an Unihorn and enter the cave. You're on B2 now, move left and then up, get an Ether1 and 2,000 gil, leave and move left, enter the cave when you find it. Now it's the B3, before go down enter the door and save your game, use Tent too if needed, then continue down through a bridge and enter a door, get a Silk Web, HiPotion and HrGlass1, leave the room.

Move left and then up, enter the door head up and get a Fairy Claw, after it, enter the door at left. Now it's B4, calm down we're not going to hell. Cross the bridge until its end, move right and enter the door, use Tent and save your game, leave this room and move up, get the Exit item near the cave and enter it. That's the Crystal Room, move up and you'll find the Dark Elf guarding the Crystal, he don't seems that will let you have the Crystal so easily, so move up and the fight begins.

```

--- NAME ----- HP ----- EXP ----- GIL ----- WEAKNESS ----- ITEMS -----
  Dark Elf      ???           ???           ???           ???           ?????

```

You can't win this battle now, he will cast a sequence of spells and your party realizes that they can't stand him now. With all the member fainted, Edward fells it through the TwinHarp, He's isn't fully recovered but stands up and starts to play his harp. Your party can hear the music through the TwinHarp Edward gave you earlier, so your party hear the voice of Edward, he says that the Dark Elf can't control the seal while he is playing, so you'll be able to use all kinds of weapons. Then equip everyone with the best equipments and have Cecil equip the Legend Sword, walk toward him and the fight starts again.

```

--- NAME ----- HP ----- EXP ----- GIL ----- WEAKNESS ----- ITEMS -----
Dark Elf/Dragon 3,927          6,000         5,000         Holy          None.

```

Now he is much weaker than before, his sequence of 3 elemental lv2 will do only 60 HP of damage, and his wind attack only hits one, so keep attacking him with your best attacks, Cecil's normal attacks will do a lot of damage to him, Tellah only heals your party while Cid and Yang attack too. After you damage him about 1500-2000 HP he'll turn into the Dark Dragon, the dragon has a powerful attack that can damage everyone about 300 HP but his defense against Cecil's attacks is even worse, every attack will damages it about 1,500 HP, so have only Tellah healing for eventual problems. After the battle take the Earth Crystal and leave the room, use the Exit spell to do a quick escape.

WORLD MAP: take the black chocobo and you'll be back to the Chocobo Village, ride an Yellow chocobo and go back to Troia castle.

cc

TROIA CASTLE - BACK WITH THE CRYSTAL

Items: Elixir, Ether1(x2), Ether2(x2), Remedy(x2), EchoNote, GreatBow, Fire Arrows(x20), Bolt Arrows(x10), Ice Arrows(x20), Ag Apple.

Enemies: NONE.

in the chests, then go back, now move to the door 2, get the Gaia Hammer in a chest and make your way back, enter the door 3 and get the Wizard Robe in another chest, then, you have all the items, proceed to the exit, Now in the 5F, you'll see two doors, enter the first one and you'll find a SAVE POINT, use Tent then save your game, leave this room and proceed to the next, before you can enter door the door three bosses will appear and the fight begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Cindy	4,599	12,500	15,000	None	None.
Mindy	2,590	-----	-----	None	None.
Sandy	2,591	-----	-----	None	None.

As the three sisters are alive, they will only use one attack, the Delta attack which is nothing more than a random lv2 elemental magic reflected by Mindy, that will be with Wall, then to break this attack focus your attacks on Cindy, Cecil, Cid and Yang with physical attacks while Tellah uses a lv3 elemental of your choice, the when she dies do the same with the other two sisters. Their attacks now is weaker, but now they can use charm, that can make your life harder, if this happens attack the confused character to back to normal. Then with the same sequence repeated you'll win in no time. After the fight the Magus sisters will disappear, go back to the save point and use another Tent, then save, now, move to the next room.

You'll reach the 6F, move up and you'll encounter Kain and Golbez, Cecil asks for Rosa but Golbez wants the Crystal first, Cecil gives the Crystal to Golbez but he says that there's no Rosa with him, Tellah gets furious and it reminds him of Anna, the suddenly Tellah confronts Golbez.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Golbez	9,999	0	0	?????	None.

Tellah here fights alone and you can't control him, he'll some spells on Golbez but it has almost no effect, afterwards Tellah realizes that the only way to defeat Golbez is to cast METEO, the others begs Tellah to reconsider 'cause the METEO power can kill him but Tellah refuses, he focuses all powers and casts METEO, the effect is incredible, it knocks Golbez in one hit causing 9,999 of damage. After the battle Tellah stays lying on the ground, Kain is fallen too. The METEO power broke the spell Golbez had over Kain and Golbez decides to let Kain 'cause he's of no use now, Golbez promises that some day he'll kill Cecil and try to escape. Cecil tries to stop Golbez but Golbez strikes him with a lightning bolt.

Cecil is fallen too but Golbez leave without finishing off Cecil, what makes Cecil wonders why. Tellah says his lasts words, he begs Cecil that avenge Anna for him, Cecil promises that he'll. When you regain control over the party go near Kain and you'll see that Kain is back to normal, Cecil forgives him for what he done, Kain says that Rosa is beyond the door and they must hurry, they go inside the room, there Cecil saves Rosa and gives her a big kiss, Rosa says that she missed Cecil so much. Afterwards Cecil says that Kain is back to normal and Rosa forgives him too, Rosa asks Kain to join them, so KAIN JOINS YOUR PARTY. When you regain control and try to leave the Devil of Wind Valvalis appears, the enemy doesn't says much and starts the fight.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Valvalis	8,636	9,000	5,500	Lightning	None.

HrGlass2, Bacchus(x2), Cabin(x3), Gysahl(x3), 5,000 gil.

Enemies: None.

Bosses: Cal(x3), Brina(x3), CallBrina, Golbez, Shadow.

My level: Cecil lv34, Kain lv33, Cid lv27, Yang lv29, Rosa lv31.

cc

Entering the Castle take off Cid's equipments, move straight forward 'cause there's no places to search now, you'll meet with Giott, the king of the Dwarven Castle, here the party reports to him the problems they got now that Enterprise is broken, they ask about the Dark Crystals but Golbez has taken two of them, luckily the Castle's Crystal is still safe, then Cid decides to go back to Enterprise make some adjustments and go to the upper world after some Mythril. CID LEFT YOUR PARTY. Suddenly Yang hears someone behind the throne, everyone think that Yang is crazy but anyways the king opens the door that leads to the Crystal room, your party will follow the way to the Crystal room and as soon as they enter the room it closes. Inside the room there's some dolls, the fight begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Cal(x3)	1,369	16,000	7,000	None	None.
Brina	369	-----	-----	None	None.
Callbrina	5,315	-----	-----	None	None.

This battle is very easy, just have everyone attacking the Brinas and Yang using Kick attack, they'll die in a single hit, so do the same with the Cals, as they have a bigger HP maybe you need to cast Cure3 with Rosa. When you are about to finish the battle they'll unite turning into CallBrina, CallBrina has a lot of HP and a much stronger attack than the dolls, so strike her with all you have. Yang Cecil and Rosa using normal attacks(Rosa cures sometimes too), while Kain keep Jumping. Keep you HP above 700 and repeat this sequence until she dies.

After the battle Golbez appears and congratulates Cecil for having found the way to the Underworld, Golbez tells Cecil why he wants all the Crystals, when he gathers all the Crystals he will activate the Tower of Babil which leads to the moon, the legend says that the moon has powers beyond comprehension. Then the battle begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Golbez	3,000	15,000	11,000	Bolt, Holy	None.

Here Golbez strikes the party with a gas that stops everyone, then Golbez summon Shadow that takes down your party one by one, If you've jumped with Kain he'll probably stays alive, then suddenly the Mist Dragon appears and kill Shadow in a single hit, then a person appears and heals the paralyzed people, it's Rydia!!!! She's back with a new set of mageics!!!, just revive any dead character and use Cure3, then attack with everyone while Rydia casts any of her new Summons!!!! Golbez will lose in no time.

After the battle your party ask where Rydia was, she says that Leviathan took her to the Land of Summons, the lair of all monsters, and there she did new friends, Rydia now seems more older than when she left the party, this is 'cause the time there is faster than the normal, also Rydia can't use white magic anymore but she's much stronger as a summoner. Golbez's hand takes the crystal and disappears. Your party will be back to the throne room where they know that the last crystal is at the Sealed Cave. The king says that he opened the exit to the Tower of Babil. Before leaving search throughout the castle, you can get lots of items. When you be prepared move to the west side of the castle and talk to a dwarf near a bookshelf, he'll grant you access to the castle's basement,

move all the way through the basement and you'll find the exit, before exit, recover your HP and MP in the pot near.

UNDERWORLD MAP: You can stop here to gain some levels as there's a pot that completely restores your HP and you can save at any time, when you be ready to go move west, then north and you'll see the Tower of Babil, as you approaches some tanks from Dwarven Castle will shoot the tower, then move on and enter it.

cc

TOWER OF BABIL

Items: Ice Arrows(x20), Ether1, Bandanna, Ice Brand, IceSpear, CatClaw, Life, HiPotion(x2), Archer Bow, Notus, Ice Shield, Ice Armor, Boreas, Ether2, Tower Key.

Enemies: FlameDog, Marion, EvilDoll, BlackLiz, Tofu, Egg, Tortoise, Chimera, Stoneman, FlameMan, Naga, Alert, Medusa.

Bosses: Dr Lugae, Balnab, Balnab-Z, Lugaborg.

My level: Cecil lv40, Kain lv35, Rydia lv34, Rosa lv33, Yang lv31.

cc

As you enter the tower you'll be on the 1F, move to the left side and get some Ice Arrows, then move to the right and grab an Ether1, now move up and enter the next door. You're now on 2F, get the Bandanna and move down, you'll see three doors, first enter the bottom one, inside there's a chest, open it and you will fight some monsters, after you defeat them you'll receive an IceSpear, now exit and enter the door to the right, another chest with another monster, defeat it and you'll get an Ice Brand, then exit the room and enter the top door but first equip the weapons you just got.

Now it's the 3F, get the CatClaw at the left then move right and get a HiPotion, move now to southeast and get a Life, enter the door, you'll be on 4F, get the Notus and the Archer Bow then go back to the previous room. Move all the way up then left and enter the door. Here move to the door at left enter it, use a Tent and save your game, leave the room and move up then right crossing the bridge, move down and you'll see two doors enter the left one and open the chest to fight another monster defeat it to get an Ice Shield, the room to the left is empty, so don't bother going there, now move up and enter the door, another chest with a monster, defeat it to get an Ice Armor, leave the room and move left through another bridge, at the end enter the door.

Now it's the 5F, move down then a way up to get a Boreas item, move back then head right, you'll see a way up, don't go there right now 'cause the door is locked, so keep going right and get a HiPotion, then move up and enter the door. You've just reached the 6F, here move left and enter another door, here's the 7F, move right and enter the room, there's a SAVE POINT here time to use a Tent and save, exit the room and move down, get an Ether2 and head right to enter a door. At the 8F the way is pretty much linear, so make your way 'til you see a conversation between a doctor and Rubicant, Rubicant asks the doctor to take care of the place while he's gone, then Rubicant leaves. Suddenly the doctor notices that the party is spying him and he reminds of Cecil, afterwards a boss fight starts.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Dr. Lugae	4,900	0	0	NONE.	NONE.
Balnab	4,800	0	0	NONE.	NONE.
Balnab-Z	4,500	0	0	NONE.	NONE.

First you fight Dr.Lugae and Balnab, Dr.Lugae will control Balnab by voice, the

first command of Dr.Lugae isn't much profitable for him but from now on Balnab will attack you. The attacks aren't much strong and will 'cause little damage, so keep attacking Dr.Lugae with everyone, Kain Jumps and Rosa cures if needed while Rydia casts Ramuh. If you take much time to finish Balnab he'll explode and if the Dr is still alive he'll enter Balnab and become Balnab-Z, keep using the same strategy and he'll die in no time. After the fight Dr.Lugae isn't finished yet then he strikes with full power.

--- NAME -----	HP -----	EXP -----	GIL -----	WEAKNESS -----	ITEMS -----
Lugaborg	9,500	10,100	4,000	NONE.	TowerKey.

This battle is just a little tougher than the last one, keep using the same pattern, Kain Jumps, Rosa cures, Cecil and Yang attacks while Rydia casts Ramuh. His Lazer attack can kill one of your weak characters, so revive and curethem if it happens to you, he'll cast some status ailments on you but afterwards he will cure you, so don't bother healing these status. Using this strategy you should win this battle and get the TowerKey. After the battle Dr.Lugae says the the cannon charge up is almost completed and it will fire towards the dwarves.

Now move back all the way to the locked door I told you earlier, there select the TowerKey and you'll be able to enter, there the cannon is set and it's about to fire, Cecil can't just look while the dwarves are killed, then a fight with 3 Dark Imps starts. Finishing them they'll destroy the controls making impossible to stop the cannon. Yang decides to stop the cannon at any costs and knocks the party out of the cannon room, he says farewell and sacrifices himself to detonate the cannon. There's nothing the party can do for Yang, so just use Exit and you will be warped to the tower's entrance. As you try to escape through the bridge Golbez shows up and destroys the bridge, the party falls down and when they are about to burn on the magma Cid appears and take them on Enterprise.

The party tell Cid about what happened to Yang and suddenly the Red wings appear and start to chase you, Cid says that Enterprise can't last to much with Red wings chasing them, then Cid moves the Enterprise to the Underworld exit and says his last words. As the Airship passes through the exit Cid jumps and detonate a bomb to close the Underword's entrance, before he explodes he says to go to Baron and ask his friends for help. Oh man!, another lost life.

WORLD MAP: You're now back to the upper world, so follow Cid's advice and head toward Baron castle.

BARON CASTLE - ENTERPRISE'S UPGRADE

Items: None.

Enemies: None.

Bosses: None.

My level: Cecil lv41, Rydia lv35, Rosa lv35, Kain lv36.

#####

Your business here is very fast, just keep going to the east tower and on your way you'll find a friend of Cid's near to the gate, talk to him and he'll say Cid ordered him to put a hook on Enterprise that way you can attatch your old hovercraft and make your way to the Eblan Cave, Cid's friends are very fast and will finish the job in no time, then leave the castle.

WORLD MAP: Go to Mt.Hobs where you early left your hovercraft and get it, to attatch the hovercraft just fly right above the hovercraft and press X, with the hovercraft on Enterprise just move to the upper part of the Tower of Babil which is located southwest of Baron, land the hovercraft there and move west through the rocky area to reach Eblan Cave.

You're on the first floor of Tower of Babil, move up and your party notice that the way is blocked and they can't pass through it, but Edge uses one of his skills and make the party pass the wall, on the other side get an Unihorn and move all the way through the only way you have 'til you see a door, before enter it get a HrGlass2 to the right side, then enter the door. Here's the B2, move up and then head down through a bridge, there's a chest with monsters inside, kill them and you'll receive the Ogre Hammer, then keep going and enter a door. You are now on the B3, just follow the right side and get a Succubus, now move back and enter the next door.

It's B4 now, head right and follow the way 'til you find the Ashura Blade, then enter the next door. Move right and pass the warp, don't bother trying to warp 'cause it's out of order, then enter the first door you see and inside the room there's a SAVE POINT, just save, don't use Tent or Cabin, then leave the room and move to the next door ahead, and then enter another door. Move down then left and get a 82,000 gil on a chest, move back and walk straight forward through a bridge, there, Edge will find his father and mother, but suddenly they attack Edge

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
K.Eblan	60,000	?????	?????	??????	?????
Q.Eblan	60,000	?????	?????	??????	?????

Just parry 'cause you don't need to attack them, so after some time they will regain conciousness and will say to Edge that they aren't humans anymore, before dying they beg Edge to take care of Eblan. Edge's father and mother die, then suddenly Rubicant appears saying that was Lugae that turned his parents into monsters. Edge is furious and his anger make his unknown powers overflow, Edge learns Flood and Blitz, before fighting Rubicant you can come back and save your game, but don't use Tent/Cabin, 'cause Rubicant will recover all your HP/MP, then the boss fight begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Rubicant	34,000	18,000	7,000	Ice	None.

This battle isn't very tooough, have Cecil attack and Kain Jump, Rydia uses Bio or Ice3(Ice3 will heal rRubicant if you hit him while he'd with his cape closed) A good spell that Rydia could use is Titan. Rosa is the main and only healer, if your HPs are high Rosa should use Ice arrows on Rubicant, Edge attacks normally and he should be gone with no problem.

After the battle Rubicant says that you'll never defeat Golbez, he promises to fight them again and leaves. The suddenly Gramps and some folks from Eblan appear saying that they want to fighy Rubicant too, then Edge asks Cecil who's Golbez, Cecil answers and tells his next plans. Edge asks the folks to come back to Eblan 'cause he'll go with Cecil to destroy Golbez. When you regain control walk up and enter the door, you're actually on the Crystal room where all the Crystals stolen by Golbez are stocked, but don't be very happy, this room has a trap, and all your characters fall on a hole. In this room get the HiPotion and walk down, then enter the door, on the 7F move up and enter the next door, now that's the 6F, move down then right and pick up another HiPotion, then move left and enter the door. Here your party find an enemy airship, Rydia says that steal isn't a good thing to do, but as there's no other choice they do it, but before they name it FALCON.

UNDERWORLD MAP: Falcon can't fly over magma, then head back to the Dwarven Castle

RETURN TO DARVEN CASTLE/ FALCON'S UPGRADE

Items: Necklace.

Enemies: None.

Bosses: None.

My level: Cecil lv42, Rydia lv41, Edge lv31, Rosa lv39, Kain lv39.

Here go talk to the king and he says that Golbez is trying to enter the Sealed Cave, the king tells his daughter Luca to give Cecil the key that opens the Sealed Cave, Cecil must go there and pick up the Crystal before Golbez does. But how can they reach the Sealed Cave if Falcon can't fly over the Magma, well there's just one person who can help you. Go to the west part of the castle and near the entrance to the Dwarven Base and you'll find Cid. The party tells Cid that they can't reach the Sealed Cave 'cause Falcon can't fly over the magma, so the old Engineer starts to work, some time later Falcon will be upgraded and now able to fly over the magma, because of the hard work Cid falls asleep and the party let him rest. You're finished here, leave the castle.

UNDERWORLD MAP: To reach the Sealed Cave fly southwest of the Dwarven Castle.

NOTE: Now that Falcon can fly over the magma you can make some side quests, take a look on the side quests section for more info.

SEALED CAVE

Items: Kotetsu(x2), Ether1(x2), Bestiary, HiPotion(x2), StarVeil(x2), Life(x2), Fuma Dart, Light Sword, Elixir(x2), Ether2, Ninja(head).

Enemies: WereBat, TrapDoor, Screamer, Yellow Dragon, Mantcore, HugeNaga, Vamp Lady.

Bosses: EvilWall.

My level: Cecil lv42, Rydia lv41, Edge lv31, Rosa lv39, Kain lv39.

Entering the Sealed Cave select the Necklace, that actually is the key that opens the Sealed Cave, you start on the B1, move down and climb down the rope and check the door, it'll turn into a monster, the TrapDoor, he'll for sure kill one of your characters with a sudden death attack, sometimes it'll become another enemy, the Manticore which is harder to kill and give less EXP , to kill the TrapDoor fast use Ice3 and with the others use normal attacks. Enter the door and pick up the Kotetsu and Ether1, now leave the room and move down and getthe Bestiary, then move left and climb up the rope. Check the door above and it will turn into a monster, kill it and enter the door, there you can get Ether1 and HiPotion. Now there's 2 doors and one stair, there's nothing on the rooms behind the doors, but I suggest you to kill the TradDoor anyway 'cause they can give you a good amount of EXP, once done proceed through the stair.

You're on the B2, climb down the rope and move right, get the StarVeil then move back, get the Life right of where you are and then move up ahead, there's six door lined there, all the doors are TrapDoors and in order to get the items behind them you need kill them, of course! For a better understanding see what items you can get on each door on the graphic below.



- #1 - Kotetsu and Ninja(head)
#2 - SAVE POINT.

- #3 - Nothing
- #4 - Elixir, Fuma Dart and StarVeil.
- #5 - Light Sword.
- #6 - Nothing.

Then after getting all the items save your game on the room #2 and proceed to the eixt Trapdoor on the west part of here, kill it and enter, inside get the Ether1 and proceed to the exit, get the Life and the HiPotion, now check the next TrapDoor just for EXP 'cause there's nothing inside, then move down. On the B3 move down then right and get the MuteBell, check the TrapDoor just for EXP again then climb down the big rope on the center of the screen, down there move right and kill the next TrapDoor, in the room get the Elixir and Ether2, now leave the room, head left then climb down the stair. Here there's a SAVE POINT, use a Tent and Save your game, after saving move down and you'll reach the B4, here move down then climb down the stair, on the B5 move up through the bridge and kill the Trapdoor, behind it is the Crystal Room. Move on and get the Dark Crystal, then leave the room, the wall start to move and a boss fight begins.

```

--- NAME ----- HP ----- EXP ----- GIL ----- WEAKNESS ----- ITEMS -----
  EvilWall       28,000      23,000      8,000          None           None.

```

This battle can be a piece of cake or be a pain in the arse, everthing depends on a thing, if you got or not the summon Leviathan, if you don't got it, have Rydia use Bolt3, Cecil attack, Edge using Blitz and Kain Jumping, Rosa attacks with Bolt Arrows and eventually revives other characters when EvilWalll start to crush them, if you are lucky enough you should win this battle.

If you got Leviathan, thing get easier, have Rydia cast Leviathan instead of Bolt3 and keep the same pattern, you'll for sure win this battle with no problems. After the battle move to the previous room and have Rydia continuously cast Warp 'til the cave's entrance, when you try to leave Golbez appears and orders him to give the Crystal, your party can't do a thing, the Crystal is now with Golbez. Then leave the cave.

UNDERWORLD MAP: Move back to the Dwarven Castle

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#####
DWARVEN CASTLE - BACK FROM A FAILED MISSION
Items: None.
Enemies: None.
Bosses: None.
My level: Cecil lv50, Rydia lv47, Edge lv44, Rosa lv44.
#####

```

Here talk again to Giott and Cecil will say what happened, then Giott talks about the Mysidian legend and the Lunar Whale, the airship that can take you to the moon, then Cecil decides to come back to Mysidia but the way to the upper world is blocked, then the old Engineer once again upgrades Falcon, this time with a drill that can clear the blocked path, thanks Cid and leave the castle.

UNDERWORLD MAP: Move to the blocked way on the northeastern part of the Underworld and press X, the drill will destroy the mountain and grant you free access to both worlds.

WORLD MAP: Go to the Mysidia Village.

```

#####
MYSIDIA VILLAGE - THE LEGEND COMES TRUE
Items: None.
Enemies: None.

```

Bosses: None.

My level: Cecil lv50, Rydia lv47, Edge lv44, Rosa lv44.

cc

As you enter the village the Elder is waiting for you, he takes you to the Tower of Work, there he asks everybody to pray for the fulfillment of the Mysidian Legend, then then legend comes true, a shining airship raises from the water, it's the Lunar Whale, the Elder says that when he was praying he heard a voice that said "Come to the Moon". After the conversation exit the village.

WORLD MAP: Enter the Lunar Whale and go to the Moon.

NOTE: Now that you have free access to all worlds of FF4 I strongly suggest you to take a look on the side quests section, 'cause you can make a bunch o them.

MOON MAP: You can't enter the Big Palace directly, so enter the cave northwest of the Big Palace.

cc

LUNAR PATH

Items: Au Apple, MoonVeil, Stardust.

Enemies: Plocyote, Jucllyote, Grenade, Balloon, RedWorm, Pudding, Crawler, Moon Cell.

Bosses: None.

My level: Cecil lv52, Rydia lv53, Edge lv49, Rosa lv55.

cc

Move right and open the chest, there's monsters inside, kill them and get the Au Apple, now move up and then right, you'll see two chests, get the MoonVeil and the Stardust, then take the stairs up ahead.

MOON MAP: Make your way 'til the next cave.

As you enter move down and enter another cave.

MOON MAP: Make your way 'til the Crystal Palace.

cc

CRYSTAL PALACE

Items: None.

Enemies: None.

Bosses: None.

My level: Cecil lv52, Rydia lv54, Edge lv49, Rosa lv55.

cc

Here you can recover your HP and MP on the pots on both sides, then move up and you'll see an old man, he thanks you for coming, Cecil asks who he's and he asnwers that he's FuSoYa, guardian of the Lunarians', he says that the Moon once was a planet, but it ended and the survivors came to the Earth, but as the people from the Earth is still evolving the Lunarians created another Moon to sleep.

FuSoYa says that there's a evil Lunarian named Zemus who wants to call the Giant of Babil with the powers of the crystals to destroy the world. FuSoYa tells Cecil that he's son of his brother, KluYa, then Cecil realizes that the voice that called him in Mt. Ordeals was his father's voice, FuSoYa confirms it and says that KluYa gave Cecil the power to defeat Zemus. They now need to go to the Tower of Babil to prevent Zemus from bring the Giant of Babil, here FuSoYa joins your party 'cause he's the only one who can break the seal at the

tower. After the conversation move back to Lunar Whale.

MOON MAP: Take Lunar Whale and move back to Earth.

WORLD MAP: As you arrive on the Earth your party realizes that they are too late 'cause the Giant of Babil was already been brought, then suddenly a group of tanks from Dwarven Castle starts to fire on the Giant, King Giott and Yang are leading the strike. Besides it a squadron of airships led by Cid, of course!, launches another strike in order to destroy the Giant, Edward is on the strike too and Palom & Porom that were cured by the Mysidia's Elder, to destroy the Giant the party have to reach its core, then the party asks Cid to take them inside the Giant, and Cid does it.

INSIDE THE GIANT OF BABIL

Items: Shuriken, Alert, HiPotion, Ether1, Yoichi Arrows(x10), Elixir, Ag Apple.

Enemies: Searcher, McGiant, HorseMan, Machine, Beamer, Last Arm, Mech D.

Bosses: Elements, CPU, Attacker, Defender.

My level: Cecil lv52, Rydia lv54, Edge lv49, Rosa lv55, FuSoYa lv50.

Inside the Giant, move up and take the warp, You're now on the neck, just move to the next warp and take it, then you'll reach the chest, here move down and get the Shuriken, then make your way 'til the next warp and on your way get: HiPotion, Ether1, Yoichi Arrows, Alert. On the stomach get the Ag Apple and the SomaDrop then take the next warp, you're on a passage now move down then right and open the chest, there's monsters insides the chest, so kill them and get an Elixir, then go to the next warp but save your game before on the left side. On the next room just move up and your party will be ambushed by the Four Fiends again, Zemus gave the another chance, but this time they'll fight you together.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Elements	112,000	62,500	10,000	Varies	None.

Here you'll have to fight the Four Fiends again in a sequence, the first one is Milon Z. Have Cecil attack normally, as his weak point is fire have Rydia cast Fire3 and FuSoYa too, Edge uses Flame on it and Rosa just cures as heal when necessary. Afterwards it'll become Rubicant, its weak point is ice, so have Rydia and FuSoYa cast Ice3, Edge uses Flood and Cecil attacks normally, Rosa again just heal the party. The next fiend is Cagnazzo its weak point is Bolt, then Rydia and FuSoYa cast Bolt3 and Edge uses Blitz, Cecil attacks normally and Rosa(I know you know what to do with Rosa). The next and last battle is against Valvalis, have the same pattern that you used on Cagnazzo, Bolt3, Bolt3, attack, Blitz and Rosa healing, pay special attention on the Storm attack that can reduce the HPs of the party to a single digit, use Cure4 if it happens. So some time later you'll win.

After the battle come back and save your game if you want, use Tent/Cabin to heal your wounds, then keep going beyond the place where you fought the fiends and you'll reach the core, FuSoYa says that the defense system heals the main, so a boss fight starts.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
CPU	30,000	50,000	10,033	None	None.

Attacker	3,000	----	----	None	None.
----------	-------	------	------	------	-------

Defender	3,000	----	----	None	None.
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This battle is very very easy, just keep on mind what FuSoYa said, the Defender will heal the CPU, so your first target should be the Defender, don't use any summon that can eventually kill the attacker cause if both Defender and Attacker are gone they'll be revived by the CPU and cast the Globe99, an attack that will cause 9,999 of damage on two characters, so first kill the Defender and keep the Attacker alive, then focus your attacks on the CPU, I won't quote the attacks 'cause you won't have any problem as the Attacker is alive, then finish off the Attacker and YOU WIN!

After the battle Golbez appears, then FuSoYa somehow breaks the spell that all the time had been controlling him, Golbez isn't a bad man!!! just was manipulated Zemus' spells, that mean Cecil almost dies by the hands of his own brother, then Golbez says that he doesn't expect forgive from Cecil and he must go after Zemus to put an end to him. Before leaving Golbez says goodbye, FuSoYa decides to go along with Golbez. Suddenly Kain appears, as Golbez isn't controlled anymore the spell over Kain vanished too, Kain says that he knows the way out, Edge don't trust Kain 'cause he could be manipulated again, so Kain says that if it happens they can kill him.

On the Lunar Whale Cecil tells Rosa and Rydia to leave the ship 'cause they will go to the moon and things will get harder from now on, afterwards the party reaches the moon thinking that Rosa and Rydia are on the Earth but as they try to leave Rosa appears, she says that she won't leave Cecil go without her, Cecil agrees and promisses to take care of her, then Rydia appears too, and says that the party will need her, then all the party is here and ready to finish of Zemus.

NOTE: You can go to the last dungeon now, so I suggest to take a lot on the side quests section to make sure to not lose anything, it's time also to spend your money on items and the best equipments too.

MOON MAP: Move to the Crystal Palace, the seal to the Moon's Core is broken, then you can proceed.

cc

MOON'S CORE - THE LAST BATTLE

Items: SageStaff, Murasame, Dragon Shield, FireLash, Dragon Helm, Dragon Armor, Dragon Gauntlet, Artemis Arrows(x20), Elixir(x2), Blizzard, Stardust Rod, X-Potion, Crystal Shield, Crystal Mail, Crystal Gauntlet, White Robe, Crystal Helm, Inferno, Fuma Dart(x4), Cabin, Au Apple, Protect Ring(x2), Holy Lance, Ribbon(x2), Masamune, Whistle,

Enemies: RedGiant, Warlock, Kary, D.Fossil, Tricker, D.Bone, Ging-Ryu, PinkPuff, Red Dragon, Blue Dragon, Veteran, King-Ryu, Mind, EvilMask, Breath.

Bosses: White Dragon, Plague, Wyvern, Lunasaur(x2), Ogopogo, Zemus, Zeromus.

My level: Cecil lv56, Rydia lv60, Edge lv54, Rosa lv59, Kain lv60.

cc

As you enter the core climb up the stair and move through a fake wall to the left that leads to a warp, take this warp and you'll be teleported to the B1, there move up and enter the cave and you'll be on the B2, there, open the chest and fight the monsters inside, as a reward you get a SageStaff, then take the next teleport, move down and enter the cave below, now head forward and you'll see one of the legendary weapons, but to get this weapon you need to defeat the guardian, here a boss fight begins.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
White Dragon	32,700	55,000	0	None	Murasame.

Its attacks won't hurt you so much, it'll constantly cast Slow on you and some times cast GaiaRage, to avoid this attack use Float on everyone, its strongest

attack is Storm, that will reduce everyones HP to a single digit, use Cure4 if it happens, so use the following: Cecil with normal attacks, Edge with normal attacks, Rosa healing, Rydia casting Bahamut and Kain Jumping, repeat it and you won't have much of a problem. You'll receive the legendary weapon Murasame.

Now move back all the way to the entrance of this dungeon and move to the back wall to the right, take the Ninja Suit and move back, then head downward and enter the cave. Move right and pass through a fake wall, get a FireLash on the way and then move up, follow the left path and grab the Dragon Shield, now enter the cave. Here's the B3, head down then right through a fake wall, get the Dragon Helm and keep going throug another fake wall to the right, open the chest and receive the Dragon Gauntlet, in the other chest there's a Dragon Armor, it's time to move back now.

Enter the cave and you'll be on the B4, move all the way to the right and get the Artemis Arrows, go down the stair and head left, enter the cave and pick up the Elixir, leave the room and move right, climb down the stair and enter the cave below, in the next room move up and get the Blizzard item, move left and grab the X-Potion then enter another cave, that's the B4, open the chest and fight the monsters, by winning you receive the Stardust Rod, climb down the stair now and move left, kill some monsters inside the chest and get the Crystal Shield, enter the cave and move right through a fake wall, get the Protect Ring and keep going right, move down through the cave and open another chest with monsters, get the Crystal Mail by defeating them, then move back to the last room.

Move up through the cave and you'll be on the B5, head right and open another chest full od monsters, I'm getting bored of killing these monsters man!, win the Crystal Gauntlets by winning, now move left and enter the cave, move up and pick up White Robe on the chest and then enter the next cave. It's the B5, move northwest and open the chest, can you believe it?, more monsters, get the Crystal Helm from them, now move right inside the cave a chest with the Inferno Item, here's the room where you can fight the PinkPuffs to get the PinkTail, see the Side Quests section for more info. Leave this room and climb down the stair, get the Artemis Arrows and Fuma Dart, now there's two stair with two different ways to follow, first follow the left one but first pick up the Cabin.

Move left and croos an invisible bridge, move up at the final and then right to enter the fake wall, take the teleport on the center. It's the B6, not, we're not going to the hell. Grab the Au Apple and move right to take the next warp, now you have a long way way up to go, on your way there's a chest with monsters and a Protect Ring as the reward, on the top there's a SAVE POINT, using Cabin then saving would be a good thing to do, leave the SAVE POINT and proceed to another legandary weapon guarded by a monster, then the Fight begins.

---	NAME	-----	HP	-----	EXP	-----	GIL	-----	WEAKNESS	-----	ITEMS	-----
	Wyvern		60,000		64,000		0		None		Ragnarok	

This fight is a little though, in the moment it begins Wyvern will cast MegaFire on you, what will cause about 2,500 damage to everyone, use Cure4 fast, then Wyvern will cast wall on itself and start to cast flare on your party. Have Kain Jump, Cecil attack and Edge attack too, Rydia casts Meteo and Rosa just heal the party, that's all you can do, but don't expect an easy battle. By defeating Wyvern you get the best sword sword of the game, Ragnarok.

Now move all the way back and this time take the stair to the right, move down and enter the cave, in this room get the Minerva Clothes by killing the monsters on the chest, then enter the next cave. Here there's three lined doors, enter the first one 'cause there's a SAVE POINT inside, heal, save then leave the room and enter the second door, there's another legendary weapon with another

guardian, so let's fight.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Plague	33,333	31,108	0	Projectiles	Holy Lance.

A very easy and stupid battle, at the start of it, Plague will cast Domm giving you ten seconds to finish the battle, don't bother on healing 'cause Plague won't attack you anymore, so use all powerfull attacks you have: Cecil and Edge attacks and Kain Jumps, Rydia casts Bahamut 'cause Meteor is a little slower, Rosa should cast Haste on all the party, then after a few rounds you'll win the battle and receive the Holy Lance. Now before going to the third room save and recover your wounds, once done enter the third door. Here there's two chests with Ribbons being guarded by the guardian, so you'll have to fight them.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Lunasaur(x2)	23,000(each)	59,000	0	None	None.

This battle isn't hard, but you must be Alert, they will cast Wall on themselves and start reflecting Bio on your party, it won't hurt so much but be sure to not use magics like Flare or Holy. Have Kain Jump, Cecil and Edge attack and Rydia cast Meteo, Rosa heals the party when needed and if you cast Haste it will help too, so repeat this pattern 'til everyone be gone. After the battle open the two chests and pick up the Ribbons, now move back and save your game.

Now move all the way right then up, at the top climb down the stair then enter the door below, in this room move down and get the Fuma Dart on the way, on the bottom part there's another legendary weapon, and another guardian.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Ogopogo	51,000	61,000	0	None	Masamune.

This battle is tough man, so don't be surprised if you die in the first try, as soon as the battle begins Ogopogo will cast a double Big Wave that can cause about 1,800 damage to everyone, then eventually Ogopogo can repeat this attack or cast a single Big Wave, so be Alert and constantly casting Cure4 on everyone. It's Blaze attack won't cause much damage therefore it won't be a problem. Have Kain Jump, Cecil and Edge attack and Rydia cast Meteo, Rosa just heals and if possible cast Haste on the party, so eventually you'll defeat Ogopogo. Once Ogopogo is gone you'll receive the Masamune, don't forget to equip the Masamune and any other good equipment that you can have forgotten.

After the battle you should come back and save your game, don't forget to use a Cabin too, now move back to the room you fought Ogopogo and climb down the stair, in the next room get an Elixir and Whistle on the way, then take the warp on the bottom. In the next room keep climbing down the stair 'til the next warp, on the way pick up two Fuma Darts. In this next room keep going down and take the next warp. In this room move up and you'll find Golbez, FuSoYa and Zemus. FuSoYa and Golbez will start a battle.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Zemus	+than 9,999	0	0	None	None.

FuSoYa and Golbez will cast some magics on Zemus, without much eficiencie, then they combine themselves on a awesome attack called W.Meteo which causes 9,999 damage on Zemus and take him down. Zemus falls down but says that the body dies but the soul lives forever.

After the battle a happy end music will play, the party congratulates FuSoYa as the battle have finished, the the Zemus' body starts to move and it becomes Zeromus, Zemus evolved to Zeromus because of the evil. Then Golbez and FuSoYa

start another battle. Golbez and FuSoYa will cast Meteo but Zeromus will absorb it, then Zeromus attacks back the Meteo and they fall, the power of Zemus' attacks was too big that everyone falls. Then the screen will shift to the Tower of Work, where your friends pray for your victory. Then somehow Cecil stands up, Golbez gives the Crystal to Cecil and for the sake of the Earth Cecil starts the battle.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Zeromus	~130,000	0	0	None	DrkMatter(steal)

You can't neither damage nor take damage from Zeromus before you use the Crystal Golbez just gave you, but before do it, try to steal the DrkMatter from Zeromus, this will lessen some attacks. Then use the Crystal and be ready for a tough battle. Have Rydia cast Bahamut and Kain Jumps, Cecil attacks and eventually revives a dead character, Edge should throw powerfull weapons like Excalibur and the Light Sword, you can also make some copies of the Excalibur before the fight starts and have Edge throw it, but I really don't suggest as the item duplication is a cheat. Rosa should cast Cure4 every round, do as I say EVERY ROUND!!!!, don't use Rosa to another thing like reviving falled characters. Zeromus Big Bang attack will cause about 2,000 damage on everyone, taht's why you should always cast Cure4, leveling up your levels to ~70 helps too. Well that's all I think you'll need, you'll probably die sometimes but eventually you'll win.

CONGATULATIONS MAN'' YOU HAVE FINISHED ONE OF THE BESTS RPGs EVER DONE, NOW ENJOY THE ENDING.

SECTION 10 - [ENDING]

Coming soon...

SECTION 11 - [SIDE QUESTS]

Here's the side quests that you don't need to do if you don't want to, but as it is optional it may add some fun and game challenge besides some of these side quests will help you to finish the game easier.

%%%

MIST VILLAGE - REVISITED

Items: Bomb(x3), Tiara, Clothes, RubyRing, Change Rod.
 Enemies: None.
 Bosses: None.
 Suggested level: Any.

%%%

Here there's just some item that you can get, first move around the village and search in the grass areas for 3 bombs, then move to the upper left corner of the village and enter the house, inside enter the fireplace and move right, there 3 chests with a Tiara, Clothes and RubyRing, then get another secret path to the right and make your way 'til you find a chest, inside there's a Change Rod.

%%%

MYTHRIL VILLAGE

Items: Mythril Dagger, Mythril Staff, 5,000 gil.
 Enemies: None.
 Bosses: None.

Suggested level: Any.

cc

As the Mist Village, here there's just some items to get, a Mythril Dagger, a Mythril Staff and 5,000, all treasures are on the grass, so look around the village.

cc

EBLAN CASTLE

Items: HiPotion, Bacchus, Kamikaze, 10,000 Gil, Sleep Sword, Ag Apple, Alarm, Unihorn, MaidKiss, Soft, Blood Spear, Cabin, Hermes, Cabin, HrGlass2, Exit, Ether1(x3), Mute Arrows(x10), Bacchus.

Enemies: Mad Ogre, Staleman, BlackCat, Lamia, Skull.

Bosses: None.

Suggested level: 35

cc

You can find the Eblan Castle near the Tower of Babil on the upper world. First move up and enter the main door, get a HiPotion and kepp going, on the 2F climb up some more and you'll reach the throne room, move all the way up and check both sides, you'll find hidden paths and stairs at the end, climb down to get the items, on the left side there's tow chests with Alarm and Unihorn, on the right side there's three chests with Cabin MaidKiss and Soft. Now move back to outside the castle and head to the west tower, as you enter move 2 little steps down and move right, there's a secret path that leads to a chest, inside, monsters, killing them you receive the Sleep Sword. Now climb the tower 'til the top, get a Bacchus in a pot and move down by the left side, get a Kamikaze, now move down between the pots and then move right, there get 10,000 gil and Mute Arrows.

Now move back outside the castle and head to the east tower, as you enter the tower check a path behind the pillar on the upper left, you'll reach a chest with a Coffin. Now move back and climb up to the 2F of the tower, press the switch on the wall and a door will open, move down then left, this way you won't go down again, pass the door and get an Exit and an Ether1 on the chests and one Hermes on a Pot, get a Cabin also now, there's another chest on this room but if you try to get it you'll step on the black floor and will be warped, so don't do it now, move up and then right near the pots and you'll find a secret path, walk throug it and open the chest, inside there's monsters, defeat them and receive the Blood Spear, now move back and step on the black floor, you'll be warped to near a chest, get it, it's a HrGlass1, move down and you'll reach the basement, move down and you'll find three treasure chests, with 2 Ether1 and some monsters, when you defeat them you get an Ag Apple. Keep going 'til you exit the castle.

cc

TOWN OF TOMRA

Items: Bomb, 2,000 gil, ThorRage, Ether2, Bestiary, Notus.

Enemies: None.

Bosses: None.

Suggested level: Any.

cc

NOTE: You can make this side quest at any moment after Cid makes Falcon fly over the magma.

This is another town that you won't have to visit in any moment along the game, to find this town, fly south of the Sealed Cave, then land inside the rounded mountains, there you can buy the Dimaond equipments, that are the best at this moment, you can also buy Tiaras for the womans. Don't forget to search the house

on the northwestern part of the town, there you can find some items: ThorRage, 2,000 gil, Bomb and Ether2 on chests, Bestiary and Notus on pots.

cc

CAVE OF SUMMONS/LAND OF SUMMONS - LEARNING ASURA AND LEVIATHAN

Items: Life(x3), HiPotion(x3), Cabin, VenomAxe, Kikuichi, Bestiary(x3), Rat Rail Defense Sword, 5,000 gil, 6,000 gil, Ether1.

Enemies: Conjurer, Imp, RochMoth, Arachne, Clapper, Fiend, Warrior, Hooligan, Red Eyes.

Bosses: Asura, Leviathan.

Suggested level: 50

cc

NOTE: For a easier battle against EvilWall I suggest you to come here and get the summon Leviathan before you go to Sealed Cave. You can do this side quest at any moment after Cid make Falcon fly over Magma, to reach this place fly northwest of Sealed Cave and land on a small island.

NOTE 2: In some places of the ground of this dungeon you can lose HP just by stepping on it, to prevent it cast Float in all your character when you reach a new floor.

Entering the Cave of Summons Rydia says that when she came from the Land of Summons she has passed through this area and they should go ask Leviathan for help, then when you gain control over your characters move right then up and get a Life, now move and get a HiPotion, now move right and take the stair below. Now you are on B2, move to the bottom right and and get another HiPotion, now head to the upper left and get a Cabin then move right and take the stair.

Not it's the B3, head down and on half way move left, you'll find a secret path, this path leads to a place with 3 treasure chests, grab the HiPotion, VenomAxe and Kikuichi, make you way back and then move down, get a Life then move right and get a Bestiary, now take the upper way and you'll see a teleport, don't get the teleport now, just move right near the teleport and you'll find a secret path the leads you to a treasure chest, inside there's monsters, kill them and you'll receiver the Defense Sword, then move back and take the teleport, you'll be warped to the B4, here there's some mages and no encounters, if you talk to them you'll see that everyone here know Rydia and like her. Then get all the easy to find treasures(6,000 gil, 5,000 gil, Ether1, Bestiary and RatTail) to get the Rat Tail you'll need to take the teleport above and then go back, once all treasures are got take the teleport again.

You are now on the Land of Summons, here seems like a town, you can rest in a Inn buy weapons and armors, buy what you think that you'll need then move to the house on the upper part and enter it, inside you can get a Bestiary and a Life, you can save your game here too, once done leave the house and enter the house that there's a chocobo standing in front of it, this house is actually the library, go to the library's basement through the stair and take the teleport, you'll be warped to the royal chambers, here you meet queen Asura and the king of Summons, Leviathan, first talk to the queen and she says that you need to fight her if you need help, so be ready to a boss battle.

NAME	HP	EXP	GIL	WEAKNESS	ITEMS
Asura	31,005	20,000	0	NONE.	NONE.

This battle is a piece of cake just have Rosa cast Wall on Asura and this will make her Cure3 and Armor be reflected on your party, then have Rydia cast Ice3 while Cecil attacks, Kain uses Jump and Edge attacks too, if the Wall break cast it again and you'll finish this battle in no time. After the battle Asura says that Rydia can summon her when she needs it and Rydia learns the Summon Asura.

Talk to the old man that actually is Leviathan, he asks if you accept to fight him, answer yes and a boss fight begins.

--- NAME -----	HP -----	EXP -----	GIL -----	WEAKNESS -----	ITEMS -----
Leviathan	50,001	28,000	0	Bolt	NONE.

This battle shouldn't be a tough fight too, Leviathan has two attacks, Ice2 that can cause 500 HP of damage to one ally and Big Wave that damages about 500 HP too, but hits all allies. So follow this pattern, Rosa casts Cure2/3 every turn to prevent your characters to die, Cecil attacks, Kain Jumps, Edge casts Blitz and Rydia casts Bolt3, following this patter you should damage Leviathan about 15,000 every complete turn, so keep repeating and you'll win. After the battle Leviathan says that Rydia can summon him anytime too, so Rydia learns the very powerful summon Leviathan.

SYLVAN CAVE

Items: Angel Arrows(x10), Bestiary(x2), MaidKiss(x3), FairyRod, Eyedrops, Cabin Kamikaze, 3,000 gil, 2,000 gil, Exit, Ether1(x2), Inferno, FullMoon, Bacchus, Blizzard, Avenger Sword, LitStorm, Medusa Arrows(x10), Bolt Arrows(x10), Ice Arrows(x10), Fire Arrows(x10), HiPotion, Elven Bow, 1,000 gil, Elixir, MageMash, HellClaw, CatClaw.

Enemies: Centpede, Malboro, TinyToad, ToadLady, Ghost, DarkTree.

Bosses: None.

Suggested level: 50

NOTE: You can do this side quest at any moment after Cid make Falcon fly over magma, to reach this cave just fly to the upper left part of the underworld and you'll find it. Inside the cave some parts of the ground can hurt you, so use Float on your characters just as you did on the Cave of Summons.

As you enter move right and get the Bestiaty and Angel Arrows, you'll notice that you can't get the third chest, but let's forget this chest for now, move up and take the stair, get a MaidKiss and a FairyRod, move right below the chest and you'll find a secret path that leads to an Eyedrops. Now move back and head down and enter a secret path to te right, you'll reach a stair, take that stair and you'll find three chests with: Kamikaze, 3,000 gil and 2,000 gil, then move down and get: Bestiary, MaidKiss(x2), Ether1, Exit, then step on the black floor and you will be teleported to the B3, move straight forward and then left, take another teleport that this time will take you to a room with 6 treasure chests, all these chests have monsters inside, then I suggest you to heal your party before headind into fight, by defeating these monsters you get the following items: Inferno, FullMoon, Bacchus, Blizzard, Avenger Sword, LitStorm and Medusa Arrows, then after beating the monsters get the teleport and you'll be warped outside the cave.

You're not done yet, then enter the cave again, move down and take the stair, you're again on B2, this time take the stair below, this room has a SAVE POINT, then save here if you want to, then move to the upper right part and search for a secret path and you'll get the last chest on the first room, remeber this chest? then don't forget to take the Elven Bow. Move back to the SAVE POINT room and head left, get 1,000 gil and a Cabin, then take the stair below. Move toward the upper left part and take the first stair you see, there you'll get five treasures: HiPotion, Ether1, Bolt Arrows, Fire Arrows and Ice Arrows.

Now move back and head straight forward, there's a stair up there, but before entering it move right a take a secret path, there you find a chest with monsters inside, kill them and you'll receive the MageMash. Then take the stair that leads to B3, get the Elixir before heading down, keep going and you will

NOTE: To make this side quest you need have gone to the Land of Summons.

Remember when the king of Baron said that you should come back after you have gone to the Land of Summons?, yes it's time to come back, move to the Castle and go down to the basement, there, the king is waiting for you, he says that he can help you but you need to prove that you're strong enough to beat him up as Odin, so the boss battle begins.

--- NAME -----	HP -----	EXP -----	GIL -----	WEAKNESS -----	ITEMS -----
Odin	20,001	18,000	0	Bolt	None.

This battle isn't though, but you must be as fast as you can, if you waste much time he'll attack you with the Odin attack which will for sure kill all your characters, so to kill him fast do the following: Cecil attacks, Kain Jumps, Rosa casts Holy (that's why I suggest you be at least at level 55), Edge must attack too while Rydia casts Meteo, so it should be enough. After the fight the king will congratulate you. RYDIA LEARNS SUMMON ODIN.

CAVE BAHAMUT - LEARNING SUMMON BAHAMUT
Items: Genji Gloves, Genji Shield, Genji Armor
Enemies: Warlock, Kary, RedGiant, Ging-Ryu, King Ryu, D.Bone.
Bosses: Behemoth, Bahamut
Suggested level: 60

NOTE: To make this side quest you need have gotten the Lunar Whale airship because this cave is located on the moon. To find it, search for a round area with a cave on the center.

As you enter here move down and get the Genji Gloves, then move right and search for a secret path on the dark wall, following this path you'll find a treasure chest with Genji Shield inside, now move back and enter the cave below. On the B2, move toward the northwestern part and grab the Genji Armor then move right and pick up the Genji Helm, once with the items move up and enter the cave. In this area you'll fight the Behemoth three times on specific places, so make sure to heal your party if it needs, I'll only consider this a boss battle 'cause you won't fight this enemy at anytime as a normal enemy here, so be ready.

--- NAME -----	HP -----	EXP -----	GIL -----	WEAKNESS -----	ITEMS -----
Behemoth	23,000	57,000	65,000	None	None.

Cecil and Edge should use normal attacks while Kain Jumps, before you use some spells like Holy/Meteo, make sure to damage the Behemoth enough to kill it with this spells or it will counterattack you with the Storm attack which will reduce the HP of all party to a single digit. Have Rosa cast Cure3 on all the party when needed because Behemoth's attacks can easily reduce your HP, Rydia casts Bahamut. So continue with this pattern and you should win. After the battle keep going down and eventually you'll find an old man, that's actually the king of the summons, Bahamut, be ready for a boss battle.

--- NAME -----	HP -----	EXP -----	GIL -----	WEAKNESS -----	ITEMS -----
Bahamut	50,001	35,000	0	None	None.

I saw a lot of people saying that this battle is one of the hardest battle of the game, but don't believe it, this battle is a piece of cake if you know what to do, first, look how many MoonVeils and StarVeils you have, if you have followed the entire walkthrough you must have two of each, so as the battle begin use it with everyone, if you have just four have Rosa cast Wall on herself, then now all characters have a Wall, Bahamut will start his countdown

and then strike you with MegaFire which would kill you for sure if you wouldn't have used the items, so it will be reflected on Bahamut causing 9,999 of damage. As the wall will prevent you just for some turns, you must attack him to finish off, have Rydia cast Meteo while Rosa casts Holy, Cecil and Edge use physical attacks and Kain Jumps, that's it, Bahamut won't cause a single digit of damage.

After the battle Bahamut allow Rydia to call him at anytime. RYDIA LEARNS SUMMON BAHAMUT, Congratulations, you have the most powerful summon.

MOON'S CORE/ADAMANT GROTTO - GETTING ADAMANT ARMOR
Items: Pink Tail, Adamant Armor.
Enemies: PinkPuff.
Bosses: None.
Suggested level: Any.

NOTE: To make this side quest you must have free access to the last dungeon, the Moon's Core.

On the Moon's core there's a room on the B5(the room that you get the Inferno item) that you can fight the PinkPuffs, you have 1 in 64 chance of fighting the PinkPuffs and 1 in 64 chance of getting the Pink Tail from them, to make it easier you can maximize your chances by using the Alert item inside this room, you'll fight the PinkPuffs with 100% of accurate, then if you are lucky you'll get this item. Once with the item move to the Adamant Grotto where the collector of tails are, then exchange the Pink Tail for the Adamant Armor.

HUMMINGWAY CAVE
Items: None.
Enemies: None.
Bosses: None.
Suggested level: Any.

NOTE: To make this side quest you need to have the Lunar Whale airship.

Fly the Lunar Whale just southeast of the Cave Bahamut and you'll see a cave surrounded by mountains, enter this cave and you'll find a lot of Namingways here, one of them change your name, of course!, and other sells really rare items like Elixirs and Whistle, a very good place to spend money before going to the Moon's Core.

SECTION 12 - [MAGIC LIST]

Here's the list of every magic in the game.

[White Magic]

White magic is the aid magic, basically with the purpose of healing, powering up stats or recovering from status ailments, these magics can be cast by: Rydia, Rosa, Porom, Tellah, FuSoYa and Cecil(after becoming a Paladin).

MAGIC NAME: Cure1

MP COST: 3

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: The first curative magic, it cures a small amount of HP, but will help you a lot in the first hours of gameplay. It damages the undead monsters like in all others Final Fantasies. If you cast it in a single target it will heal (damage) more than if you cast in all allies(enemies).

.....
.....

MAGIC NAME: Cure2

MP COST: 9

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: Cures more than Cure1, but not so much, this magic will help you a lot too when your HP grows bigger, It damages the undead monsters like in all others Final Fantasies. If you cast it in a single target it will heal(damage) more than if you cast in all allies(enemies).

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.....

MAGIC NAME: Cure3

MP COST: 18

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: A high curative magic, this magic cures much more than the other cures. It damages the undead monsters like in all others Final Fantasies. If you cast it in a single target it will heal(damage) more than if you cast in all allies (enemies).

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.....

MAGIC NAME: Cure4

MP COST: 40

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: The highest curative magic, can heal all HP from one ally or a high amount from everyone. It damages the undead monsters like in all others Final Fantasies.

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.....

MAGIC NAME: Life1

MP COST: 8

TARGETS: One ally or one enemy.

COMMENT: The first reviving magic, can bring a dead character back to life, it can also kill a undead monster with a low probability, it revives the characters with a low HP, but is worth it.

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.....

MAGIC NAME: Life2

MP COST: 52

TARGETS: One ally or one enemy.

COMMENT: The highest reviving magic, can bring a dead character back to life with full HP,

.....
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MAGIC NAME: Sight

MP COST: 2

TARGETS: NONE.

COMMENT: This isn't really a magic, cause it can't be used during the battle and to be more specific, you can only use it while you're on the world map. It allows you to see a upper view of the map, what makes your life easier during the start of the game while you don't have the airship.

.....
.....

MAGIC NAME: Scan

MP COST: 1

TARGETS: One enemy or ally.

COMMENT: It allows you to see the enemy's HP and weakness, but unfortunately, it doesn't work on the bosses.

.....
.....

MAGIC NAME: Armor

MP COST: 9

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: This works like Protect in other Final Fantasies, it lessen the damage done by physical attacks, but can be used in all allies at once.

.....
.....

MAGIC NAME: Shell

MP COST: 10

TARGETS: One ally, all allies one enemy or all enemies.

COMMENT: This magic will lessen the damage done by magical attacks in one or all allies, but will also lessen the effect of healing magic.

.....
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MAGIC NAME: Haste

MP COST: 25

TARGETS: One ally or enemy

COMMENT: This magic will cut the time taken to have a active turn, so you can attack more times than normaly, but can be used only in one ally per time.

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MAGIC NAME: Esuna

MP COST: 20

TARGETS: One ally or enemy.

COMMENT: This magic cures all status effect, except KO, Berserk, Float and Countdown.

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MAGIC NAME: Mute

MP COST: 6

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: This magic can silence the targets, making impossible to use magics, this is very usefull against mages or enemies that have a great magic power.

.....
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MAGIC NAME: Mini

MP COST: 6

TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: This magic will shrink the target making its defense and attack power drops a lot, if you be affected by Mini cure it as fast as you can or you'll certainly die.

.....
.....

MAGIC NAME: Charm

MP COST: 10

TARGETS: One enemy or ally.

COMMENTS: This magic confuses an enemy, the enemy will start to attack random targets. This sucks, make sure to cure your party member if you get this.

.....
.....

MAGIC NAME: Bersk

MP COST: 18

TARGETS: One ally or enemy.

COMMENT: It will raise the target's attack but will attack continually without you control, there's no cure except if the target die.

.....
.....
MAGIC NAME: Blink

MP COST: 9

TARGETS: One ally or one enemy.

COMMENT: This magic allows your member to avoid physical attacks easily for a certain time, this is very useful to protect weak party members like Rosa.

.....
.....
MAGIC NAME: Dspel

MP COST: 12

TARGETS: One enemy or ally.

COMMENT: This magic will recover the positive attributes on the target, like Haste or Shell.

.....
.....
MAGIC NAME: Slow

MP COST: 14

TARGETS: One ally, all allies, one enemy or all enemies.

COMMENT: This magic will slow down the enemy, making him wait more to be able to attack you, very usefull against enemies that attack you many time per turn.

.....
.....
MAGIC NAME: Exit

MP COST: 10

TARGETS: NONE.

COMMENT: This magic allows you to exit from a dungeon, this magic is very useful when you run out of MP and items.

.....
.....
MAGIC NAME: Float

MP COST: 8

TARGETS: All allies.

COMMENT: This magic allows you party member to float above the ground, this makes impossible to earth attacks hit you, but wind attacks cause more damage.

.....
.....
MAGIC NAME: Hold

MP COST: 5

TARGETS: One enemy or ally.

COMMENT: It paralyzes one enemy or ally making impossible to do a thing, but it effect lasts only for a few turns.

.....
.....
MAGIC NAME: Wall

MP COST: 30

TARGETS: One ally or enemy.

COMMENT: This magic works like the Reflect spell from the other Final Fantasies, reflecting the magics back to the caster, the magic lasts for 3 or 4 turns. don't think that you can't hit a monster with wall with magic, just cast wall in one of your party member, then cast the magic on him, the magic will be reflected to the enemy and will damage him.

.....
.....
MAGIC NAME: Holy

MP COST: 46

TARGETS: One enemy or ally.

COMMENT: It's an offensive white magic, which does grEAt damage to one enemy or party member, this magic works perfectly when casting on a undead monster or a darkness elemental moster.

.....

[Black Magic] +-----

Black magic is the main offensive magic, there's elemental magics of three levels and other powerful spells, you can also inflict status ailments to the enemy with the Black magic. Black Magics can be cast by: Rydia, Palom, Tellah and FuSoYa.

.....
MAGIC NAME: Fire1
MP COST: 5
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes small fire based damage, good against ice and water elemental monsters and very good against undead monsters.
.....
.....

MAGIC NAME: Fire2
MP COST: 15
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes medium fire based damage, good against ice and water elemental and undead monsters.
.....
.....

MAGIC NAME: Fire3
MP COST: 30
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes high fire based damage, good against ice and water elemental monsters and very good against undead monsters.
.....
.....

MAGIC NAME: Ice1
MP COST: 5
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes small ice based damage, good against fire elemental monsters.
.....
.....

MAGIC NAME: Ice2
MP COST: 15
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes medium ice based damage, good against fire elemental monsters.
.....
.....

MAGIC NAME: Ice3
MP COST: 30
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes high ice based damage, good against fire elemental monsters.
.....
.....

MAGIC NAME: Bolt1
MP COST: 5
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: Causes small lightning based damage, good against water elemental monsters, flying enemies and robots.
.....
.....

MAGIC NAME: Bolt2
MP COST: 15
TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: Causes medium lightning based damage, good against water elemental
monsters, flying enemies and robots.
.....
.....

MAGIC NAME: Bolt3

MP COST: 30

TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: Causes high lightning based damage, good against water elemental
monsters, flying enemies and robots.
.....
.....

MAGIC NAME: Wind

MP COST: 25

TARGETS: One enemy or ally.

COMMENT: Reduces enemy's HP to a single digit, this don't work against bosses
and has a low hit rate.
.....
.....

MAGIC NAME: Drain

MP COST: 18

TARGETS: One enemy or ally.

COMMENT: Drains HP from the target to your character, don't use it against the
undead monsters or this will work exactly the reverse.
.....
.....

MAGIC NAME: Death

MP COST: 35

TARGETS: One enemy or ally.

COMMENT: This magic attempts to kill the target in only one hit, it don't works
against undead monsters and obviously against bosses, be careful, 'cause this
magic can be reflated by a Wall.
.....
.....

MAGIC NAME: Warp

MP COST: 4

TARGETS: NONE.

COMMENT: This magic takes your party to the previous visited room, cannot be
used while in battle.
.....
.....

MAGIC NAME: Venom

MP COST: 2

TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: This magic poisons the target, making it loss HP periodically, the
effect lasts after the battles too.
.....
.....

MAGIC NAME: Bio

MP COST: 20

TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: This magic damages the enemy a little then works like Venom, but much
faster.
.....
.....

MAGIC NAME: Toad

MP COST: 7

TARGETS: One enemy, all enemies, one ally or all allies.

COMMENT: This magic turn the target into a toad, or cures it. Lessens the attack
and defense, and also make impossible to cast magic.
.....

.....
MAGIC NAME: Piggy
MP COST: 1
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: This magic turns the target into a pig, or cures it. Lessens the attack
and defense, and also slows the target.
.....
.....

MAGIC NAME: Stop
MP COST: 15
TARGETS: One enemy or ally.
COMMENT: This magic stops the target for a certain time, making impossible to
move.
.....
.....

MAGIC NAME: Stone
MP COST: 15
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: This magic petrifies the target, making impossible to move, attacks
will not damage the target while stone. All party members turned into stone
means GAME OVER.
.....
.....

MAGIC NAME: Sleep
MP COST: 12
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: This magic makes the target sleep, while sleeping you can't control
your character, physical attacks wakes up the target, but magical attacks
doesn't.
.....
.....

MAGIC NAME: Psych
MP COST: 0
TARGETS: One enemy, all enemies, one ally or all allies.
COMMENT: This magic drains the target's MP, works better against mages.
.....
.....

MAGIC NAME: Quake
MP COST: 30
TARGETS: All enemies or allies.
COMMENT: Causes high earth elemental damage to all enemies or allies, but this
can't hit flying or floating enemies, and can't be reflected by a Wall.
.....
.....

MAGIC NAME: Flare
MP COST: 50
TARGETS: One enemy or ally.
COMMENT: Causes very high damage against the target, can be reflected by Wall.
.....
.....

MAGIC NAME: Meteo
MP COST: 99
TARGETS: All enemies or all allies.
COMMENT: Causes 9,999 damage against all targets, can't be reflected by a Wall,
by far the strongest attack in the game.
.....

[Summon Magic] +-----

Summon magic is of personal use of Rydia, the summon monster are creatures that once summoned will come to help your party, it can't be reflected by the "Wall" magic. The summon power increases as the Wisdom of Rydia increases.

.....
MAGIC NAME: Imp
MP COST: 1
ATTACK NAME: Imp Punch
TARGETS: One enemy.
HOW TO LEARN: Need the item "IMP".
COMMENT: A very stupid summon, weak and useless.

.....
MAGIC NAME: Chocobo
MP COST: 7
ATTACK NAME: Choco Kick
TARGETS: One enemy.
HOW TO LEARN: Rydia starts with it.
COMMENT: It'll help you a lot early in the game, but as the game progress it'll become useless.

.....
MAGIC NAME: Bomb
MP COST: 10
ATTACK NAME: Explode
TARGETS: One enemy.
HOW TO LEARN: Need the item "BOMB".
COMMENT: Bomb explodes causing little damage to the enemies.

.....
MAGIC NAME: Cocatris
MP COST: 15
ATTACK NAME: Gorgon
TARGETS: One enemy.
HOW TO LEARN: Need the item "Cocatris".
COMMENT: Turns enemy into stone.

.....
MAGIC NAME: Mage
MP COST: 18
ATTACK NAME: Blast
TARGETS: One enemy.
HOW TO LEARN: Need item "Mage".
COMMENT: Tries to kill in one hit.

.....
MAGIC NAME: Mist Dragon
MP COST: 20
ATTACK NAME: Mist
TARGETS: All enemies.
HOW TO LEARN: Rydia learns automatically when she re-joins.
COMMENT: Mist Dragon attacks with mist causing little damage.

.....
MAGIC NAME: Sylph
MP COST: 25
ATTACK NAME: Wind
TARGETS: One enemy.
HOW TO LEARN: Rydia learns it when you wake Yang in Sylvan Cave.
COMMENT: Drains enemy's HP and share it among all characters.

.....
.....
MAGIC NAME: Ramuh
MP COST: 30
ATTACK NAME: Thunder
TARGETS: All enemies.
HOW TO LEARN: Rydia learns automatically when she re-joins.
COMMENT: Lightning elemental summon, causes medium damage to all enemies.
.....
.....

MAGIC NAME: Shiva
MP COST: 30
ATTACK NAME: Blizzard
TARGETS: All enemies.
HOW TO LEARN: Rydia learns automatically when she re-joins.
COMMENT: Ice elemental summon, causes medium damage to all enemies.
.....
.....

MAGIC NAME: Ifrit
MP COST: 30
ATTACK NAME: Hellfire
TARGETS: All enemies.
HOW TO LEARN: Rydia learns automatically when she re-joins.
COMMENT: Fire elemental summon and Devil's friend, causes medium damage to
all enemies.
.....
.....

MAGIC NAME: Titan
MP COST: 40
ATTACK NAME: Gaia Rage
TARGETS: All enemies.
HOW TO LEARN: Rydia learns it automatically when she re-joins.
COMMENT: Earth elemental summon, causes medium damage to all enemies.
.....
.....

MAGIC NAME: Odin
MP COST: 45
ATTACK NAME: Z-Sword
TARGETS: All enemies.
HOW TO LEARN: Defeat Odin.
COMMENT: Odin attacks all enemies killing all enemies(can fail).
.....
.....

MAGIC NAME: Leviathan
MP COST: 50
ATTACK NAME: Tsunami
TARGETS: All enemies.
HOW TO LEARN: Defeat Leviathan after you defeat Asura in the Land of Summons.
COMMENT: A very good summon magic, Leviathan calls a Tsunami that hit all
enemies causing great damage.
.....
.....

MAGIC NAME: Asura
MP COST: 50
ATTACK NAME: Asura
TARGETS: All allies.
HOW TO LEARN: Defeat Asura in the Land of Summons.
COMMENT: Casts Life/Cure on all party members.
.....
.....

MAGIC NAME: Bahamut
MP COST: 60
ATTACK NAME: MegaFire
TARGETS: All enemies
HOW TO LEARN: Defeat Bahamut.
COMMENT: Bahamut burn to the ashes everything.

.....

[Twin Magic] +-----

The twin magic can be only performed when both Palom and Porom are in your party and they can't be affected by any status ailment, they will charge for a few turns then cast the magic.

.....

MAGIC NAME: Comet
MP COST: 20 from both.
TARGETS: All enemies.
COMMENT: This spell is really useful, it hits all targets and causes lots of damage, can't be reflected by a Wall.

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.....

MAGIC NAME: Pyro
MP COST: 10 from both
TARGETS: One random enemy.
COMMENT: A very weak spell, causes low daamage and only in one target, it's a waste of time to use it.

.....

[Ninja Magic] +-----

Ninja magic obviously can be used by a ninja, Edge of course!, his magics aren't powerfull as Black and summon magics but will help you a lot to complete the game.

.....

MAGIC NAME: Pin
MP COST: 5
TARGETS: One enemy or one ally.
COMMENT: Same as magic HOLD.

.....
.....

MAGIC NAME: Image
MP COST: 6
TARGETS: Only Edge.
COMMENT: Works similarly as Blink, making your character dodge physical attacks.

.....

MAGIC NAME: Smoke
MP COST: 10
TARGETS: All allies.
COMMENT: Make a easy flee in almost all fights, obviously it doesn't work on bosses.

.....
.....

MAGIC NAME: Flame
MP COST: 15

TARGETS: All enemies.

COMMENT: Causes little fire elemental damage.

.....
.....

MAGIC NAME: Flood

MP COST: 20

TARGETS: All enemies.

COMMENT: Causes medium water elemental damage.

.....
.....

MAGIC NAME: Blitz

MP COST: 25

TARGETS: All enemies.

COMMENT: Causes medium lightning elemental damage.

.....

SECTION 12 - [ITEM LIST] -----

Here's the list of every item in the game.

[Normal items] ++++++

Here's the list of the normal itens, these itens will help you to finish this game but you won't need them in any part of the game.

.....
ITEM NAME: Ag Apple

EFFECT: Increases HP of one character by 50.

PRICE: N/A.

.....
.....

ITEM NAME: Au Apple

EFFECT: Increases HP of one character by 100.

PRICE: N/A.

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.....

ITEM NAME: Alarm

EFFECT: Cures "Sleep"

PRICE: N/A.

.....
.....

ITEM NAME: Antidote

EFFECT: Cures Poison.

PRICE: 40 gil.

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.....

ITEM NAME: Alert

EFFECT: Alerts enemies to your presence and pulls you straight into battle.

PRICE: N/A.

.....
.....

ITEM NAME: Bacchus

EFFECT: Causes Berserk.

PRICE: N/A.

.....

ITEM NAME: Bestiary
EFFECT: Same effect as magic "Scan".
PRICE: 980 gil.

ITEM NAME: Bomb
EFFECT: Causes small fire elemental damage.
PRICE: N/A.

ITEM NAME: Big Bomb
EFFECT: Causes high fire elemental damage, all enemies.
PRICE: N/A.

ITEM NAME: Bomb
EFFECT: Teaches summon "Bomb" to Rydia.
PRICE: N/A.

ITEM NAME: Blizzard
EFFECT: Freezes enemy.
PRICE: N/A.

ITEM NAME: Boreas
EFFECT: Causes high ice elemental damage, all enemies.
PRICE: N/A.

ITEM NAME: Cabin
EFFECT: Restores all HP/MP/status ailments. Only in world map or save point.
PRICE: 500 gil.

ITEM NAME: Cocatris
EFFECT: Teaches summon "Cocatris" to Rydia.
PRICE: N/A.

ITEM NAME: Coffin
EFFECT: Same as magic "Death".
PRICE: N/A.

ITEM NAME: Cross
EFFECT: Cures "Curse".
PRICE: 100 gil.

ITEM NAME: DietFood
EFFECT: Cures "Piggy"
PRICE: 100 gil.

ITEM NAME: EagleEye
EFFECT: Same as magic "Sight".
PRICE: 100 gil.

ITEM NAME: EchoNote
EFFECT: Cures "Silence".
PRICE: 50 gil.

ITEM NAME: Elixir
EFFECT: Restores all HP/MP, one character.
PRICE: 100,000 gil.

ITEM NAME: Ether1
EFFECT: Recovers small amount of MP, one character.
PRICE: 10,000 gil.

ITEM NAME: Ether2
EFFECT: Recovers medium amount of MP, one character.
PRICE: 50,000 gil.

ITEM NAME: Exit
EFFECT: Warp you outside dungeons.
PRICE: N/A.

ITEM NAME: Eyedrops
EFFECT: Cures "Darkness".
PRICE: 30 gil.

ITEM NAME: Gaiadrum
EFFECT: Causes earth elemental damage.
PRICE: N/A.

ITEM NAME: Grimore
EFFECT: Summons random summon monster.
PRICE: N/A.

ITEM NAME: Gisahl
EFFECT: Calls fat chocobo where you smells it.
PRICE: 50 gil.

ITEM NAME: Hermes
EFFECT: Same as magic "Haste"
PRICE: N/A.

ITEM NAME: HiPotion
EFFECT: Recovers medium amount of HP.
PRICE: 150 gil.

ITEM NAME: HrGlass1
EFFECT: Stops enemy.
PRICE: N/A.

ITEM NAME: HrGlass2
EFFECT: Stops enemy, higher effect.
PRICE: N/A.

ITEM NAME: HrGlass3
EFFECT: Stops enemy, highest effect.
PRICE: N/A.

ITEM NAME: Illusion
EFFECT: Same as magic Blink.
PRICE: N/A.

ITEM NAME: Imp
EFFECT: Teaches summon "Imp" to Rydia.
PRICE: N/A.

ITEM NAME: Inferno
EFFECT: Causes fire elemental damage.
PRICE: N/A.

ITEM NAME: Kamikaze
EFFECT: Causes damage equal to your HP, user dies.
PRICE: N/A.

ITEM NAME: Life
EFFECT: Brings character back to life with low HP.
PRICE: 100 gil.

ITEM NAME: LitStorm
EFFECT: Causes lightning elemental damage.
PRICE: N/A.

ITEM NAME: MaidKiss
EFFECT: Cures "Toad"
PRICE: 60 gil.

ITEM NAME: Mallet
EFFECT: Cures "Small".
PRICE: 80 gil.

ITEM NAME: Mage
EFFECT: Teaches summon "Mage" to Rydia.
PRICE: N/A.

ITEM NAME: MoonVeil
EFFECT: Reflects enemy's magic. Stronger than StarVeil.
PRICE: N/A

ITEM NAME: MuteBell
EFFECT: Causes "Silence"
PRICE: N/A.

ITEM NAME: Notus
EFFECT: Causes small ice elemental damage.
PRICE: N/A

ITEM NAME: Potion
EFFECT: Restores a small amount of HP, one ally.
PRICE: 30 gil.

ITEM NAME: Remedy
EFFECT: Same as magic "Esuna".
PRICE: 5,000 gil.

ITEM NAME: Silk Web
EFFECT: Same as magic "Slow".
PRICE: N/A.

ITEM NAME: Soft
EFFECT: Cures "Petrified".
PRICE: 400 gil.

ITEM NAME: SomaDrop
EFFECT: Increases MP of one character by 10.
PRICE: N/A.

ITEM NAME: Stardust
EFFECT: Causes Holy elemental damage.
PRICE: N/A.

ITEM NAME: StarVeil
EFFECT: Stronger version of magic "Wall".
PRICE: N/A.

ITEM NAME: Succubus
EFFECT: Same as magic "Physic".
PRICE: N/A.

ITEM NAME: Tent
EFFECT: Restores some HP/MP and recovers status effects.
PRICE: 100 gil.

ITEM NAME: ThorRage
EFFECT: Causes lightning elemental damage.
PRICE: N/A.

ITEM NAME: Unihorn
EFFECT: Cures status ailments that automatically cures after the battle.
PRICE: N/A.

ITEM NAME: Vampire
EFFECT: Same as magic "Drain".
PRICE: N/A.

ITEM NAME: Whistle
EFFECT: Can calls fat chocobo everywhere, except in battle.
PRICE: 20,000 gil.

ITEM NAME: X-Potion
EFFECT: Restores high amount of HP of one ally.
PRICE: N/A.

ITEM NAME: ZeusRage
EFFECT: Causes high lightning elemental damage to all enemies.
PRICE: N/A.

[Key Items] +-----

Here's the list of key items, these items are some needed to complete the game and some aren't, but I would get them all if I were you.

ITEM NAME: Adamant
USE: You can use this make the Excalibur.

ITEM NAME: BaronKey
USE: This key unlocks some doors in Baron.

ITEM NAME: BombRing
USE: You need to deliver it to Mist village.

ITEM NAME: Dark Crystal
USE: The last of the 8 crystals.

ITEM NAME: DkMatter
USE: Protects you from Big Bang.

ITEM NAME: Earth Crystal
USE: You need it to exchange for Rosa with Golbez.

ITEM NAME: Magma
USE: Opens the way to the Underworld.

ITEM NAME: Necklake

USE: Need it to open the Sealed Cave.

ITEM NAME: PinkTail

USE: Exchange for Adamant Armor with the collector.

ITEM NAME: Rat Tail

USE: Exchange for Adamant with the collector.

ITEM NAME: SandRuby

USE: Cures Rosa's Sand Fever.

ITEM NAME: TowerKey

USE: Unlocks a door in Tower of Babil.

ITEM NAME: TwinHarp

USE: Needed to break the seal at Magnetic Cave.

SECTION 13 - [WEAPON LIST] -----

Here's the list of every single weapon in the game, the weapons are classified by class for your convenience.

[Swords] +-----

Swords can be used by Cecil or Kain, Cecil can equip swords as a Dark Knight or after he becomes a Paladin.

NOTE: The Shadow, Dark and Death sword can be only equiped when Cecil is a Dark Knight while the rest of the swords after the becomes a paladin.

WEAPON NAME: Shadow Sword*

ATTACK BONUS: +10

HIT PERCENTAGE BONUS: +80%

SPECIAL EFFECT: Sometimes causes Silence.

WHERE TO FIND: Cecil's initial sword.

WEAPON NAME: Dark Sword*

ATTACK BONUS: +20

HIT PERCENTAGE BONUS: +85%

SPECIAL EFFECT: Sometimes causes Silence.

WHERE TO FIND: Water Cave.

WEAPON NAME: Death Sword*

ATTACK BONUS: +30

HIT PERCENTAGE BONUS: +90%

SPECIAL EFFECT: Sometimes causes Death.

WHERE TO FIND: Given by Fabul's King.
.....
.....

WEAPON NAME: Legend Sword
ATTACK BONUS: +40
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: NONE.

WHERE TO FIND: Gain by becoming a Paladin.
.....
.....

WEAPON NAME: Ancient Sword
ATTACK BONUS: +37
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: NONE.

WHERE TO FIND: Waterway.
.....
.....

WEAPON NAME: Blood Sword
ATTACK BONUS: +45
HIT PERCENTAGE BONUS: +40%
SPECIAL EFFECT: Drains HP from enemies.

WHERE TO FIND: Way to Tower of Babil.
.....
.....

WEAPON NAME: Mythril Sword
ATTACK BONUS: +50
HIT PERCENTAGE BONUS: +85%
SPECIAL EFFECT: NONE.

WHERE TO FIND: Purchase for 6,000 gil in Mythril Village.
.....
.....

WEAPON NAME: Sleep Sword
ATTACK BONUS: +55
HIT PERCENTAGE BONUS: +85%
SPECIAL EFFECT: Sometimes causes Sleep.

WHERE TO FIND: Eblan Castle.
.....
.....

WEAPON NAME: Flame Sword
ATTACK BONUS: +66
HIT PERCENTAGE BONUS: +88%
SPECIAL EFFECT: Has the effect of Fire2 with each attack. Used as Item.

WHERE TO FIND: Purchase for 14,000 gil in underworld, or steal it from FlameDog.
.....
.....

WEAPON NAME: Ice Brand
ATTACK BONUS: +75
HIT PERCENTAGE BONUS: +88%
SPECIAL EFFECT: Has the effect of ICE2 with each attack. Used as Item.

WHERE TO FIND: Purchase for 26,000 gil in Underworld.
.....
.....

WEAPON NAME: Gorgon Sword
ATTACK BONUS: +77
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Sometimes causes Petrified.

WHERE TO FIND: Steal/Win from Black Lizard.
.....
.....

WEAPON NAME: Avenger Sword

ATTACK BONUS: +80
HIT PERCENTAGE BONUS: +95%
SPECIAL EFFECT: User stays with Berserk.
WHERE TO FIND: Cave of Slyph.
.....
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WEAPON NAME: Light Sword
ATTACK BONUS: +99
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: Good against undear enemies.
WHERE TO FIND: Locked Cave.
.....
.....

WEAPON NAME: Defense Sword
ATTACK BONUS: +105
HIT PERCENTAGE BONUS: +92%
SPECIAL EFFECT: Give extra defense+2 and magic defense+1
WHERE TO FIND: Land of Summoned Monsters.
.....
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WEAPON NAME: Excalibur
ATTACK BONUS: +160
HIT PERCENTAGE BONUS: +100%
SPECIAL EFFECT: Good against undead monsters.
WHERE TO FIND: Exchange ore with weapon keeper Southeast in Underworld.
.....
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WEAPON NAME: Ragnarok
ATTACK BONUS: +200
HIT PERCENTAGE BONUS: +110%
SPECIAL EFFECT: It rocks!!!!!!!!!!
WHERE TO FIND: Win from Wyvern in Moon's Core.
.....

[Blades] +-----

The blade can only be equiped by Edge, the blades are a little weaker than the swords but in exchange Edge can equip one in each hand.

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WEAPON NAME: Kunai
ATTACK BONUS: +25
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Edge's initial weapon.
.....
.....

WEAPON NAME: Ashura
ATTACK BONUS: +32
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: NONE
WHERE TO FIND IT: Edge'a initial weapon.
.....
.....

WEAPON NAME: Kotetsu
ATTACK BONUS: +40
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 11,000 gil in the Land of Summoned monsters.

WEAPON NAME: Kikuichi
ATTACK BONUS: +48
HIT PERCENTAGE BONUS: +95%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Locked Cave.

WEAPON NAME: Murasame
ATTACK BONUS: +55
HIT PERCENTAGE BONUS: +95%
SPECIAL EFFECT: NONE
WHERE TO FIND IT: Win from White D. in Moon's Core.

WEAPON NAME: Masamune
ATTACK BONUS: +65
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Win from Ogopogo in Moon's Core.

[Rods] ++++++

Rods can be equipped basicall by mages, they have very low attack power and a even lower hit percentage, but increases the magic attack and also can be used as a item if you need to.

WEAPON NAME: Rod
ATTACK BONUS: +3
HIT PERCENTAGE: +30%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 100 gil in Baron.

WEAPON NAME: IceRod
ATTACK BONUS: +5
HIT PERCENTAGE: +30%
SPECIAL EFFECT: Same as Icel if used as an item.
WHERE TO FIND IT: Purchase for 220 gil in Mysidia.

WEAPON NAME: FlameRod
ATTACK BONUS: +7
HIT PERCENTAGE: +35%
SPECIAL EFFECT: Same as Fire1 if used as an item.
WHERE TO FIND IT: Purchase for 380 gil in Mysidia.

WEAPON NAME: Thunder Rod
ATTACK BONUS: +10
HIT PERCENTAGE: +40%
SPECIAL EFFECT: Same as Bolt1 if used as an item.
WHERE TO FIND IT: Purchase for 700 gil in Baron.

WEAPON NAME: Change Rod

ATTACK BONUS: +15
HIT PERCENTAGE: +45%
SPECIAL EFFECT: Same as Piggy if used as an item.
WHERE TO FIND IT: Automatically after Land of Summoned monsters.
.....
.....

WEAPON NAME: FairyRod
ATTACK BONUS: +30
HIT PERCENTAGE: +50%
SPECIAL EFFECT: Same as charm if used as an item.
WHERE TO FIND IT: Underworld.
.....
.....

WEAPON NAME: Stardust Rod
ATTACK BONUS: +45
HIT PERCENTAGE: +100%
SPECIAL EFFECT: Same as Comet if used as an item
WHERE TO FIND IT: Moon's Core.
.....

[Staves] +-----

Staves are almost the same as Rods, but it's used by White Mages, it has very low attack and hit percentage.
.....

WEAPON NAME: Staff
ATTACK BONUS: +4
HIT PERCENTAGE BONUS: +25%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 160 gil in Kaipo or Agart.
.....
.....

WEAPON NAME: Cure Staff
ATTACK BONUS: +8
HIT PERCENTAGE BONUS: +30%
SPECIAL EFFECT: Cures target.
WHERE TO FIND IT: Purchase it for 480 gil in Mysidia or Baron.
.....
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WEAPON NAME: Mythril Staff
ATTACK BONUS: +12
HIT PERCENTAGE BONUS: +35%
SPECIAL EFFECT: Good against undead enemies.
WHERE TO FIND IT: Purchase for 4,000 gil in Mythril Village.
.....
.....

WEAPON NAME: Power Staff
ATTACK BONUS: +32
HIT PERCENTAGE BONUS: +44%
SPECIAL EFFECT: Can cause "Berserk".
WHERE TO FIND IT: Purchase for 2,000 gil in Cave of Eblan.
.....
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WEAPON NAME: Lunar Staff
ATTACK BONUS: +36
HIT PERCENTAGE BONUS: +55%
SPECIAL EFFECT: Same as magic "Dispel" if used as an item.
WHERE TO FIND IT: Purchase for 7,000 gil in Land of Summons.

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WEAPON NAME: Sage Staff
ATTACK BONUS: +48
HIT PERCENTAGE BONUS: +65%
SPECIAL EFFECT: Same as magic "Life1" if used as an item.
WHERE TO FIND IT: Moon.

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WEAPON NAME: Silence Staff
ATTACK BONUS: +52
HIT PERCENTAGE BONUS: +70%
SPECIAL EFFECT: Can cause "Silence".
WHERE TO FIND IT: ????.

.....

[Claws] +-----

Claws can be used by Yang or Edge and they won't increase the attack power, but will raise the accuracy and also can do special effects.

.....

WEAPON NAME: Fire Claw
ATTACK BONUS: +0
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Fire elemental properties.
WHERE TO FIND IT: Purchase for 350 gil in Fabul.

.....
.....

WEAPON NAME: Ice Claw
ATTACK BONUS: +0
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Ice elemental properties.
WHERE TO FIND IT: Purchahse for 450 gil in Fabul.

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.....

WEAPON NAME: BoltClaw
ATTACK BONUS: +0
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Lightning elemental properties.
WHERE TO FIND IT: Purchase for 550 gil in Fabul.

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.....

WEAPON NAME: Fairy Claw
ATTACK BONUS: +0
HIT PERCENTAGE BONUS: +60%
SPECIAL EFFECT: Can cause "confusion".
WHERE TO FIND IT: Magnetic Cave.

.....
.....

WEAPON NAME: Hell Claw
ATTACK BONUS: +0
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: Can cause "Poison".
WHERE TO FIND IT: Tower of Zot.

.....
.....

WEAPON NAME: Cat Claw
ATTACK BONUS: +0

HIT PERCENTAGE BONUS: +99%

SPECIAL EFFECT: Can cause "Sleep".

WHERE TO FIND IT: Tower of Babil.

.....

[Bows] ++++++

Bows are good weapons that you'll probably use more than half of the game, they can be equipped by a lot of characters. With a bow you can shot from a long range therefore the attack power is the same in back or front row. The only problem is that you'll have to buy arrows for it all the time.

.....

WEAPON NAME: Short Bow

ATTACK BONUS: +10

HIT PERCENTAGE BONUS: +30%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 220 gil in Agart of Kaipo.

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.....

WEAPON NAME: Cross Bow

ATTACK BONUS: +20

HIT PERCENTAGE BONUS: +35%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purcahse for 700 gil in Mysidia or Agart.

.....

.....

WEAPON NAME: Great Bow

ATTACK BONUS: +30

HIT PERCENTAGE BONUS: +40%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 2,000 gil in Troia or Dwarven Castle.

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.....

WEAPON NAME: Archer Bow

ATTACK BONUS: +40

HIT PERCENTAGE BONUS: +55%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 3,000 gil in Cave of Eblan or Tomra.

.....

.....

WEAPON NAME: Elven Bow

ATTACK BONUS: +50

HIT PERCENTAGE BONUS: +60%

SPECIAL EFFECT: Same as magic Shell if used as an item.

WHERE TO FIND IT: Sylvan Cave.

.....

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WEAPON NAME: Yoichi Bow

ATTACK BONUS: +60

HIT PERCENTAGE BONUS: +70%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Locked Cave.

.....

.....

WEAPON NAME: Artemis Bow

ATTACK BONUS: +80

HIT PERCENTAGE BONUS: +88%

SPECIAL EFFECT: Good against dragons.

WHERE TO FIND IT: Steal it from Kary. (Moon)

.....

[Arrows] +-----

Arrows are the ammunition of the bows, it's simple, if you have no arrows you can't use your bow, so buy plenty of them if you wanna use bows, most of the arrows have special effects or elemental properties.

.....

WEAPON NAME: Medusa Arrow

ATTACK BONUS: +1

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Can cause "Petrified".

WHERE TO FIND IT: Sylvan Cave.

.....

.....

WEAPON NAME: Brass Arrow

ATTACK BONUS: +3

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 10 gil in Agart of Kaipo.

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.....

WEAPON NAME: Holy Arrow

ATTACK BONUS: +10

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Good against undead monsters.

WHERE TO FIND IT: Purchase for 20 gil in Mysidia or Agart.

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.....

WEAPON NAME: Fire Arrow

ATTACK BONUS: +15

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Fire elemental properties.

WHERE TO FIND IT: Purchase for 30 gil in Troia.

.....

.....

WEAPON NAME: Ice Arrow

ATTACK BONUS: +15

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Ice elemental properties.

WHERE TO FIND IT: Purchase for 30 gil in Troia.

.....

.....

WEAPON NAME: Bolt Arrow

ATTACK BONUS: +15

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Lightning elemental properties.

WHERE TO FIND IT: Purchase for 30 gil in Troia.

.....

.....

WEAPON NAME: Darkness Arrow

ATTACK BONUS: +20

HIT PERCENTAGE BONUS: +0%

SPECIAL EFFECT: Can cause "Curse".

WHERE TO FIND IT: Purchase for 40 gil in Dwarven Castle.

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.....

WEAPON NAME: Poison Arrow
ATTACK BONUS: +30
HIT PERCENTAGE BONUS: +0%
SPECIAL EFFECT: Can cause "Poison".
WHERE TO FIND IT: Purchase for 70 gil in the Cave of Eblan.
.....
.....

WEAPON NAME: Mute Arrow
ATTACK BONUS: +35
HIT PERCENTAGE BONUS: +0%
SPECIAL EFFECT: Can cause "Silence".
WHERE TO FIND IT: Purchase for 100 gil in Tomra.
.....
.....

WEAPON NAME: Angel Arrow
ATTACK BONUS: +40
HIT PERCENTAGE BONUS: +0%
SPECIAL EFFECT: Can cause "Confusion".
WHERE TO FIND IT: Purchase for 110 gil in Land of Summon.
.....
.....

WEAPON NAME: Yoichi
ATTACK BONUS: +50
HIT PERCENTAGE BONUS: +0%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 140 gil from Kokkol's.
.....
.....

WEAPON NAME: Artemis
ATTACK BONUS: +75
HIT PERCENTAGE BONUS: +0%
SPECIAL EFFECT: Good against dragons.
WHERE TO FIND IT: Steal it from Kary.
.....

[Hammers] +-----

Hammer's can be only equiped by Cid, Hammers are quite powerfull and has a good hit percentage.

.....
WEAPON NAME: Wooden Hammer
ATTACK BONUS: +45
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Cid's initial weapon.
.....
.....

WEAPON NAME: Mythril Hammer
ATTACK BONUS: +55
HIT PERCENTAGE BONUS: +85%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 8,000 gil in Mythril Village.
.....
.....

WEAPON NAME: Gaia Hammer
ATTACK BONUS: +65
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: Can be used as an item, hit all enemies.

WHERE TO FIND IT: Tower of Zot.

.....

[Daggers] +-----

Daggers are a fairly good weapon, it has good hit percentage but low attack power.

.....

WEAPON NAME: Assassin Dagger
ATTACK BONUS: +30
HIT PERCENTAGE BONUS: +95%
SPECIAL EFFECT: Can kill in one hit.
WHERE TO FIND IT: Underworld.

.....
.....

WEAPON NAME: Dancing Knife
ATTACK BONUS: +28
HIT PERCENTAGE BONUS: +44%
SPECIAL EFFECT: Random status ailments.
WHERE TO FIND IT: Purchase for 5,000 gil in Mist Village

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.....

WEAPON NAME: Mythril Knife
ATTACK BONUS: +20
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 3,000 gil in Mythril Village.

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WEAPON NAME: MageMash
ATTACK BONUS: +35
HIT PERCENTAGE BONUS: +77%
SPECIAL EFFECT: Can cause "Silence".
WHERE TO FIND IT: Underworld.

.....

[Harps] +-----

Harps can be used only by Edward, there's only two harps in the game and they aren't much good.

.....

WEAPON NAME: Dreamer Harp
ATTACK BONUS: +8
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECTS: Can cause "Sleep".
WHERE TO FIND IT: Edward's initial weapon.

.....
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WEAPON NAME: Lamia Harp
ATTACK BONUS: +18
HIT PERCENTAGE BONUS: +85%
SPECIAL EFFECTS: Can cause "Confusion".
WHERE TO FIND IT: Antlion's Cave.

.....

[Spears] ++++++

Spears are very powerful weapons, can be only equiped by Kain, has 100% hit rate when used with the Jump command.

.....

WEAPON NAME: Spear
ATTACK BONUS: +9
HIT PERCENTAGE BONUS: +75%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Kain's initial weapon.

.....

WEAPON NAME: WindSpr
ATTACK BONUS: +55
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Good against flying enemies.
WHERE TO FIND IT: Kain's initial weapon when re-joins.

.....

WEAPON NAME: FireSpr
ATTACK BONUS: +66
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Can cast Fire2.
WHERE TO FIND IT: Purchase for 11,000 gil in Dwarven Castle.

.....

WEAPON NAME: IceSpear
ATTACK BONUS: +77
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Can cast Ice2.
WHERE TO FIND IT: Purchase for 21,000 gil in the Cave of Eblan.

.....

WEAPON NAME: BloodSpr
ATTACK BONUS: +88
HIT PERCENTAGE BONUS: +40%
SPECIAL EFFECT: Drains enemy's HP.
WHERE TO FIND IT: Eblan Castle.

.....

WEAPON NAME: Gungnir
ATTACK BONUS: +92
HIT PERCENTAGE BONUS: +75%
SPECIAL EFFECT: Extra +7 defese power.
WHERE TO FIND IT: You'll get it no matter what.

.....

WEAPON NAME: Dragon Spear
ATTACK BONUS: +99
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Moon's Core.

.....

WEAPON NAME: HolyLnce
ATTACK BONUS: +109
HIT PERCENTAGE BONUS: +100%
SPECIAL EFFECT: Good against undead monsters.
WHERE TO FIND IT: Win from Plague.

.....

[Whips] ++++++

Whips are good weapons that can be equipped by Rydia, as the whips have a long range the attack power is the same if in back or front row.

.....
WEAPON NAME: Whip
ATTACK BONUS: +20
HIT PERCENTAGE BONUS: +95%
SPECIAL EFFECT: Can cause "Stop".
WHERE TO FIND IT: Purchase for 3,000 gil in Mist Village.
.....
.....

WEAPON NAME: Chain Whip
ATTACK BONUS: +30
HIT PERCENTAGE BONUS: +80%
SPECIAL EFFECT: Can cause "Stop".
WHERE TO FIND IT: Purchase for 6,000 gil in Tomra.
.....
.....

WEAPON NAME: Blitz Whip
ATTACK BONUS: +40
HIT PERCENTAGE BONUS: +85%
SPECIAL EFFECT: Can cause "Stop", also can cast Bolt2.
WHERE TO FIND IT: Purchase for 10,000 gil in Land of Summons.
.....
.....

WEAPON NAME: FireLash
ATTACK BONUS: +50
HIT PERCENTAGE BONUS: +90%
SPECIAL EFFECT: Can cause "Stop", also can cast Fire3.
WHERE TO FIND IT: Moon.
.....
.....

WEAPON NAME: Serpent Whip
ATTACK BONUS: +55
HIT PERCENTAGE BONUS: +99%
SPECIAL EFFECT: Can cause "Stop", good against dragons.
WHERE TO FIND IT: Win from Blue or Red Dragons
.....
.....

[Axes] ++++++

Axes are very powerful but as they have high height your character will become slower.

.....
WEAPON NAME: HandAxe
ATTACK BONUS: +50
HIT PERCENTAGE BONUS: +65%
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: ??????.
.....
.....

WEAPON NAME: Dwarf Axe
ATTACK BONUS: +62

HIT PERCENTAGE BONUS: +70%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 15,000 gil in Dwarven Castle.

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WEAPON NAME: Ogre Axe

ATTACK BONUS: +80

HIT PERCENTAGE BONUS: +70%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 45,000 gil in Tomra.

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WEAPON NAME: VenomAxe

ATTACK BONUS: +95

HIT PERCENTAGE BONUS: +75%

SPECIAL EFFECT: Can cause "Poison", need two hands.

WHERE TO FIND IT: Underworld.

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.....

WEAPON NAME: Rune Axe

ATTACK BONUS: +100

HIT PERCENTAGE BONUS: +65%

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Win from RedGiants, rarely.

.....

[Darts] +-----

Darts cannot be equipped by any character but you can throw it using Edge's Throw command, there's just five weapons that you can use just to throw, for these I will explain below but you can also throw other weapons that normally you could equip, those are: Spear, Shadow Sword, Mythril Knife, Kunai, Assassin Dagger, Ashura, Death Sword, Ancient Sword, Mute Knife, Excalibur, Holy Lance, Masamune, Dragon Spear, Gungnir, Murasame, Ice Brand, Ice Spear, Flame Sword, Fire Spear, Kotetsu, Kikuichi Blade, Wind Spear, Blood Sword, Ancient Sword, Dancing Knife, Dark Sword, Drain Spear and Light Sword. When you throw weapons its power increases.

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WEAPON NAME: FullMoon

ATTACK BONUS: +40

HIT PERCENTAGE BONUS: ???

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Underworld.

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WEAPON NAME: Boomerang

ATTACK BONUS: +20

HIT PERCENTAGE BONUS: ???

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 3,000 gil in Agart or Cave of Eblan.

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WEAPON NAME: Shuriken

ATTACK BONUS: +40

HIT PERCENTAGE BONUS: ???

SPECIAL EFFECT: NONE.

WHERE TO FIND IT: Purchase for 20,000 gil in Kokkol's.

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WEAPON NAME: Fuma
ATTACK BONUS: +80
HIT PERCENTAGE BONUS: ???
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Purchase for 50,000 gil in Kokkol's.
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WEAPON NAME: Spoon
ATTACK BONUS: +250
HIT PERCENTAGE BONUS: ???
SPECIAL EFFECT: NONE.
WHERE TO FIND IT: Given by Yang's wife after you find him in Underworld.
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SECTION 15 - [EQUIPMENT LIST] -----

Here's the list of every equipment in the game, they're sorted by type for your convenience.

[Shields] +-----

Shield raises defense power of course, just Cecil, Kain and Cid can equip the shields, not every shield, but basically that's it.

.....
SHIELD NAME: Iron Shield
PHYSICAL DEFENSE BONUS: +1
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil, Kain, Cid.
WHERE TO FIND IT: Purchase for 100 gil in Agart.
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SHIELD NAME: Shadow Shield
PHYSICAL DEFENSE BONUS: +1
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil as Dark Knight.
WHERE TO FIND IT: Initial shield.
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SHIELD NAME: Demon Shield
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Good against undead monsters.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Fabul Castle.
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SHIELD NAME: Paladin Shield
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil as a Paladin.
WHERE TO FIND IT: Purchase for 700 gil in Mysidia.
.....
.....

SHIELD NAME: Flame Shield
PHYSICAL DEFENSE BONUS: +3
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: Weak against fire but strong against ice.
EQUIPED BY: Cecil as a Paladin, Kain, Cid.
WHERE TO FIND IT: Purchase for 1,250 gil in Dwarven Castle.
.....
.....

SHIELD NAME: Ice Shield
PHYSICAL DEFENSE BONUS: +3
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Weak against ice but strong against fire.
EQUIPED BY: Cecil as a Paladin, Kain, Cid.
WHERE TO FIND IT: Purchase for 10,000 gil in Cave of Eblan.
.....
.....

SHIELD NAME: Mythril Shield
PHYSICAL DEFENSE BONUS: +3
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil as a Paladin, Kain, Cid.
WHERE TO FIND IT: Purchase for 1,000 gil in Mythril Village.
.....
.....

SHIELD NAME: Diamond Shield
PHYSICAL DEFENSE BONUS: +4
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: Strong against lightning.
EQUIPED BY: Cecil as a Paladin, Kain, Cid.
WHERE TO FIND IT: Purchase for 15,000 gil in Tomra.
.....
.....

SHIELD NAME: Gengi Shield
PHYSICAL DEFENSE BONUS: +5
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil as a Paladin, Kain, Cid
WHERE TO FIND IT: Bahamut Cave.
.....
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SHIELD NAME: Aegis Shield
PHYSICAL DEFENSE BONUS: +4
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Nullifies "Stone".
EQUIPED BY: Cecil as a Paladin, Kain, Cid.
WHERE TO FIND IT: Purchase for 20,000 gil in Land of Summons.
.....
.....

SHIELD NAME: Dragon Shield
PHYSICAL DEFENSE BONUS: +6
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Strong against all elementals.
EQUIPED BY: Kain.
WHERE TO FIND IT: Moon's Core.
.....
.....

SHIELD NAME: Crystal Shield
PHYSICAL DEFENSE BONUS: +7
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: NONE.

EQUIPED BY: Cecil as a Paladin.

WHERE TO FIND IT: Moon's Core.

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[Helmets} +-----

Helmets are used on the character's head, of course!, it can raise both magical and physical defense.

.....

HELMET NAME: Cap

PHYSICAL DEFENSE BONUS: +1

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: ???

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HELMET NAME: Leather Helm

PHYSICAL DEFENSE BONUS: +2

MAGICAL DEFENSE BONUS: +2

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 100 gil in Kaipo or Troia.

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.....

HELMET NAME: Head Band

PHYSICAL DEFENSE BONUS: +1

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: Nullifies "Charm".

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 450 gil in Baron.

.....

.....

HELMET NAME: Iron Helmet

PHYSICAL DEFENSE BONUS: +3

MAGICAL DEFENSE BONUS: +0

SPECIAL EFFECT: None.

EQUIPED BY: Kain, Cid, Cecil.

WHERE TO FIND IT: Purchase for 150 gil in Agart.

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HELMET NAME: Bandanna

PHYSICAL DEFENSE BONUS: +3

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Tower of Babil.

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HELMET NAME: Gaia Helmet

PHYSICAL DEFENSE BONUS: +3

MAGICAL DEFENSE BONUS: +2

SPECIAL EFFECT: Good against Earth elemental attacks.

EQUIPED BY: All magicians.

WHERE TO FIND IT: ???

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HELMET NAME: Shadow Helmet

PHYSICAL DEFENSE BONUS: +4
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Initial equipment.
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.....

HELMET NAME: Hades Helmet
PHYSICAL DEFENSE BONUS: +5
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Water Cavern
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HELMET NAME: Wizard Hat
PHYSICAL DEFENSE BONUS: +5
MAGICAL DEFENSE BONUS: +7
SPECIAL EFFECT: None.
EQUIPED BY: All magicians+Cecil as a Paladin.
WHERE TO FIND IT: Purchase for 2,000 in Dwarven Castle.
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HELMET NAME: Ninja
PHYSICAL DEFENSE BONUS: +5
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: Nullifies "Sleep".
EQUIPED BY: Everybody except Cecil as a Dark Knight.
WHERE TO FIND IT: Sealed Cave.
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HELMET NAME: Demon Helmet
PHYSICAL DEFENSE BONUS: +6
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Purchase for 980 gil in Fabul.
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.....

HELMET NAME: Paladin Helmet
PHYSICAL DEFENSE BONUS: +7
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: None.
EQUIPED BY: Cecil as a Paladin.
WHERE TO FIND IT: Purchase for 4,000 gil in Mysidia.
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HELMET NAME: Tiara
PHYSICAL DEFENSE BONUS: +7
MAGICAL DEFENSE BONUS: +10
SPECIAL EFFECT: Good against lightning elemental attacks.
EQUIPED BY: Rydia, Rosa.
WHERE TO FIND IT: Village of Mist.
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HELMET NAME: Mythril Helmet
PHYSICAL DEFENSE BONUS: +8
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: None.
EQUIPED BY: Cid, Cecil, Kain.

WHERE TO FIND IT: Purchase for 3,000 gil in Mythril Village
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.....

HELMET NAME: Diamond Helmet
PHYSICAL DEFENSE BONUS: +9
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: Good against lightning elemental attacks
EQUIPED BY: Cid, Kain, Cecil.

WHERE TO FIND IT: Purchase for 10,000 gil in Tomra.
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HELMET NAME: Genji
PHYSICAL DEFENSE BONUS: +10
MAGICAL DEFENSE BONUS: +6
SPECIAL EFFECT: None.
EQUIPED BY: Kain, Cecil, Edge.

WHERE TO FIND IT: Cave Bahamut.
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HELMET NAME: Dragon Helmet
PHYSICAL DEFENSE BONUS: +11
MAGICAL DEFENSE BONUS: +7
SPECIAL EFFECT: Good against all elemental attacks.
EQUIPED BY: Kain.

WHERE TO FIND IT: Moon's Core.
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.....

HELMET NAME: Crystal Helmet
PHYSICAL DEFENSE BONUS: +12
MAGICAL DEFENSE BONUS: +8
SPECIAL EFFECT: Good against all elemental attacks.
EQUIPED BY: Cecil as a Paladin.

WHERE TO FIND IT: Moon's Core.
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HELMET NAME: Ribbon
PHYSICAL DEFENSE BONUS: +9
MAGICAL DEFENSE BONUS: +12
SPECIAL EFFECT: Nullifies all status ailments.
EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Moon's Core, after fighting the Lunasaurs.
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HELMET NAME: Glass Helmet
PHYSICAL DEFENSE BONUS: +30
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Good against all elemental attacks
EQUIPED BY: Cecil as a Paladin, Kain, FuSoYa, Edge.

WHERE TO FIND IT: ???
.....

[Armors] +-----

Good armors are essential for a safe journey, they can raise magical/physical defense and also some of them have special effects, always try to buy the best armors.

.....
ARMOR NAME: Clothes

PHYSICAL DEFENSE BONUS: +1

MAGICAL DEFENSE BONUS: +0

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 50 gil in Kaipo.

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ARMOR NAME: Leather Armor

PHYSICAL DEFENSE BONUS: +2

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 200 gil in Kaipo or Troia.

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ARMOR NAME: Bard

PHYSICAL DEFENSE BONUS: +2

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 70 gil in Mist Village.

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ARMOR NAME: Gaia Gear

PHYSICAL DEFENSE BONUS: +3

MAGICAL DEFENSE BONUS: +3

SPECIAL EFFECT: Good againt Earth elemental attacks.

EQUIPED BY: Polom, Porom, FuSoYa, Rydia, Rosa, Tellah, Cecil as a Paladin.

WHERE TO FIND IT: Purchase for 500 gil in Mysidia.

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ARMOR NAME: Kenpo

PHYSICAL DEFENSE BONUS: +3

MAGICAL DEFENSE BONUS: +2

SPECIAL EFFECT: None.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Purchase for 4,000 gil in Baron.

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.....

ARMOR NAME: Iron Armor

PHYSICAL DEFENSE BONUS: +4

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: None.

EQUIPED BY: Kain, Cid, Cecil.

WHERE TO FIND IT: Purchase for 600 gil in Agart.

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ARMOR NAME: Shadow Armor

PHYSICAL DEFENSE BONUS: +5

MAGICAL DEFENSE BONUS: +1

SPECIAL EFFECT: Good against undead attacks.

EQUIPED BY: Cecil as a Dark Knight.

WHERE TO FIND IT: Initial equipment.

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.....

ARMOR NAME: Wizard Robe

PHYSICAL DEFENSE BONUS: +5

MAGICAL DEFENSE BONUS: +5

SPECIAL EFFECT: None

EQUIPED BY: All magicians + Cecil as a Paladin.

WHERE TO FIND IT: Purchase for 1,200 gil in Dwarven Castle.
.....
.....

ARMOR NAME: Hades Armor
PHYSICAL DEFENSE BONUS: +7
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Water Cave.
.....
.....

ARMOR NAME: Black Robe
PHYSICAL DEFENSE BONUS: +9
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Rydia, Palom, FuSoYa, Tellah.
WHERE TO FIND IT: Purchase for 10,000 gil in Eblan.
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ARMOR NAME: Demon Armor
PHYSICAL DEFENSE BONUS: +9
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as Dark Knight.
WHERE TO FIND IT: Purchase for 3,000 gil in Fabul.
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ARMOR NAME: Black Belt
PHYSICAL DEFENSE BONUS: +10
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: None.
EQUIPED BY: Everybody except Cecil as a Dark Knight.
WHERE TO FIND IT: Dwarven Castle.
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ARMOR NAME: Paladin Armor
PHYSICAL DEFENSE BONUS: +11
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: None
EQUIPED BY: Cecil as a Paladin
WHERE TO FIND IT: Purchase for 8,000 gil in Mysidia.
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ARMOR NAME: Sorcerer Robe
PHYSICAL DEFENSE BONUS: +12
MAGICAL DEFENSE BONUS: +9
SPECIAL EFFECT: None.
EQUIPED BY: Tellah, Cecil as a Paladin, Rydia, Palom, Porom, Rosa, FuSoYa.
WHERE TO FIND IT: Underworld.
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ARMOR NAME: Mythril Armor
PHYSICAL DEFENSE BONUS: +13
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: None.
EQUIPED BY: Cid, Kain, Cecil.
WHERE TO FIND IT: Purchase for 17,000 gil in Mythril Village.
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ARMOR NAME: Flame Armor

PHYSICAL DEFENSE BONUS: +13
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: Good against Fire elemental attacks, weak against Ice.
EQUIPED BY: Cid, Kain, Cecil.
WHERE TO FIND IT: Tower of Zot.
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ARMOR NAME: White Robe
PHYSICAL DEFENSE BONUS: +18
MAGICAL DEFENSE BONUS: +10
SPECIAL EFFECT: None
EQUIPED BY: FuSoYa, Porom, Cecil as a Paladin, Tellah.
WHERE TO FIND IT: Moon's Core.
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ARMOR NAME: Ice Armor
PHYSICAL DEFENSE BONUS: +17
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: Good against Ice elemental attacks, weak against Fire.
EQUIPED BY: Kain, Cid, Cecil.
WHERE TO FIND IT: Tower of Babil.
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ARMOR NAME: Diamond Armor
PHYSICAL DEFENSE BONUS: +19
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: Good against lightning elemental attacks.
EQUIPED BY: Cid, Kain, Cecil.
WHERE TO FIND IT: Purchase for 40,000 gil in Tomra.
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ARMOR NAME: Minerva
PHYSICAL DEFENSE BONUS: +20
MAGICAL DEFENSE BONUS: +5
SPECIAL EFFECT: None.
EQUIPED BY: All girls.
WHERE TO FIND IT: Moon's Core.
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ARMOR NAME: Genji Armor
PHYSICAL DEFENSE BONUS: +21
MAGICAL DEFENSE BONUS: +7
SPECIAL EFFECT: None.
EQUIPED BY: Cid, Cecil, Kain.
WHERE TO FIND IT: Cave Bahamut.
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ARMOR NAME: Ninja Suit
PHYSICAL DEFENSE BONUS: +24
MAGICAL DEFENSE BONUS: +13
SPECIAL EFFECT: Raises evade chance.
EQUIPED BY: Edge.
WHERE TO FIND IT: Moon's Core.
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ARMOR NAME: Dragon Armor
PHYSICAL DEFENSE BONUS: +23
MAGICAL DEFENSE BONUS: +8
SPECIAL EFFECT: None.
EQUIPED BY: Kain.

WHERE TO FIND IT: Moon's Core.
.....
.....

ARMOR NAME: Crystal Armor
PHYSICAL DEFENSE BONUS: +25
MAGICAL DEFENSE BONUS: +10
SPECIAL EFFECT: Good against all elemental attacks.
EQUIPED BY: Cecil as a Paladin.
WHERE TO FIND IT: Moon's Core.
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ARMOR NAME: Adamant Armor
PHYSICAL DEFENSE BONUS: +100
MAGICAL DEFENSE BONUS: +20
SPECIAL EFFECT: Good against all kinds of attacks, all stats boost.
EQUIPED BY: Cecil as a Paladin.
WHERE TO FIND IT: Trade PinkTail with the Tail Colector.
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[Accessories] +-----

Accessories are equiped on the character's hand, it can raise some of your status and provide you some special effects too.

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ACCESSORY NAME: Ruby Ring
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +0
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Good against "Piggy".
EQUIPED BY: Everybody except Cecil as a Dark Knight.
WHERE TO FIND IT: Purchase for 1,000 gil in Troia.
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ACCESSORY NAME: Iron Gauntlets
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: NONE.
EQUIPED BY: Cecil, FuSoYa, Kain, Cid.
WHERE TO FIND IT: Purchase for 130 gil in Agart.
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ACCESSORY NAME: Iron Ring
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: None.
EQUIPED BY: Rosa, Porom, Palom, Rydia, Yang, Edward, FuSoYa.
WHERE TO FIND IT: Purchase for 100 gil in Kaipo.
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ACCESSORY NAME: Strength Bracelet
ATTACK BONUS: +1
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +2
SPECIAL EFFECT: None.
EQUIPED BY: Cecil, Kain, Cid, Yang, Edge, Rydia,
WHERE TO FIND IT: Win from Behemoth.

ACCESSORY NAME: Rune Armlet
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +3
MAGICAL DEFENSE BONUS: +8
SPECIAL EFFECT: Nullifies "Silence".
EQUIPED BY: Rosa, Yang, Cid, Edge, Rydia, Edward.
WHERE TO FIND IT: Purchase for 2,000 gil in Dwarven Castle.

ACCESSORY NAME: Hades Gauntlet
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +3
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Water Cave.

ACCESSORY NAME: Shadow Gauntlet
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +2
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: ???

ACCESSORY NAME: Silver Ring
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +4
MAGICAL DEFENSE BONUS: +4
SPECIAL EFFECT: None.
EQUIPED BY: Rosa, Tellah, Yang, Edge, Rydia, Edward.
WHERE TO FIND IT: Purchase for 650 gil in Baron.

ACCESSORY NAME: Paladin Gauntlet
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +5
MAGICAL DEFENSE BONUS: +1
SPECIAL EFFECT: None.
EQUIPED BY: Cecil as a Paladin.
WHERE TO FIND IT: Purchase for 3,000 gil in Mysidia.

ACCESSORY NAME: Demon Gauntlets
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +4
MAGICAL DEFENSE BONUS: +3
SPECIAL EFFECT: Good against undead attacks.
EQUIPED BY: Cecil as a Dark Knight.
WHERE TO FIND IT: Purchase for 800 gil in Fabul.

ACCESSORY NAME: Mythril Armlet
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +6
MAGICAL DEFENSE BONUS: +2

SPECIAL EFFECT: None.

EQUIPED BY: Cid, FuSoYa, Kain, Cecil as a Paladin.

WHERE TO FIND IT: Purchase for 2,000 gil in Mythril Village.

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ACCESSORY NAME: Protect Ring

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +10

MAGICAL DEFENSE BONUS: +12

SPECIAL EFFECT: Good against all elemental attacks.

EQUIPED BY: Everybody except Cecil as a Dark Knight.

WHERE TO FIND IT: Moon's Core.

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.....

ACCESSORY NAME: Diamond Ring

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +7

MAGICAL DEFENSE BONUS: +3

SPECIAL EFFECT: Good against lightning elemental attacks.

EQUIPED BY: Rosa, Yang, Tellah, Edge, Edward, Rydia, Porom, Palom.

WHERE TO FIND IT: Purchase for 5,000 in Tomra.

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ACCESSORY NAME: Genji Gloves

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +8

MAGICAL DEFENSE BONUS: +3

SPECIAL EFFECT: None.

EQUIPED BY: Cid, FuSoYa, Kain, Cecil as a Paladin.

WHERE TO FIND IT: Cave Bahamut

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ACCESSORY NAME: Zeus Ring

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +10

MAGICAL DEFENSE BONUS: +0

SPECIAL EFFECT: None.

EQUIPED BY: Kain, Cid, Cecil, FuSoYa.

WHERE TO FIND IT: Win from Skeleton.

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ACCESSORY NAME: Dragon Gauntlet

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +9

MAGICAL DEFENSE BONUS: +7

SPECIAL EFFECT: Good against all elementals.

EQUIPED BY: Kain.

WHERE TO FIND IT: Moon's Core.

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ACCESSORY NAME: Crystal Gauntlet

ATTACK BONUS: +0

PHYSICAL DEFENSE BONUS: +10

MAGICAL DEFENSE BONUS: +7

SPECIAL EFFECT: None.

EQUIPED BY: Cecil as a Paladin.

WHERE TO FIND IT: Moon's Core

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.....

ACCESSORY NAME: Cursed Ring

ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +0
MAGICAL DEFENSE BONUS: +0
SPECIAL EFFECT: Causes status ailments if not equiped by Cecil as a Dark Knight.
EQUIPED BY: Everybody
WHERE TO FIND IT: Win from Spirits.

ACCESSORY NAME: Crystal Ring
ATTACK BONUS: +0
PHYSICAL DEFENSE BONUS: +20
MAGICAL DEFENSE BONUS: +12
SPECIAL EFFECT: Good against all elemental attacks.
EQUIPED BY: Everyone except Cecil as a Dark Knight.
WHERE TO FIND IT: Win from Fatal Eyes

SECTION 16 - [BESTIARY] -----

Here's the listing of the enemies on the game, thanks a lot to Eyes On Final Fantasy(www.eyesonff.com.br) for most of this information. This section isn't in alphabetical order, maybe I'll arrange it in future or maybe not.

NAME: FloatEye
HP: 20
EXP: 40
GIL: 10
WEAKNESS: Projectiles.

NAME: Raven
HP: 941
EXP: 740
GIL: 700
WEAKNESS: Projectiles.

NAME: Eagle
HP: 18
EXP: 30
GIL: 10
WEAKNESS: Projectiles.

NAME: Imp
HP: 6
EXP: 20
GIL: 10
WEAKNESS: NONE.

NAME: SwordRat
HP: 30
EXP: 68
GIL: 20
WEAKNESS: NONE.

NAME: Larva

HP: 28

EXP: 25

GIL: 15

WEAKNESS: NONE.

NAME: SandMan

HP: 20

EXP: 80

GIL: 20

WEAKNESS: Ice.

NAME: SandMoth

HP: 40

EXP: 40

GIL: 20

WEAKNESS: Projectiles.

NAME: SandWorm

HP: 75

EXP: 45

GIL: 25

WEAKNESS: NONE.

NAME: Soldier

HP: 27

EXP: 160

GIL: 55

WEAKNESS: NONE.

NAME: Officer

HP: 221

EXP: 400

GIL: 80

WEAKNESS: NONE.

NAME: Pike

HP: 65

EXP: 120

GIL: 35

WEAKNESS: Lightning.

NAME: EvilShel

HP: 58

EXP: 110

GIL: 30

WEAKNESS: Lightning.

NAME: WaterBug

HP: 110

EXP: 230

GIL: 80

WEAKNESS: Lightning.

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NAME: Zombie

HP: 40

EXP: 120

GIL: 35

WEAKNESS: Fire, Holy.

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NAME: CaveToad

HP: 44

EXP: 90

GIL: 25

WEAKNESS: Ice.

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NAME: TinyMage

HP: 69

EXP: 260

GIL: 100

WEAKNESS: NONE.

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NAME: WaterHag

HP: 60

EXP: 800

GIL: 100

WEAKNESS: Lightning.

.....
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NAME: Mad Toad

HP: 59

EXP: 130

GIL: 35

WEAKNESS: Ice.

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NAME: Aligator

HP: 150

EXP: 840

GIL: 90

WEAKNESS: Ice.

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ENAME: Jelly

HP: 35

EXP: 140

GIL: 35

WEAKNESS: Fire

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NAME: Sandpede

HP: 60

EXP: 80

GIL: 20

WEAKNESS: NONE.

.....
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NAME: Cream

HP: 55

EXP: 50

GIL: 35

WEAKNESS: Lightning.

NAME: Turtle

HP: 150

EXP: 240

GIL: 80

WEAKNESS: Ice.

NAME: Weeper

HP: 100

EXP: 160

GIL: 40

WEAKNESS: NONE.

NAME: Basilisk

HP: 90

EXP: 120

GIL: 30

WEAKNESS: NONE.

NAME: Imp Cap.

HP: 37

EXP: 190

GIL: 50

WEAKNESS: NONE.

NAME: Cocatris

HP: 100

EXP: 280

GIL: 120

WEAKNESS: Projectiles.

NAME: Skeleton

HP: 50

EXP: 240

GIL: 120

WEAKNESS: Fire, Holy.

NAME: Gargoyle

HP: 160

EXP: 318

GIL: 100

WEAKNESS: Projectiles.

NAME: Spirit

HP: 50

EXP: 290

GIL: 125

WEAKNESS: Holy.

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NAME: Bomb

HP: 50

EXP: 370

GIL: 80

WEAKNESS: NONE.

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NAME: GreyBomb

HP: 100

EXP: 450

GIL: 105

WEAKNESS: NONE.

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NAME: Needler

HP: 110

EXP: 370

GIL: 55

WEAKNESS: NONE.

.....
.....

NAME: General

HP: 320

EXP: 610

GIL: 155

WEAKNESS: NONE.

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.....

NAME: Fighter

HP: 65

EXP: 410

GIL: 100

WEAKNESS: NONE.

.....
.....

NAME: RedBone

HP: 170

EXP: 670

GIL: 170

WEAKNESS: Fire, Holy.

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NAME: Ghoul

HP: 120

EXP: 930

GIL: 200

WEAKNESS: Fire, Holy.

.....
.....

NAME: Revenant

HP: 160

EXP: 680

GIL: 190

WEAKNESS: Fire, Holy.

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NAME: Lilith
HP: 320
EXP: 2,750
GIL: 365
WEAKNESS: Fire.
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.....

NAME: Soul
HP: 150
EXP: 160
GIL: 165
WEAKNESS: Holy.
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.....

NAME: Guard
HP: 200
EXP: 720
GIL: 500
WEAKNESS: NONE.
.....
.....

NAME: Crocdile
HP: 292
EXP: 870
GIL: 300
WEAKNESS: Ice.
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NAME: Elecfish
HP: 200
EXP: 650
GIL: 230
WEAKNESS: Projectiles.
.....
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NAME: FangShel
HP: 306
EXP: 850
GIL: 350
WEAKNESS: Lightning.
.....
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NAME: Piranha
HP: 105
EXP: 460
GIL: 145
WEAKNESS: Lightning.
.....
.....

NAME: Hydra
HP: 200
EXP: 680
GIL: 230
WEAKNESS: Ice, Lightning.
.....
.....

NAME: AquaWorm
HP: 638
EXP: 1,200
GIL: 350

WEAKNESS: Lightning.
.....
.....

NAME: StaleMan
HP: 2,100
EXP: 2,100
GIL: 445
WEAKNESS: Ice.
.....
.....

NAME: Skull
HP: 740
EXP: 1,055
GIL: 120
WEAKNESS: Fire, Holy.
.....
.....

NAME: Ogre
HP: 1,700
EXP: 1,100
GIL: 240
WEAKNESS: NONE.
.....
.....

NAME: Python
HP: 90
EXP: 760
GIL: 225
WEAKNESS: Ice, Holy.
.....
.....

NAME: Treant
HP: 260
EXP: 1,000
GIL: 150
WEAKNESS: Fire.
.....
.....

NAME: Cannibal
HP: 370
EXP: 960
GIL: 220
WEAKNESS: Fire.
.....
.....

NAME: StingRat
HP: 300
EXP: 1,210
GIL: 220
WEAKNESS: NONE.
.....
.....

NAME: Panther
HP: 285
EXP: 830
GIL: 255
WEAKNESS: Holy.
.....
.....

NAME: Cave Bat

HP: 150
EXP: 630
GIL: 150

WEAKNESS: Projectiles, Holy.

NAME: CaveNaga

HP: 255
EXP: 750
GIL: 205

WEAKNESS: Holy.

NAME: CaveGirl

HP: 250
EXP: 169
GIL: 165

WEAKNESS: Fire, Holy.

NAME: Mage

HP: 500
EXP: 1,100
GIL: 235

WEAKNESS: NONE.

NAME: Gremlin

HP: 385
EXP: 1,500
GIL: 275

WEAKNESS: Fire.

NAME: IceLiz

HP: 400
EXP: 1,500
GIL: 290

WEAKNESS: Fire.

NAME: Centuar

HP: 380
EXP: 1,000
GIL: 175

WEAKNESS: NONE.

NAME: IceBeast

HP: 445
EXP: 1,570
GIL: 280

WEAKNESS: Fire.

NAME: Carapace

HP: 700
EXP: 1,350
GIL: 230

WEAKNESS: Ice.

NAME: Slime

HP: 49

EXP: 760

GIL: 50

WEAKNESS: Fire.

NAME: Marion

HP: 473

EXP: 1,290

GIL: 195

WEAKNESS: NONE.

NAME: Puppet

HP: 256

EXP: 860

GIL: 180

WEAKNESS: Fire.

NAME: EpeeGirl

HP: 390

EXP: 1,260

GIL: 200

WEAKNESS: NONE.

NAME: SwordMan

HP: 320

EXP: 1,100

GIL: 175

WEAKNESS: Holy, Fire.

NAME: Tortoise

HP: 400

EXP: 1,700

GIL: 235

WEAKNESS: Ice.

NAME: Dark Imp

HP: 199

EXP: 1,940

GIL: 45

WEAKNESS: NONE.

NAME: Armadilo

HP: 300

EXP: 1,600

GIL: 195

WEAKNESS: NONE.

NAME: BlackLiz

HP: 700

EXP: 1,300

GIL: 45

WEAKNESS: Ice.

.....
.....

NAME: Witch

HP: 300

EXP: 1,670

GIL: 330

WEAKNESS: NONE.

.....
.....

NAME: FlameDog

HP: 1,221

EXP: 1,720

GIL: 245

WEAKNESS: Ice.

.....
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NAME: EvilDoll

HP: 300

EXP: 1,420

GIL: 270

WEAKNESS: NONE.

.....
.....

NAME: Egg

HP: 700

EXP: 0

GIL: 0

WEAKNESS: Ice.

.....
.....

NAME: Alert

HP: 1,425

EXP: 2,100

GIL: 380

WEAKNESS: NONE.

.....
.....

NAME: StoneMan

HP: 2,000

EXP: 2,950

GIL: 240

WEAKNESS: Ice.

.....
.....

NAME: FlameMan

HP: 579

EXP: 1,720

GIL: 300

WEAKNESS: Ice.

.....
.....

NAME: Chimera

HP: 700

EXP: 2,875

GIL: 230

WEAKNESS: NONE.

.....
.....

NAME: Tofu

HP: 102

EXP: 1,060

GIL: 385

WEAKNESS: Ice.

NAME: Naga

HP: 900

EXP: 1,200

GIL: 500

WEAKNESS: NONE.

NAME: Medusa

HP: 430

EXP: 1,250

GIL: 225

WEAKNESS: NONE.

NAME: GiantBat

HP: 399

EXP: 1,280

GIL: 365

WEAKNESS: Projectiles, Fire.

NAME: IronBack

HP: 100

EXP: 1,100

GIL: 235

WEAKNESS: NONE.

NAME: Green D.

HP: 2,220

EXP: 302

GIL: 231

WEAKNESS: NONE.

NAME: Mad Ogre

HP: 1,700

EXP: 2,370

GIL: 270

WEAKNESS: NONE.

NAME: Lamia

HP: 1,200

EXP: 2,060

GIL: 1,210

WEAKNESS: NONE.

NAME: Sorcerer

HP: 1,000

EXP: 2,370

GIL: 275

WEAKNESS: NONE.

.....
.....

NAME: BladeMan

HP: 1,050

EXP: 2,600

GIL: 215

WEAKNESS: Holy.

.....
.....

NAME: BlackCat

HP: 593

EXP: 2,800

GIL: 345

WEAKNESS: NONE.

.....
.....

NAME: Grudger

HP: 1,400

EXP: 2,460

GIL: 150

WEAKNESS: Holy.

.....
.....

NAME: Ballon

HP: 600

EXP: 2,480

GIL: 315

WEAKNESS: Projectiles.

.....
.....

NAME: Q Lamia

HP: 1,100

EXP: 0

GIL: 0

WEAKNESS: NONE:

.....
.....

NAME: RockMoth

HP: 850

EXP: 3,200

GIL: 315

WEAKNESS: Projectiles.

.....
.....

NAME: RockLarva

HP: 800

EXP: 2,830

GIL: 40

WEAKNESS: NONE.

.....
.....

NAME: Were Bat

HP: 800

EXP: 2,050

GIL: 355

WEAKNESS: Projectiles, Fire.

.....
.....

NAME: HugeNaga

HP: 1,200

EXP: 3,600

GIL: 240

WEAKNESS: NONE.

.....
.....

NAME: TrapDoor

HP: 5,000

EXP: 31,100

GIL: 4,500

WEAKNESS: NONE.

.....
.....

NAME: Manticore

HP: 2,000

EXP: 28,000

GIL: 1,200

WEAKNESS: NONE.

.....
.....

NAME: VampLady

HP: 2,375

EXP: 3,582

GIL: 220

WEAKNESS: Fire, Holy.

.....
.....

NAME: Screamer

HP: 1,000

EXP: 3,085

GIL: 205

WEAKNESS: Ice.

.....
.....

NAME: Red Worm

HP: 7,000

EXP: 7,350

GIL: 310

WEAKNESS: Fire.

.....
.....

NAME: Pudding

HP: 1,050

EXP: 3,060

GIL: 1,300

WEAKNESS: NONE.

.....
.....

NAME: Procyote

HP: 2,200

EXP: 8,100

GIL: 1,850

WEAKNESS: NONE.

.....
.....

NAME: Jucllyote

HP: 1,700

EXP: 7,200

GIL: 1560

WEAKNESS: NONE.

.....
.....

NAME: Grenade

HP: 820

EXP: 2,460

GIL: 150

WEAKNESS: Projectiles.

.....
.....

NAME: MoonCell

HP: 9,800

EXP: 3,300

GIL: 1,100

WEAKNESS: NONE.

.....
.....

NAME: Machine

HP: 3,600

EXP: 8,200

GIL: 985

WEAKNESS: NONE.

.....
.....

NAME: Beamer

HP: 1,800

EXP: 3,250

GIL: 890

WEAKNESS: NONE.

.....
.....

NAME: RedGiant

HP: 11,800

EXP: 18,900

GIL: 7,000

WEAKNESS: NONE.

.....
.....

NAME: Warlock

HP: 4,250

EXP: 17,300

GIL: 2,400

WEAKNESS: NONE.

.....
.....

NAME: Kary

HP: 4,000

EXP: 13,000

GIL: 3,500

WEAKNESS: NONE.

.....
.....

NAME: Ging-Ryu

HP: 7,500

EXP: 25,000

GIL: 19,000

WEAKNESS: NONE.

.....
.....

NAME: D.Bone

HP: 9,000
EXP: 14,000
GIL: 6,750
WEAKNESS: Fire.

NAME: Behemoth
HP: 16,000
EXP: 58,700
GIL: 65,000
WEAKNESS: NONE.

NAME: HorseMan
HP: 3,600
EXP: 9,900
GIL: 1,220
WEAKNESS: NONE.

NAME: Searcher
HP: 5,500
EXP: 18,200
GIL: 900
WEAKNESS: NONE.

NAME: MacGiant
HP: 8,500
EXP: 31,000
GIL: 1,500
WEAKNESS: NONE.

NAME: Last Arm
HP: 9,500
EXP: 8,800
GIL: 240
WEAKNESS: NONE.

NAME: D.Machin
HP: 15,000
EXP: 41,500
GIL: 2,550
WEAKNESS: NONE.

NAME: King-Ryu
HP: 8,200
EXP: 30,000
GIL: 23,000
WEAKNESS: NONE.

NAME: D.Fossil
HP: 10,000
EXP: 15,100
GIL: 8,100
WEAKNESS: Fire, Holy.

NAME: Tricker

HP: 12,000

EXP: 21,000

GIL: 10,700

WEAKNESS: Lightning.

NAME: Red D.

HP: 15,000

EXP: 51,800

GIL: 65,000

WEAKNESS: Ice.

NAME: Blue D.

HP: 13,200

EXP: 36,000

GIL: 40,200

WEAKNESS: NONE.

NAME: FatalEyes

HP: 25,000

EXP: 40,000

GIL: 65,200

WEAKNESS: Projectiles.

NAME: EvilMask

HP: 25,500

EXP: 50,000

GIL: 65,000

WEAKNESS: NONE.

NAME: Breath

HP: 31,300

EXP: 60,000

GIL: 50,000

WEAKNESS: NONE.

NAME: Conjuror

HP: 3,000

EXP: 3,700

GIL: 475

WEAKNESS: NONE

NAME: Clapper

HP: 7,000

EXP: 8,000

GIL: 900

WEAKNESS: Projectiles.

NAME: Red Eye

HP: 2,000

EXP: 3,500

GIL: 465

WEAKNESS: Projectiles.

.....
.....

NAME: Warrior

HP: 2,400

EXP: 4,300

GIL: 575

WEAKNESS: NONE.

.....
.....

NAME: Fiend

HP: 2,980

EXP: 6,400

GIL: 650

WEAKNESS: NONE.

.....
.....

NAME: Arachne

HP: 3,500

EXP: 4,400

GIL: 585

WEAKNESS: Projectiles, Fire.

.....
.....

NAME: Hooligan

HP: 1,900

EXP: 4,090

GIL: 485

WEAKNESS: Holy.

.....
.....

NAME: Yellow D.

HP: 1,800

EXP: 34,000

GIL: 1,500

WEAKNESS: NONE.

.....
.....

NAME: Ghost

HP: 1,100

EXP: 3,700

GIL: 365

WEAKNESS: NONE.

.....
.....

NAME: DarkTree

HP: 1,800

EXP: 5,500

GIL: 525

WEAKNESS: Fire.

.....
.....

NAME: Malboro

HP: 4,200

EXP: 28,000

GIL: 1,200

WEAKNESS: NONE.

.....
.....

NAME: TinyToad

HP: 400

EXP: 321

GIL: 372

WEAKNESS: Ice.

NAME: ToadLady

HP: 2,960

EXP: 3,500

GIL: 600

WEAKNESS: NONE.

NAME: Centpede

HP: 600

EXP: 2,800

GIL: 175

WEAKNESS: NONE.

NAME: TrapRose

HP: 370

EXP: 1,210

GIL: 35

WEAKNESS: Fire.

NAME: HugeCell

HP: 555

EXP: 1,510

GIL: 255

WEAKNESS: NONE.

NAME: Roc

HP: 508

EXP: 1,410

GIL: 150

WEAKNESS: Projectiles.

NAME: RocBaby

HP: 50

EXP: 1,010

GIL: 85

WEAKNESS: Projectiles.

NAME: Ghast

HP: 170

EXP: 200

GIL: 75

WEAKNESS: Fire, Holy.

NAME: GlomWing

HP: 1,580

EXP: 2,837

GIL: 510

WEAKNESS: Projectiles.

.....
.....

NAME: Gorgon

HP: 2,550

EXP: 3,003

GIL: 240

WEAKNESS: NONE.

.....
.....

NAME: Crawler

HP: 1,855

EXP: 3,437

GIL: 475

WEAKNESS: NONE.

.....
.....

NAME: Aoki

HP: ?

EXP: ?

GIL: ?

WEAKNESS: ?

.....
.....

NAME: Ito

HP: 1,969

EXP: ?

GIL: ?

WEAKNESS: NONE.

.....
.....

NAME: Takahashi

HP: 65,000

EXP: 5

GIL: 0

WEAKNESS: NONE.

.....
.....

NAME: Nakada

HP: ?

EXP: 500

GIL: 0

WEAKNESS: ?

.....
.....

NAME: Yoshii

HP: ?

EXP: ?

GIL: ?

WEAKNESS: ?

.....
.....

NAME: Matsui

HP: 1

EXP: ?

GIL: ?

WEAKNESS: Fire, Ice, Bolt, Holy, projectiles, Darkness, womans with glasses,
all nighters, really weak.

.....

SECTION 17 - [SHOP LIST] -----

Here's the list of items, armors and weapons sold in all the shops, some shops need some requiriments to open, for these I will explain later at the end of this section.

[Town of Baron] +-----

Inn cost: 50 gil.

Item Shop		Weapon Shop*		Armor Shop*	
Item	Price	Item	Price	Item	Price
Potion	30 gil.	Thunder Rod	700	HeadBand	450
Life	100 gil.	Cure Staff	480	Kenpo Mail	4,000
Soft	400 gil.	Fire Claws	350	Silver Gauntlets	650
MaidKiss	60 gil.	Bolt Claws	450		
Eyedrops	30 gil.	Ice Claws	550		
Antidote	40 gil.				
Tent	100 gil.				
Gysahl	50 gil.				

[Kaipo Village] +-----

Inn cost: 50 gil.

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Potion	30	Rod	100	Leather Helm	100
Life	100	Staff	160	Clothes	50
Soft	400	ShortBow	220	Leather Armor	200
MaidKiss	60	Brass arrow	10	IronRing	100
Eyedrops	30				
Antidote	40				
Tent	100				
Gysahl	50				

[Fabul Castle] +-----

Inn cost: 100 gil.

Item Shop		Weapon/Armor Shop	
Item	Price	Item	Price

Potion	30	FireClaw	350
Life	100	IceClaw	450
Soft	400	BoltClaw	550
MaidKiss	60	Demon Helm	980
Eyedrops	30	Demon Armor	3,000
Antidote	40	Demon Gauntlet	800
Tent	100		
Gysahl	50		

[Town of Mysidia] +-----

Inn cost: 200 gil.

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Potion	30	IceRod	220	Magus Helm	700
HiPotion	150	FlameRod	380	GaiaGear	500
Life	100	Cure Staff	480	Silver Gauntlet	650
Soft	400	Crossbow	700	Paladin Shield	700
EchoNote	50	Holy arrow	20	Paladin Helm	4,000
Antidote	40			Paladin Armor	8,000
Tent	100			Paladin Gauntlet	3,000
Cabin	500				

[Mist Village] +-----

Inn cost: 50 gil.

Weapon Shop		Armor Shop	
Item	Price	Item	Price
Whip	3,000	Bard Vest	70
Dancing Knife	5,000		

[Town of Troia] +-----

Inn cost: 400 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Potion	30	Wooden Hammer	80	Leather Helm	100
Life	100	GreatBow	2,000	Feather Hat	330
Soft	400	Fire Arrows	30	Clothes	50
MaidKiss	60	Ice Arrows	30	Leather Vest	200
Eyedrops	30	Bolt Arrows	30	RubyRing	1,000

Antidote 40
 Tent 100
 Gisahl 50
 Pass** 10,000

 [Mythril Village] +-----

Inn cost: 500 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
MaidKiss	60	Mythril Staff	4,000	Mythril Shield	1,000
Mallet	80	Mythril Knife	3,000	Mythril Helm	3,000
DietFood	100	Mythril Hammer	8,000	Mythril Armor	17,000
		Mythril Sword	6,000	Mythril Gauntlet	2,000

 [Town of Agart] +-----

Inn cost: 50 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Potion	30	Rod	100	Iron Shield	100
Life	100	Staff	160	Iron Helmet	150
Soft	400	Spear	60	Iron Armor	600
MaidKiss	60	Boomerang	3,000	Iron Gauntlet	130
Eyedrops	30	ShortBow	220	Iron Ring	100
Antidote	40	CrossBow	700		
Tent	100	Brass Arrows	10		
Gysahl	50	Holy Arrows	20		

 [Dwarven Castle] +-----

Inn cost: 600 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Soft	400	Dwarf Axe	15,000	Flame Shield	1,250
MaidKiss	60	GreatBow	2,000	Flame Armor	30,000
Mallet	80	Dark Arrow	40	Wizard Hat	2,000
DietFood	100	Flame Sword	14,000	Wizard Robe	1,200
EchoNote	50	Fire Spear	11,000	Rune Armlet	2,000
Eyedrops	30				
Antidote	40				

Cross 100
 Life* 100
 Potion** 30
 HiPotion** 150
 Tent** 100
 Cabin** 500
 EagleEye** 100
 Gysahl** 50
 Remedy** 5,000

 [Cave of Eblan] +-----

Inn cost: 700 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Soft	400	Power Staff	2,000	Ice Shield	10,000
MaidKiss	60	Ice Brand	26,000	Ice Armor	35,000
Mallet	80	Ice Spear	21,000	Black Robe	10,000
DietFood	100	Kunai	4,000		
EchoNote	50	Boomeran	3,000		
Eyedrops	30	Archer Bow	3,000		
Antidote	40	Poison Arrow	70		
Cross	100				

 [Town of Tomra] +-----

Inn cost: 300 gil.

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Soft	400	Ashura	7,000	Diamond Shield	15,000
MaidKiss	60	Chain Whip	6,000	Diamond Helmet	10,000
Mallet	80	Ogre Axe	45,000	Diamond Armor	40,000
DietFood	100	Archer Bow	3,000	Diamond Ring	5,000
EchoNote	50	Mute Arrow	100	Tiara	20,000
Eyedrops	30			Gold Ring	4,000
Antidote	40				
Cross	100				
Life**	100				
Potion**	30				
HiPotion**	150				
Tent**	100				
Cabin**	500				
EagleEye**	100				
Gysahl**	50				
Remedy**	5000				

 [Land of Summoned Monsters] +-----

Inn cost: 1,200 gil

Item Shop		Weapon Shop		Armor Shop	
Item	Price	Item	Price	Item	Price
Life	100	Whip	3,000	Aegis Shield	20,000
Potion	30	Chain Whip	6,000	Sorcerer Robe	30,000
HiPotion	150	Blitz Whip	10,000		
Tent	100	Kotetsu	11,000		
Cabin	500	Fairy Rod	5,000		
EagleEye	100	Lunar Staff	7,000		
Gysahl	50	Angel Arrow	110		
Remedy	5,000				
Soft**	400				
MaidKiss**	60				
Mallet**	80				
DietFood**	100				
EchoNote**	50				
Eyedrops**	30				
Antidote**	40				
Cross**	100				

[Kokkol's Smithy] +-----

Weapon Shop***	
Item	Price
Shuriken	20,000
Fuma Dart	50,000
Yoichi Arrow	140

[Hummingway Cave] +-----

Item Shop	
Item	Price
HiPotion	150
Life	100
Ether1	10,000
Ether2	50,000
Elixir	100,000
Cabin	500
Bestiary	980
Whistle	20,000

* You need the Baron key to have access to these shops.

** Means that there's two item shops in this place.

*** You must have gave the Adamant to the Smithy.

SECTION 18 - [HOW DO I LEARN THIS MAGIC ?] -----

This section has the requirements needed to learn all magics in the game with every character.

[Cecil] ++++++

Cecil only learns magics after he becomes a Paladin, he has only white magics and learns them by reaching levels.

.....

MAGIC NAME: Cure

TYPE: White

LEVEL TO LEARN: 2

.....
.....

MAGIC NAME: Sight

TYPE: White

LEVEL TO LEARN: 3

.....
.....

MAGIC NAME: Life1

TYPE: White

LEVEL TO LEARN: 8

.....
.....

MAGIC NAME: Cure2

TYPE: White

LEVEL TO LEARN: 15

.....
.....

MAGIC NAME: Exit

TYPE: White

LEVEL TO LEARN: 19

.....
.....

MAGIC NAME: Esuna

TYPE: White

LEVEL TO LEARN: 24

.....

[Rosa] ++++++

Rosa learns only white magic too and she learns magics by reaaching levels.

.....

MAGIC NAME: Cure

TYPE: White

LEVEL TO LEARN: 10(initial)

.....
.....

MAGIC NAME: Mute

TYPE: White

LEVEL TO LEARN: 10(initial)

.....
.....

MAGIC NAME: Slow
TYPE: White
LEVEL TO LEARN: 10(initial)
.....
.....

MAGIC NAME: Hold
TYPE: White
LEVEL TO LEARN: 10(initial)
.....
.....

MAGIC NAME: Sight
TYPE: White
LEVEL TO LEARN: 10(initial)
.....
.....

MAGIC NAME: Lifel
TYPE: White
LEVEL TO LEARN: 11
.....
.....

MAGIC NAME: Protect
TYPE: White
LEVEL TO LEARN: 12
.....
.....

MAGIC NAME: Cure2
TYPE: White
LEVEL TO LEARN: 13
.....
.....

MAGIC NAME: Silence
TYPE: White
LEVEL TO LEARN: 15
.....
.....

MAGIC NAME: Esuna
TYPE: White
LEVEL TO LEARN: 18
.....
.....

MAGIC NAME: Berserk
TYPE: White
LEVEL TO LEARN: 20
.....
.....

MAGIC NAME: Blink
TYPE: White
LEVEL TO LEARN: 22
.....
.....

MAGIC NAME: Confuse
TYPE: White
LEVEL TO LEARN: 24
.....
.....

MAGIC NAME: Exit
TYPE: White
LEVEL TO LEARN: 26
.....
.....

MAGIC NAME: Shell
TYPE: White
LEVEL TO LEARN: 29
.....
.....

MAGIC NAME: Cure3
TYPE: White
LEVEL TO LEARN: 30
.....
.....

MAGIC NAME: Mini
TYPE: White
LEVEL TO LEARN: 30
.....
.....

MAGIC NAME: Dispel
TYPE: White
LEVEL TO LEARN: 31
.....
.....

MAGIC NAME: Haste
TYPE: White
LEVEL TO LEARN: 33
.....
.....

MAGIC NAME: Float
TYPE: White
LEVEL TO LEARN: 35
.....
.....

MAGIC NAME: Wall
TYPE: White
LEVEL TO LEARN: 36
.....
.....

MAGIC NAME: Cure4
TYPE: White
LEVEL TO LEARN: 38
.....
.....

MAGIC NAME: Life2
TYPE: White
LEVEL TO LEARN: 45
.....
.....

MAGIC NAME: Holy
TYPE: White
LEVEL TO LEARN: 55
.....

[Palom] +-----

Palom has only black magics, he learns magics by reaching levels.
.....

MAGIC NAME: Ice1
TYPE: Black
LEVEL TO LEARN: 10(initial)
.....

.....
MAGIC NAME: Fire1
TYPE: Black
LEVEL TO LEARN: 10(initial)
.....
.....
MAGIC NAME: Bolt1
TYPE: Black
LEVEL TO LEARN: 10(initial)
.....
.....
MAGIC NAME: Poison
TYPE: Black
LEVEL TO LEARN: 10(initial)
.....
.....
MAGIC NAME: Sleep
TYPE: Black
LEVEL TO LEARN: 10(initial)
.....
.....
MAGIC NAME: Ice2
TYPE: Black
LEVEL TO LEARN: 11
.....
.....
MAGIC NAME: Fire2
TYPE: Black
LEVEL TO LEARN: 12
.....
.....
MAGIC NAME: Bolt2
TYPE: Black
LEVEL TO LEARN: 13
.....
.....
MAGIC NAME: Stop
TYPE: Black
LEVEL TO LEARN: 14
.....
.....
MAGIC NAME: Bio
TYPE: Black
LEVEL TO LEARN: 19
.....
.....
MAGIC NAME: Toad
TYPE: Black
LEVEL TO LEARN: 22
.....
.....
MAGIC NAME: Quake
TYPE: Black
LEVEL TO LEARN: 23
.....
.....
MAGIC NAME: Drain
TYPE: Black
LEVEL TO LEARN: 25
.....

[Porom] +-----

Porom has only white magics and she learns magics by reaching levels.

.....

MAGIC NAME: Cure

TYPE: White

LEVEL TO LEARN: 10(initial)

.....

.....

MAGIC NAME: Slow

TYPE: White

LEVEL TO LEARN: 10(initial)

.....

.....

MAGIC NAME: Mute

TYPE: White

LEVEL TO LEARN: 10(initial)

.....

.....

MAGIC NAME: Hold

TYPE: White

LEVEL TO LEARN: 10(initial)

.....

.....

MAGIC NAME: Sight

TYPE: White

LEVEL TO LEARN: 10(inital)

.....

.....

MAGIC NAME: Life1

TYPE: White

LEVEL TO LEARN: 11

.....

.....

MAGIC NAME: Armor

TYPE: White

LEVEL TO LEARN: 12

.....

.....

MAGIC NAME: Cure2

TYPE: White

LEVEL TO LEARN: 13

.....

.....

MAGIC NAME: Silence

TYPE: White

LEVEL TO LEARN: 15

.....

.....

MAGIC NAME: Berserk

TYPE: White

LEVEL TO LEARN: 18

.....

.....

MAGIC NAME: Exit

TYPE: White

LEVEL TO LEARN: 19

.....
.....

MAGIC NAME: Esuna
TYPE: White
LEVEL TO LEARN: 20

.....
.....

MAGIC NAME: Blink
TYPE: White
LEVEL TO LEARN: 23

.....
.....

MAGIC NAME: Charm
TYPE: White
LEVEL TO LEARN: 25

.....

[Rydia] +-----

Rydia can learn white, black and summon magics by fulfilling some conditions,
later on the story she loses all his white magics.

.....

MAGIC NAME: Chocobo
TYPE: Summon
CONDITION: None(initial summon)

.....
.....

MAGIC NAME: Fire1
TYPE: Black
CONDITION: Reach Mt.Hobs.

.....
.....

MAGIC NAME: Icel
TYPE: Black
CONDITION: Reach level 2.

.....
.....

MAGIC NAME: Cure
TYPE: White
CONDITION: Reach level 3.

.....
.....

MAGIC NAME: Sight
TYPE: White
CONDITION: Reach level 4.

.....
.....

MAGIC NAME: Bolt1
TYPE: Black
CONDITION: Reach level 5.

.....
.....

MAGIC NAME: Ice2
TYPE: Black
CONDITION: Learns automatically whe she re-joins.

.....
.....

MAGIC NAME: Fire2

TYPE: Black
CONDITION: Learns automatically whe she re-joins.
.....
.....

MAGIC NAME: Bolt2
TYPE: Black
CONDITION: Learns automatically whe she re-joins.
.....
.....

MAGIC NAME: Hold
TYPE: White
CONDITION: Reach level 7.
.....
.....

MAGIC NAME: Sleep
TYPE: Black
CONDITION: Reach level 8
.....
.....

MAGIC NAME: Poison
TYPE: Black
CONDITION: Reach level 10.
.....
.....

MAGIC NAME: Cure 2
TYPE: White
CONDITION: Reach level 12.
.....
.....

MAGIC NAME: Toad
TYPE: White
CONDITION: Reach level 13.
.....
.....

MAGIC NAME: Stop
TYPE: Black
CONDITION: Reach level 15.
.....
.....

MAGIC NAME: Piggy
TYPE: Black
CONDITION: Reach level 20.
.....
.....

MAGIC NAME: Bio
TYPE: Black
CONDITION: Reach level 25.
.....
.....

MAGIC NAME: Psych
TYPE: Black
CONDITION: Reach level 32.
.....
.....

MAGIC NAME: Drain
TYPE: Black
CONDITION: Reach level 36.
.....
.....

MAGIC NAME: Ice3

TYPE: Black
CONDITION: Reach level 39.
.....
.....

MAGIC NAME: Fire3
TYPE: Black
CONDITION: Reach level 42.
.....
.....

MAGIC NAME: Bolt3
TYPE: Black
CONDITION: Reach level 45.
.....
.....

MAGIC NAME: Quake
TYPE: Black
CONDITION: Reach level 47.
.....
.....

MAGIC NAME: Stone
TYPE: Black
CONDITION: Reach level 49.
.....
.....

MAGIC NAME: Wind
TYPE: Black
CONDITION: Reach level 51.
.....
.....

MAGIC NAME: Death
TYPE: Black
CONDITION: Reach level 52.
.....
.....

MAGIC NAME: Flare
TYPE: Black
CONDITION: Reach level 55.
.....
.....

MAGIC NAME: Meteo
TYPE: Black
CONDITION: Reach level 60.
.....
.....

MAGIC NAME: Mist Dragon
TYPE: Summon
CONDITION: Learns automatically when she re-joins.
.....
.....

MAGIC NAME: Titan
TYPE: Summon
CONDITION: Learns automatically when she re-joins.
.....
.....

MAGIC NAME: Ifrit
TYPE: Summon
CONDITION: Learns automatically when she re-joins.
.....
.....

MAGIC NAME: Shiva

TYPE: Summon
CONDITION: Learns automatically when she re-joins.
.....
.....

MAGIC NAME: Ramuh
TYPE: Summon
CONDITION: Learns automatically when she re-joins.
.....
.....

MAGIC NAME: Leviathan
TYPE: Summon
CONDITION: Defeat Leviathan.
.....
.....

MAGIC NAME: Asura
TYPE: Summon
CONDITION: Defeat Asura.
.....
.....

MAGIC NAME: Bahamut
TYPE: Summon
CONDITION: Defeat Bahamut.
.....
.....

MAGIC NAME: Odin
TYPE: Summon
CONDITION: Defeat Odin.
.....
.....

MAGIC NAME: Sylph
TYPE: Summon
CONDITION: Wake Yang in Sylvan Cave.
.....
.....

MAGIC NAME: Cocatris
TYPE: Summon
CONDITION: Use rare item "Cocatris".
.....
.....

MAGIC NAME: Mage
TYPE: Summon
CONDITION: Use rare item "Mage".
.....
.....

MAGIC NAME: Imp
TYPE: Summon
CONDITION: Use rare item "Imp".
.....
.....

MAGIC NAME: Bomb
TYPE: Summon
CONDITION: Use rare item "Bomb".
.....
.....

[Tellah] +-----

Tellah has both white and black magic, he only learns magics by his memory.
.....

MAGIC NAME: Ice1
TYPE: Black
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Fire1
TYPE: Black
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Bolt1
TYPE: Black
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Stop
TYPE: Black
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Psych
TYPE: Black
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Cure1
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Cure2
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Charm
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Blink
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Esuna
TYPE: White
CONDITION: Initial magic
.....
.....

MAGIC NAME: Lifel
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Exit
TYPE: White
CONDITION: Initial magic.
.....
.....

MAGIC NAME: Ice2
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Fire2
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Bolt2
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Ice3
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Fire3
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Bolt3
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Wind
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Drain
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Death
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Warp
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Venom
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Bio
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Toad
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Piggy
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Stop
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Stone
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Sleep
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Quake
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Flare
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Meteor
TYPE: Black
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Cure3
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Cure4
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Life2
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Sight
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Scan
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Armor
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Shell
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Haste
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Mute
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Mini
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Bersrk
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Dspel
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Slow
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Float
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Hold
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

MAGIC NAME: Wall
TYPE: White
CONDITION: Tellah automatically reminds it from memory.
.....
.....

[Edge] +-----

Edge learns magic by gainig levels, just Blitz, Flood and aren't

.....

MAGIC NAME: Flame

TYPE: Ninja magic

CONDITION: Initial ninja magic.

.....

.....

MAGIC NAME: Flood

TYPE: Ninja magic

CONDITION: Meet Rubicant at tower of Babil.

.....

.....

MAGIC NAME: Blitz

TYPE: Ninja magic

CONDITION: Meet Rubicant at Tower of Babil.

.....

.....

MAGIC NAME: Pin

TYPE: Ninja magic

CONDITION: Reach level 27.

.....

.....

MAGIC NAME: Smoke

TYPE: Ninja magic

CONDITION: Reach level 33.

.....

.....

MAGIC NAME: Image

TYPE: Ninja magic

CONDITION: Reach level 38.

.....

SECTION 19 - [SECRETS] -----

Here's somethings that can be considered secrets, you may can find it by yourself but as they are secrets don't be surprised if you finish the game without doing them.

Skip Sealed Cave dungeon

Just after you defeat Golbez at the Crystal room in Dwarven Castle you back to the throne room, in this moments use the spell Warp with Rydia and you'll move back to the Crystal room. Golbez took the Crystal bu strangely the Crystal will be on the Crystal room when you use Warp, take the Crystal and you won't have to go to the Sealed Cave to get it.

Square's Developer's Room

In the Dwarven Castle you can find the a developer's room with the Square's staff, to get there enter a fake wall between the Weapon and Armors shop, there

you'll find the Rally-Ho Pub, move right through a fake wall and you will reach the Developer's Room, here you can find some of the Square developers, you can chat with people like Hironobu Sakaguchi and Nobuo Uematsu.

Duplicating Item Trick

Coming soon...

Reduce Gil Dropping Rate

If you want to escape from battles without losing too much gil, walk holding the L1+L2 buttons, this way you'll have a better chance of escaping without dropping money.

SECTION 20 - [FAQ - FREQUENTLY ASKED QUESTIONS] -----

Here I'll put the questions with its answers that I'll probably receive via e-mail.

SECTION 21 - [CREDITS] -----

Here's the list of all the sources that helped me to do this FAQ/Walkthrough, if I've forgot someone who have sent any type of contribution, please send me a e-mail requesting it, 'cause we're all humans. (^_^).

-<>- CJayC (www.gamefaqs.com).

For posting all FAQs I've done and also for his hard work running the best FAQ site ever!

-<>- The Final Fantasy (www.thefinalfantasy.com).

For help on the lists of Black Magic, White Magic, helmets, rings, armors and shields. I also used the characters bio from this site.

-<>- Squaresoft (www.squaresoft.com).

For releasing this amazing game for Playstation and also for make a lot of other fantastics RPGs.

-<>- Dingo Jellybean

I took some of the special effects of the weapons from his FAQ and also the the story at the Dwarven castle, 'cause I've missed my notes at this point. I suggest you to take a look on his guide too, it's well formated and has a lot of good stuff.

-<>- Eyes on Final Fantasy (www.eyesonff.com)

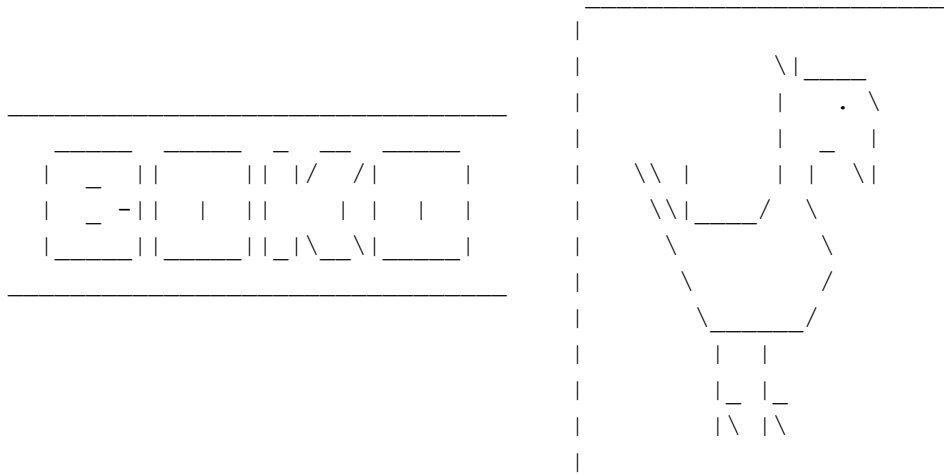
This site is great, I got all the info I've been searching for, thanks

for the Summon list and bestiary.

-<>-

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